UNDER SIEGE

THE WARS OF ISRAEL

BY INSURGENT, 2002

v. 1.00

A five scenario series about each of the major conventional wars of the Israeli history.

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1   INTRODUCTION

Since 1948 Israel has fought several wars, struggling for its right to exist.
It is a story of a small but tenacious people, grown tough during millennia of persecution.
A nation of refugees, seeking their freedom and sharing the hope for a better future.
But this people with its new nation has stood in regional isolation since its independence.
With the back up against the wall, it stood fast, and fought to win.

This makes the story interesting and challenging, and I have made a try - though destined to fail - to depict this great modern tale of patriotism, courage, and suffering.

1.1   Practical instructions

These five scenarios, Siege48, Siege56, Siege67, Siege73, and Siege82, share most of the files, but some are necessary to be changed, before starting a new scenario. There are five Events.txt files (Events48, Events56 etc.), five Labels.txt files (Labels48, Labels56 etc.), and five scenario files (Siege48, Siege56 etc.), and before any scenario is initiated. You will also have to insert the new correct labels file each time you load a game.

The file *UNDER SIEGE.bat* is a batch file designed to do that for you. Just open it and choose which side you want to play, each time you start and load a game. It'll organise the files properly for you.
Windows XP users will have to move the file *Choice.exe* to the folder *C:\Windows*, to make batch files work in general, if you just want the batch file for these particular scenarios to work, leave it in the folder.
Thanks to Marko who made this Under Siege.bat, and to THE ANZAC, who made another one, that I didn't use.

1.2   Scenario Elements
These files are included in the Under Siege series (excluding sound files):

Name:	Type:	Size (kb):	Description:
Readme	.pdf	200	ReadMe file
Cities	.bmp	302	Under Siege cities file, permanent
Icons	.bmp	302	Under Siege icons file, permanent
People	.bmp	302	Under Siege people file, permanent
Terrain1	.bmp	302	Under Siege terrain1 file, permanent
Units	.bmp	302	Under Siege units file, permanent
Title	.gif	133	Under Siege title file, permanent
Under Siege	.bat	2	Batch file, manages events and labels
Choice	.exe	5	See practical instructions above
Delevent	.exe	11	Used to delete events data in saved games
Siege48	.scn	200	Scenario: The Israeli War of Independence
Siege56	.scn	200	Scenario: The Suez Crisis
Siege67	.scn	200	Scenario: The Six Day War
Siege73	.scn	200	Scenario: The Yom Kippur War
Siege82	.scn	200	Scenario: The Lebanon War
Events	.txt	1	Temporary events file, to be deleted
Events48	.txt	20	Siege48 events file
Events56	.txt	20	Siege56 events file
Events67	.txt	15	Siege67 events file
Events73	.txt	20	Siege73 events file
Events82	.txt	20	Siege82 events file
Game	.txt	95	Under Siege game file, permanent
Labels	.txt	8	Temporary labels file, to be deleted
Labels48	.txt	8	Siege48 labels file
Labels56	.txt	8	Siege56 labels file
Labels67	.txt	8	Siege67 labels file
Labels73	.txt	8	Siege73 labels file
Labels82	.txt	8	Siege82 labels file
Pedia	.txt	17	Standard pedia file, permanent
ReadMe	.txt	17	txt-version of the ReadMe file
Rules	.txt	27	Under Siege rules file, permanent
Siege48	.txt	1	Siege48 intro text
Siege56	.txt	2	Siege56 intro text
Siege67	.txt	2	Siege67 intro text

Siege73	.txt	2	Siege73 intro text
Siege82	.txt	2	Siege82 intro text

Additional Historic Material:

A Short Israeli History	.pdf	21	Short description of Israel's history
1920- British Mandate	.jpg	25	Map, showing the British mandate area
1947 – UN Partition Plan	.jpg	22	Map, showing the UN Partition Plan 1947
1948 – Arab Invasion	.jpg	59	Map, showing Arab invasion routes 1948
1949 – Armistice	.jpg	23	Map, showing borders after armistice 1949
1956 – Sinai Campaign	.jpg	22	Map, showing the Suez Crisis attacks
1967 – Cease Fire Lines	.jpg	24	Map, showing territory after Six Day War
1967 – Six Day War	.jpg	28	Map, showing troop movements 1967
1973 – Egyptian Attack	.jpg	25	Map, showing the Egyptian attack 1973
1973 – Syrian Attack	.jpg	31	Map, showing the Syrian attack 1973
1982 – June 1982 Lines	.jpg	22	Map, showing Lebanese lines before invasion
Israeli Flag	.jpg	24	Image of the Israeli flag

Total (excl. sound files):	46 files	3500	Zipped: 1000 kb
Total (incl. sound files):	74 files	8100	Zipped: 3700 kb

2 SCENARIOS

2.1 Under Siege: *War of 1948*

"WE, the members of the National Council, representing the Jewish people in Palestine and the Zionist movement of the world, met together in solemn assembly today, the day of the termination of the British mandate for Palestine, by virtue of the natural and historic right of the Jewish and of the Resolution of the General Assembly of the United Nations, HEREBY PROCLAIM the establishment of the Jewish State in Palestine, to be called ISRAEL."
- Excerpt from the Israeli declaration of independence, May 14th, 1948

The next day, May 15th, the armies of Lebanon, Syria, Iraq, Jordan, Saudi Arabia, and Egypt attacked the infant state.

