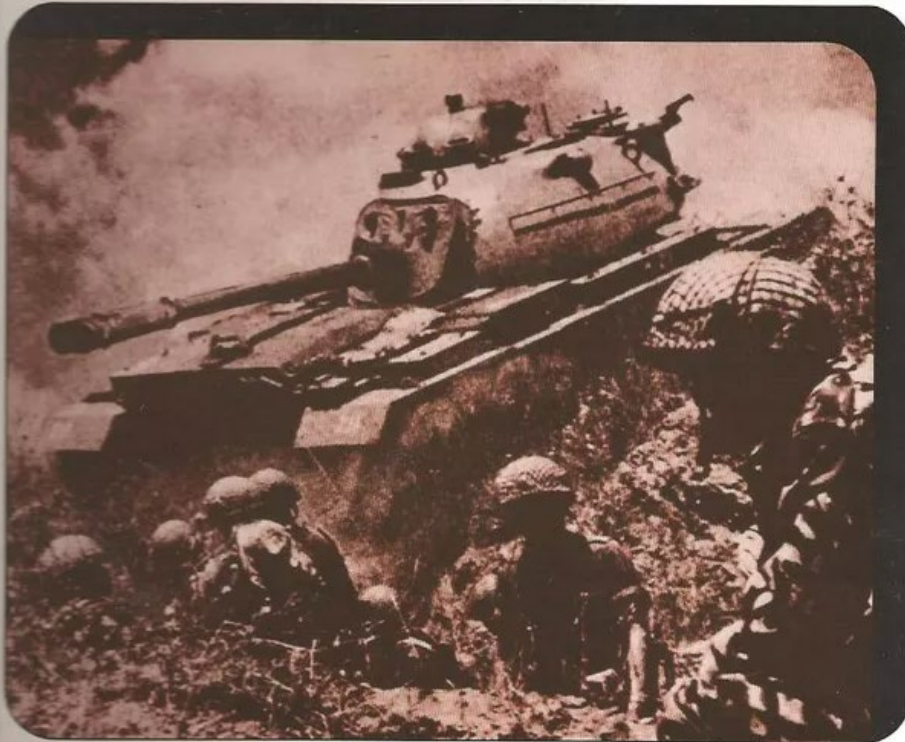

Golan, SPI 1975

Basic Scenario

Replay by George Nap

Golan

Syrian-Israeli Combat in the '73 War

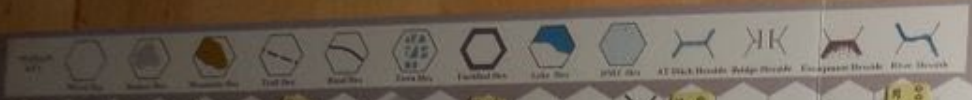


Golan – SPI Publications

Replaying the only game in **The Modern Battles** quadrigame (four small games with a common set of base rules and a few specific rules to their scenarios all under one cover) that I had not tried.

Made by SPI – Simulations Publications Inc – one of the early giants of wargaming in the 1970's. SPI is long gone but their games survive. I have a huge collection of them.

While Golan is 30 turns technically, my reading of reviews indicates the game will be decided in the first seven or so turns. If Syria has not won by then they will be defeated. We shall see.



MODERN BATTLES Golan EXCLUSIVE RULES

[12-9] ISRAELI ANTI-TANK DITCH AND DMZ LINE
 GENERAL RULE
 The DMZ (Ditch and DMZ Line) was established by the UN in 1949. It runs along the border between Israel and Syria. It is a line of anti-tank ditches and DMZ lines. It was established in 1949.

[13-1] EFFECT ON DEFENSE
 [13-1] Effect on Defense: The DMZ (Ditch and DMZ Line) is a line of anti-tank ditches and DMZ lines. It was established in 1949.

