

## **DESIGN NOTES FOR THE INTIFADA**

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Some time after Divided Ground came out, a scenario appeared on the Games Depot website for Divided Ground entitled “The Intifada”. This scenario was created by Wyatt A. Kappely who was one of the play-testers for Divided Ground. It was set in 1999, well after the time period covered by Divided Ground (and consequently, Middle East as well). Still, it was an interesting scenario in that it depicts the Israelis putting down demonstrations by Arab extremists. This is not your usual battle scenario where you get point for killing enemy units. The scenario takes place in a town full of civilians, whose destruction can cause negative points for the Israelis. Thus the Israeli player must use restraint when conducting attacks as the Arab player will no doubt be hiding his units among the civilians.

### **Mapboard**

The mapboard is just the Khan Yunis mapboard being reused for this scenario. Wyatt labeled a couple of extra hexes, thus making them objectives for the Israelis to capture but nothing more. I moved the UN Refugee site to just out side of town. Not wanting them to be roasting in the hot sun I made the new site an orchard to give them shade. I also filled in a lot of the empty hexes in the town with more village hexes to show the growth that the town had undergone over the years since the wars.

### **Orders of Battle**

The original order of battle was a mess for both sides. Wyatt put all the units under a battalion headquarters for each side, even though both sides each had several different groups that demanded their own organizations. I separated each side into its different groups and gave each group its own unique organization. Player will notice some differences between the Divided Ground and Middle East versions. For one thing, Middle East has more different kinds of units for each nationality that I could choose from. Also there are Generic Pro-East units in Middle East from which I could choose units to create the terrorist and refugee groups, whereas in Divided Ground I had to rely on the Egyptian list of units. In Divided Ground I had to substitute certain units to represent units which in Middle East had their own units. I had to use Settlers for Israeli civilians while in Middle East the Israelis do have actual Civilian units. The Palestinian refugees in Divided Ground are represented by Tribesman, while in Middle East I used Generic Pro-East civilians. In the Terrorist Camp the PLO Fighters and Terror Teams are represented by Commandos of the appropriate strength in Divided Ground, whereas in Middle East they have their own Generic Pro-East units. Also in Middle East the Militia Cars in the Terrorist Camp I changed to Car Bombs. In the Refugee Camp there is a Supply HQ representing UN Food and Supplies for the refugees. However, such a unit does not exist in Divided Ground so I made that hex an Egyptian Objective Hex worth 200 points, which is the point value of the Supply HQ in Middle East. Also for the Israelis I substituted some civilian trucks for civilian cars in Middle East. Also for the Israeli SWAT Teams (or their real-life Israeli equivalents) I used paratroopers in Divided Ground and Commandos in Middle East.

### **Scenario**

In the original scenario, Wyatt had the date set in 1999. In history there were two Intifadas in Israel and Palestine. The first was from 1987 to 1993 and the second was from 2000 to 2005. Thus, Wyatt's date is wrong. So I reset the date to 1987 to keep with history. I also gave the scenario a Historically Based classification in Middle East. The date itself is hypothetical as there were several riots in the Gaza Strip area and in Khan Yunis in particular during both Intifadas. In the Header I classified the scenario as a Mopping Up situation as this is the closest type of situation that scenario depicts. In Middle East the Arabs have a zero in Artillery Re-Supply as they no artillery units in their force. The two versions are basically the same although the Middle East version will be more fun, given the capabilities of the new units that Divided Ground does not have.

## **Conclusion**

I hope that players find enjoyment in this scenario. It is certainly different as the Israelis must be careful in who they fire at, in order to avoid civilian casualties.