This war turned out to last seven months interrupted by several armistices, but ending with a crushing Israeli victory. Against large, superior forces the small but patriotic Israeli Defence Forces (IDF) managed to take land from the Arabs. They would probably not have succeeded in the war had it not been for the American and Western support.

The Arabs wanted it all, but instead they lost it all - that is the ironic justice of history.

2.1.1 Players - overview/description

The Israelis are strategically bad placed and suffer from many disadvantages against the numerically superior and established Arab nations. They are, however, to a certain degree more advanced in the art of war, than their neighbours, and the Western help for the new state is a critical advantage.

2.1.2   Tips/advice

As the Israelis you should concentrate on consolidating and establishing your borders before moving into Arab territory and reaching the objective, which is the conquest of entire Palestine, or the present-day areas of Israel.

2.2   Under Siege: *Suez Crisis*

On July 26th, 1956, Gamal Nasser, the leader of Egypt, nationalized the Suez Canal, causing British outrage. They decided to act, and together with the French - who were determined to stop the Egyptian support for the Algerian insurgents - they began planning the invasion of Suez, and the removal of "Colonel Nasser". The Israelis were also planning an invasion, due to the Egyptian naval blockade at Sharm el Sheikh. At Sèvres in France, the three nations coordinated their planning.

On October 29th, Israel moved across the border, certain of military victory, but was the three-nation alliance capable of winning the political victory too?

In reality, the two Super Powers stopped the invasion, terminating finally centuries of European world domination.

> *"Our quarrel is not with Egypt, still less with the Arab World - it is with Colonel Nasser."*
> - Anthony Eden, Tory British Prime Minister, 1955-1957

2.2.1   Players - overview/description

The Israelis have the initiative and have most of the advantages. They are lined up, prepared for war, stand established at their borders, and can concentrate on a surprise attack on the Egyptians. A significant help for the Israelis is the Allied landings to support them. The Arabs are the weakest - they are split and technologically inferior to the Israelis.

2.2.2   Tips/advice

The objective of the Israelis is to occupy the Suez Canal, and secondarily, the Sinai Peninsula. If you play as the Egyptians, you are to stop the Israeli advance and prevent them from occupying Egyptian territory.

2.3   Under Siege: *Six-Day War*

Through 1967 Egyptian forces had moved towards the border with Israel. By June the strength of the Egyptians numbered 3 soldiers to each Israeli. At the same time, armoured Jordanian brigades were being stationed in the West Bank, closer and closer to Jerusalem, the Holy City and capital of the Jews. Syrian troops were positioning on the Golan Heights, newly equipped with Soviet armour. The Arabs had decided to end it, no Jewish state should be allowed in Palestine. Israel was, however, determined to defend its existence. The Israelis knew, that if the Arabs got the chance to invade first and enter Israeli territory, it could mean defeat. A preventive strike was prepared to strike the sabre out of the hands of the Arabs, before it could be used. The war had to be taken to the territory of the enemy. A defeat would be unacceptable, since it would mean the destruction of the state, and, most certainly, the people.

On June 5th 1967, Israeli armoured forces spearheaded a large-scale attack on the Egyptian positions on the Sinai. Hundreds of aircraft attacked airbases and other military positions on the West Bank and Sinai. Thousands of Israelis fought valiantly and defended the Israeli state through six days, on the Golan Heights, the Sinai, Gaza, and the West Bank. The war ended successfully, and it became known as "The Six Days' War".

"The art of war is simple enough.
Find out where your enemy is.
Get at him as soon as you can.
Strike him as hard as you can, and keep moving."
- Ulysses S. Grant

2.3.1   Players - overview/description

In this scenario the sides are more equal in strength. The Israelis have the advantage of having stuck first, enabling them to take out much of the Arab offensive equipment. But the only place where the Israelis can strike a stunning defeat quickly is in the Sinai, where they have concentrated their forces. The Arabs must occupy Israel to secure a decisive victory, or at least advance into Israeli territory. The Israelis have to take the Sinai, the Gaza Strip, the West Bank, and the Golan Heights to secure a decisive victory.

2.3.2   Tips/advice

Israeli effort must go into ending the war with Egypt victoriously and quickly, then turning around to fight Syria and Jordan afterwards. The Arabs must concentrate on attacking the Israelis where they are weakest, stretching the forces of the IDF, and then attacking the vital positions in Israel.