[13-2] EFFECT ON COMBAT RESOLUTION
 [13-2] Effect on Combat Resolution: The DMZ (Ditch and DMZ Line) is a line of anti-tank ditches and DMZ lines. It was established in 1949.

[13-3] EFFECT ON COMBAT
 [13-3] Effect on Combat: The DMZ (Ditch and DMZ Line) is a line of anti-tank ditches and DMZ lines. It was established in 1949.

[13-4] EFFECT ON COMBAT
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[13-5] EFFECT ON COMBAT
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[13-6] EFFECT ON COMBAT
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[13-7] EFFECT ON COMBAT
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[13-8] EFFECT ON COMBAT
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[13-9] EFFECT ON COMBAT
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[13-12] EFFECT ON COMBAT
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[13-13] EFFECT ON COMBAT
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[13-14] EFFECT ON COMBAT
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[13-15] EFFECT ON COMBAT
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[13-16] EFFECT ON COMBAT
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[13-17] EFFECT ON COMBAT
 [13-17] Effect on Combat: The DMZ (Ditch and DMZ Line) is a line of anti-tank ditches and DMZ lines. It was established in 1949.

[13-18] EFFECT ON COMBAT
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[13-26] EFFECT ON COMBAT
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[13-27] EFFECT ON COMBAT
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[13-28] EFFECT ON COMBAT
 [13-28] Effect on Combat: The DMZ (Ditch and DMZ Line) is a line of anti-tank ditches and DMZ lines. It was established in 1949.

[13-29] EFFECT ON COMBAT
 [13-29] Effect on Combat: The DMZ (Ditch and DMZ Line) is a line of anti-tank ditches and DMZ lines. It was established in 1949.

[13-30] EFFECT ON COMBAT
 [13-30] Effect on Combat: The DMZ (Ditch and DMZ Line) is a line of anti-tank ditches and DMZ lines. It was established in 1949.



[13-9] SURFACE TO AIR MISSILES (SAM)

GENERAL RULE
SAM units can fire at any enemy unit in the same hex as the SAM unit. SAM units can also fire at any enemy unit in the same hex as the SAM unit. SAM units can also fire at any enemy unit in the same hex as the SAM unit.

I am incorporating my counterbattery fire rules which I test drove in my replay of **Wurzburg**. I only used them in one instance, as the Soviet FPF was limited, and the US was overwhelming and their arty was well positioned in rough and forest hexes.

Here are my counterbattery rules, indexed to **The Modern Battles** quadrigame base rules.

[8.16] Counterbattery fire occurs when artillery and/or ground support points fire on an enemy artillery unit which is not being subjected to a combined attack with ground units.

[8.161] During the barrage phase artillery targeted by counterbattery fire which suffer and Br, D1, D2, D3, D4 may not fire FPF during this combat phase. (NOTE: The Br result does not force a retreat consistent with barrage rules, but it does preclude the unit attacked from firing FPF.)

[8.162] Terrain effects do apply to defending units during counterbattery fire. They also apply to helicopter units which we can assume will be using NOE (nap of the earth) and other cover/concealment countermeasures taking full advantage of the terrain.

[8.163] Helicopter units may only suffer counterbattery fire from ground support points (air units).

[8.164] Ground support points are immune from counterbattery fire.

Golan adds significant Israeli air, and extensive Syrian SAM (surface to air missile) batteries.

[13.3] SAM RESOLUTION TABLE

		Number of Israeli Ground Support Points							
		1	2	3	4	5	6	7-10	11+
Number of	1	1	1	1	1	1	2	2	2
SAM Points	2	1	1	1	1	2	2	3	4
Allocated:	3	1	1	1	2	2	2	3	4
	4	1	1	2	2	3	3	3	4
	5	1	2	2	3	3	4	4	5
	6+	1	2	3	4	4	5	6	6

Explanation of SAM Resolution Table

The number result is the number of Victory Points the Arab Player receives if he rolls the correct die result (see SAM unit fire).

[13.21] Immediately after the commitment of all Israeli Ground Support Points, the Arab Player may use his SAM units to fire on those Ground Support Points. This is accomplished by totalling the SAM Strength being used against the Israeli Ground Support in a given hex, and cross-indexing this total (on the SAM Resolution Table)

with the total number of Israeli Ground Support Points committed to that hex. Then the die is rolled. If the number that is rolled is equal to or less than the number shown on the Table, the Arab Player receives a number of Victory Points equal to the number rolled.

Based on the designer notes, etc, the game is decided in the first seven turns, the other 25 give the Israeli player – If they have survived – the opportunity to repeat history.

I will play this with extreme aggression for the Syrian player: to win you just need to exit one unit from the board.

There are other ways to win, by having a preponderance of victory points, but that is unlikely for Syria. Israel has 30 ground support points per turn – usable as ground support AND FPF, reflective of the Israeli emphasis on replacing pilot losses regardless of cost.

Syria earns victory points for shooting down IAF planes, but this is done as part of an interphase, and they get victory points but the planes go in as allocated and return the next turn in equal force. So you cannot degrade the IAF, just earn victory points. The more air points dedicated to a battle, the more likely there will be casualties to the IAF which is also dependent on how many SAM (surface to air missile) assets are allocated to the same battle. SAM units are on the map and are subject to loss once the IDF, if they have survived, has recovered from the initial onslaught.

Standard scenario:

Turn 1 – 6 October 1973

Israeli allocates all 30 air to ground support/FPF.

Syria – a total of four attacks on the Israeli line. Israel will allow Kuneitra and the self propelled artillery (with FPF from the other redlegs – army slang for artillery soldiers) to defend themselves. Ten ground support points allocated to the other sites. Syrian arty fires on Ahmediye and the forward mech unit in the north.

SAM fire is allocated: I count 32 SAM points on the board, so each attack is assigned the maximum of six. VP's garnered per the table =8 VP, those Russian SAMs are a nasty surprise.

Golar

- Empty Hex
- Water Hex
- Mountain Hex
- Forest Hex
- Swamp Hex
- Desert Hex
- City Hex
- High Mountain
- Alpine Forest
- Temple Mountain
- River Hex



The board game map is a large hexagonal grid with various terrain types and paths. The terrain types are represented by different colors and symbols: Empty Hex (white), Water Hex (blue), Mountain Hex (brown), Forest Hex (green), Swamp Hex (dark green), Desert Hex (yellow), City Hex (grey), High Mountain (dark brown), Alpine Forest (dark green), Temple Mountain (dark brown), and River Hex (blue). The map is divided into several regions by dashed lines, and there are several paths marked with solid lines. Game pieces are placed on the board, including yellow squares with numbers and symbols, blue squares with numbers and symbols, and red squares with the number 3. A red die is also visible on the board. The board is set on a wooden table.

The mech unit dies at the DMZ -- a D2 on the active table.

The strongpoint in Amediye is attacked at +12, shifted 3 columns left to +4,5

(Here I wonder about the rule and if attacks on fortified hexes should not have to be resolved on the active rather than mobile CRT, here I will attack on mobile because I have a 5/6 chance of forcing a retreat into ZOC which will eliminate the defender, this does not have the feel of a battle for a heavily fortified zone. I would probably change the rule to compel attacks into or out of fortified hexes to be resolved on the more casualty laden active CRT, but will not do so this game.

Reading the rules, I *must* use the active CRT as the Syrians on game turns 1-6 without fail, which sort of fulfills that requirement), an AX results in a Syrian leg infantry loss for the Israeli armor and the strongpoint is taken.

Kuneitra is attacked +2 with arty shift to 0, EX - we trade a leg infantry for Israeli armor.

Our armor is repulsed by the defending arty further to the west.

The strongpoint at Rafid is attacked +2,3 with shifts d2 eliminates the defenders.