2.4   Under Siege: *Yom Kippur*

Silence has descended over Palestine. The Jews go to the synagogues to pray and celebrate the holiest day of the Jewish calendar, the Yom Kippur. Decades of war and mutual attrition could seem to be over, and the constant Israeli fear of being attacked by the Arabs seems to be distant, just for one day. Nobody would dare to use this day for an attack…

But this Yom Kippur of 1973 was later to be known by the Israelis as "The Day of Treason". While thousands of soldiers were in the synagogues and the IDF and the general Israeli society was at its most vulnerable point the Syrians and Egyptians launched their most ominous attack on Israel since the War of Independence. The Israeli troops were few and unprepared. The Arabs were many and motivated, and they made initial advances into the territories the Israelis had conquered during the Six-Day War.

But the Israelis were determined, they would not give in without a fight…

"War is not merely a political act
but a real political instrument,
a continuation of political intercourse,
a carrying out of the same by other means."
- Karl von Clausewitz

2.4.1   Players - overview/description

Israel stands at its very weakest point in the first turn of the game. Virtually all the Israeli units are very damaged, but within one or two turns the Israeli forces will be prepared and mobilised. The Israeli forces and industry is in the end the strongest, so the Arab domination won't last for long, unless they are defeated quickly.
The Arabs have large offensive forces at the fronts, and if utilised they will be a perfect instrument for the defeat of Israel.

2.4.2   Tips/advice

The Syrians and Egyptians should immediately go in full frontal attack on Israel, gaining initiative and ground before the Israeli rearmament. The Israeli weakness is very temporary and any successful game should be preceded by a swift victory in the first one or two turns.
The Israelis should concentrate on remobilisation in the first two turns, while keeping a defensive stance and stocking offensive forces behind the lines. In the second or third turn these forces should be unleashed and sent against the presumably slowing Arab advance, bringing it to a halt, and then moving forward to retake lost territory and conquer new.
The victory conditions for the Israelis are all areas that are held at game start must be held to secure a marginal victory. Additionally Damascus, Cairo, Suez, Ismailia, and Port Said must be conquered to gain a decisive victory. The Arabs' objective is to prevent that.

2.5   Under Siege: *Lebanon '82*

After the Yom Kippur War of 1973 the conflict over Palestine changed shape,
and the last of the conventional wars was to be fought in 1982. All other fighting
took place in form of terrorism towards Israel, and Israeli intelligence and
counter terrorism operations towards the Arab terrorists.

During the 70's PLO and other terrorist organisations moved their operations to Lebanon
and started a campaign of terror across the northern Israeli border. In the first years of

the 80's these attacks increased in intensity, and though the Lebanese government may have been willing to fight terrorist organisations, it was powerless against the militants. The PLO occupied large parts of the country, Syria other parts, and a civil war was destroying the country.

After a failed assassination attempt on the Israeli ambassador to Britain, the Israelis decided to act against the northern threat. On June 4th 1982 large Israeli troop formations moved across the Lebanese border to expel the terrorists, and succeeded though the victory was costly.

2.5.1   Players - overview/description

Only one side is really playable in this scenario, where all the action goes on within the Lebanese borders. The Israelis have large armoured forces standing south of the border ready to move in and capture the terrorist bases of Zahle, Sidon, Tyre, Beirut, and especially Baalbeck. The forces are large, but not as large as in reality – that would have ruined the game play.

2.5.2   Tips/advice

As the Israelis you need all eight objective cities, and that means that you need to keep the three you already have and take Zahle, Sidon, Tyre, Beirut, and especially Baalbeck. You have only three turns, so you ought to concentrate on those objectives. Killing terrorists is a good thing and it will benefit you, and they are the only actual threat to your forces.

3   NOTES

3.1   Known Bugs

There seems to be some problem with some of the scenarios, when you open a city window in the first turn. It can, strangely, be helped by saving the game before entering the city screen. If not, the game will, in some instances be terminated, and you will have to start again.

3.2   Credits

Thanks to *THE ANZAC, W.I.N.T.E.R., CURTSIBLING, DANNYEVILCAT, KLÖCKNER, DAYAN,* and *JIMMYWAX* for creating graphics (to see which pieces; look in the graphics files), and thanks to all the graphics creators for the graphics I have used for these scenarios.

Thanks to *THE ANZAC, GERRYANDERSSON, MARKO, STORMBRINGER,* my friend *NICOLAJ M. JAKOBSEN, VOLTAR, SUNTZU, ACADEMIA, CASE* and *RUMPELSTILZKIN* for playtesting and advice on how to maximise the gameplay and accuracy of the scenarios.

Thanks to my friend *KRISTIAN S. MORTENSEN* for creating the title.gif.

And thanks to *MARKO* for making the Under Siege.bat file, and to *THE ANZAC* for making another one separately, which wasn't used.

If anyone has been wrongfully or not credited at all, despite helping me, I apologise. Please send a mail to mrlc@europe.com . Any other feedback is welcome, though preferred to be delivered through the CivFanatics (www.civfanatics.com) forums, where a thread will open in Civ2 Scenario Creation Forum concerning the subject. If not possible through CivFanatics, then the above mail address can be used.