My strategy here is to eliminate Israeli units and exit one unit to win the game as Syria.





SAM fire: 2+3=5 victory points.

We drive back the leg infantry in the north, snuff out the armored brigade near Kuneitra, and drive back the armor in the south. Not pretty and we will be savaged this coming turn, but reinforcements are due to arrive.

Have to use mobile combat results because we cannot afford to lose any units at all, not one, none.



Turn 2 – 7 October 1973

30 air allocated to FPF/ground support



Syrian – we surge forward, the mandatory offensive requirement means we must take 3 strongpoints and have ten units west of the 12xx hexrow.

So technically here 11/4 armor in hex 1721 has sufficient movement points to exit the board, so Syria would win. I do not know how you can avoid this, given the paucity of Israeli units to start the game. I will change the automatic victory condition here to reflect that the Syrian must exit a supplies unit from the board, supply having to be traced solely on road/trail hexes to a map edge transected by a road/trail hex beginning from the exit hex. This supply path may not be occupied by an Israeli unit or zoc. I would further add to this requirement that a mixed task force of three units, one of which must be armor, one of which must be mech or leg infantry, the third of which may be any unit (arty included, SAMs cannot enter Israel per rule, probably due to Soviet advisors and the furor that would cause...).

We are stuck with the active CRT, but if we bleed them they will not have units to stop us, so exchanges work in our favor.

SAM fire: 2 VP



They bend in the north but do not break, only one exchange there. Kuneitra continues to frustrate us. We obliterate a tank regiment near Kushniye, and another one near Jukhadar. The south is wide open.



Israel: Our reinforcements must head south to block any exit attempts. They have outrun most of their SAM coverage and most of their artillery. SAM fire 5
We cauterize the breakthroughs.



Syrian VP 13 last turn $+2 + 5 = 20$

Turn 3 – 8 October 1973

30 points allocated to FPF/ground support.







Israeli: Plug the gap, stop them from lapping around the northern flank, also.



SAM= 4+4.

3/Nv 2-3-12 	X 1para 3-5-8 
73/7 4-3-12 	X 7/7 3-5-8 
2/13 4-3-12 	X 52 6-4-12 
133/3 2-3-12 	

1

2-3-7 2-12 	X 9/9 3-5-8 
3/Am 4-3-12 	X 6/7 3-5-8 
2/Am 4-3-12 	102/1 1-2-12 
	X 22/1 6-4-12 

2

1-2-5 2-12 	X 4/9 3-5-8 
1/H 4-3-12 	X 14/3 6-4-12 
2/20 2-3-12 	X 1/3 5-5-12 
1-2-5 2-12 	X 5/7 3-5-8 
	X 11/31 4-4-12 

3

Turn 4 – 9 October 1973

18 FPF/ground support, 12 SAM suppression. Suppression VP for Syria 1+ 2= VP.

All batteries attacked suppressed for one turn.



Syrian; Continuing to push for the valley beyond the Golan. We are repulsed in the far north. Our tankers punch a hole in the northern Israeli lines. We have met the Syrian mandatory offensive requirements of ten units west of 12xx hexrow and three strongpoints taken.





Israeli: Counterattacking... SAM fire 2 VP...mobile CRT...leg infantry in the north eliminated, the Syrian armor intrusion is eliminated.



Syrian VP = 30 last turn +3+7+2=42.

Based on how victory points accrue in this game, Israel, if they maximize their territorial objectives, still end up between 1.0-1.5:1 which is a Syrian substantive victory. I am assuming Israel will get at least six units into Syria by game turn 12 to negate the 25 bonus points. Will play a few more turns. The victory points in this game are difficult because you are basically fighting an air war conceptually but a ground war on the map.

The Israeli will get points for eliminating Syrian units and vice versa. Right now eliminated units points which each side has are: Syria = 71, Israel 137, add in the SAMS and we get Syria 123, Israel 137.

Units which exit the map do not count for the other side's victory points, so there is a motivation to beat feet for Syria. Of course, withdrawal under contact is always difficult.



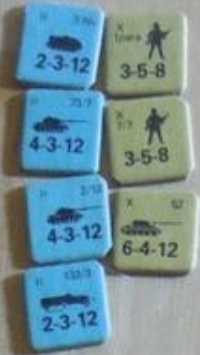




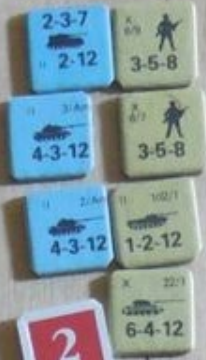


Israel; time to split the enemy in half and take out some SAMS, no SAM fire as our attacks are out of range of the surviving SAMS. Active CRT, time to wear them down. Here I note that per the automatic victory rule I would be required to hold Israeli units back to guard exit hexes to preclude a Syrian unit from running forward, not a likely result, nor would it effect an actual outcome. I think that rule should be tweaked as I proposed above and have to be accomplished by turn 4 or it is no longer a victory condition. We have breached their lines.





1



2



3



4



5



Syria – running for the exit hexes, which are not specified, so will be any eastern road or trail map hex. No attacks, just panicked fleeing. Reserve is released and forms a hedgehog.



2-3-12
4-3-12
4-3-12
2-3-12

1

2-3-7
4-3-12
4-3-12
6-4-12

2

1-2-5
4-3-12
2-3-12
1-2-5
2-12
4-4-12

3

4-3-12
3-5-8
6-4-12
6-4-12
6-4-12

4



2-3-12
2-3-12
3-12
3-15
3-12
2-1-8
4-2-7

5

3-12
2-1-8
1-2-12
2-1-8
2-1-8

6

Turn 7: 12 October 1973

30 points to ground support.

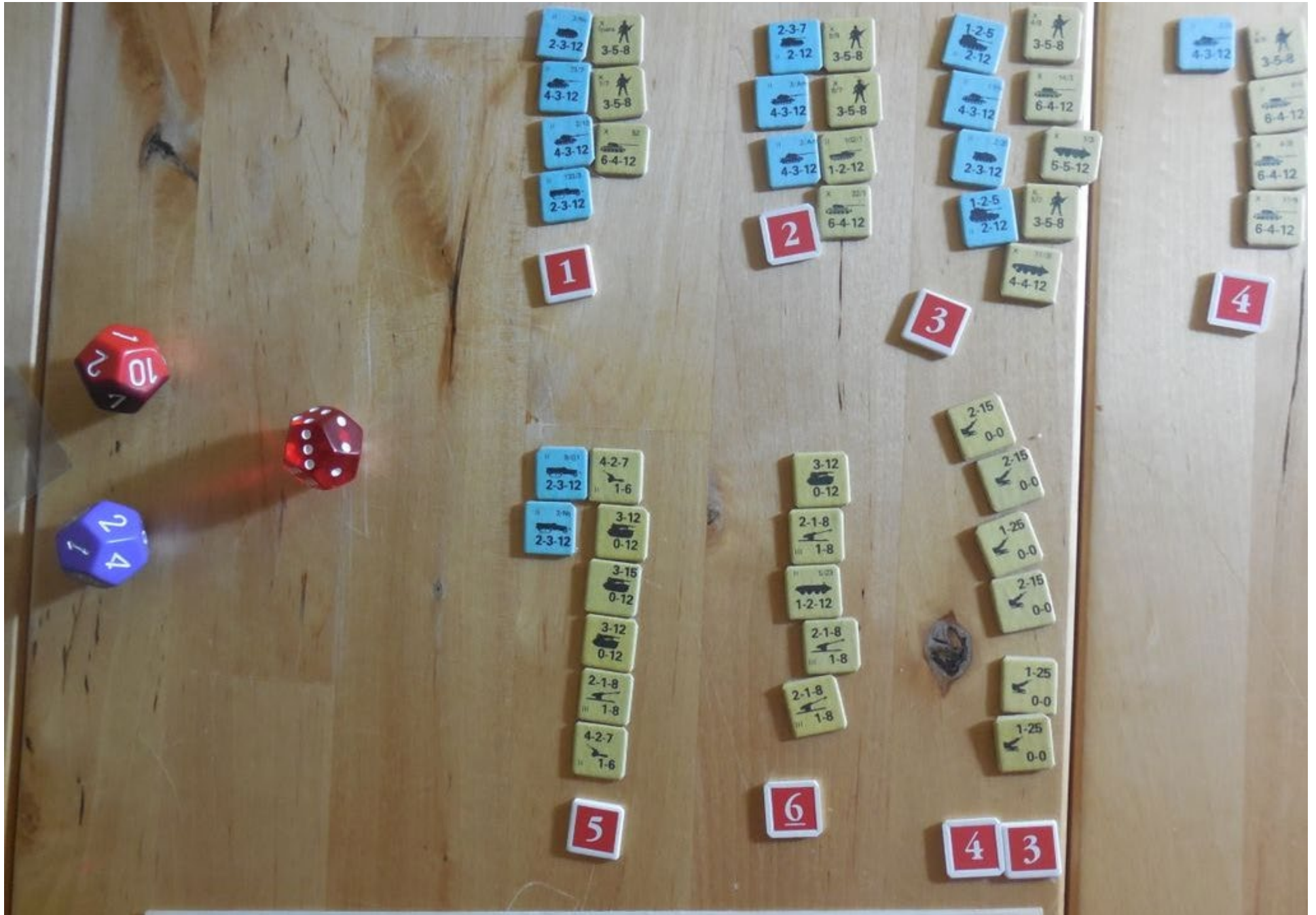
Syria; Running like hell, local counterattacks each draw 15 ground support points 11VP, attacks result in both sides retreating.

Israel; Time to mop up more SAMS. 2 VPs lost to all air points supporting one mobile attack. Our attacks on the strongpoints are repulsed, but we swept up more SAMS

VP S: 143 I:171



Those who did not come home.



In this alternate history a less successful Israel is more open to a one-state solution. Their air force savaged and the Syrians surprisingly resistant, the IDF stops at the Suez, and on the road to Damascus. The major change in Israeli policy is the need to solve the Palestinian issue. Israel opts to grant full rights of citizenship to the Palestinians in an attempt to improve security, while creating a Reconciliation Commission similar to the one founded decades later in the RSA. With participation in their government, economic rights, and a path towards recovery/reparations, the Palestinians become full participants in the government of Israel. Domestic violence is not eliminated, becoming rarer over time as Israel becomes a beacon of diversity and tolerance within in the Middle East. Relations with Jordan and Egypt improve. A strong economic presence of Palestinian peoples allows Saudi Arabia a palatable pathway for trade with Israel.

Due to the split decision points for air war, this game does not solo as well as the other Modern Battles quads games, given that the SAM effectiveness directly effects victory points and victory levels.

I did roll very well for the Syrian (you cross index SAM points committed vs ground support committed.) If you roll less than or equal to the number on the table you get the 1d6 roll added to your victory points.

Also, the at start units available for Israel make it difficult to keep the Syrian from winning, unless you choose to deploy on the opposite sides of the escarpment and then use ground support points to bolster defenses which dropping back in the north. This seems 'gamey' to me and not satisfying from the standpoint of solving an operational puzzle.

Enjoyed the game. Same observation as the others in the quad, you run out of ground units but keep a lot of arty. I also forgot to bring on the Israeli turn 5 reinforcements, but they would have just guarded the board edge, combat was too far away, did not bring on the Syrian turn 7 because victory was already in the bag.