

PANZER GRENADIER (MODERN)

1967: SWORD OF ISRAEL

Introduction

“Red Sheet! Red Sheet! Red Sheet!” With those words Israeli Defense Minister Moshe Dayan launched the Six-Day War on June 5, 1967. The Arabs had been ratcheting up the rhetoric for weeks, with “incidents” on both sides fueling the march to war. At 0700, Israeli Air Force (IAF) fighters and bombers took off for a pre-emptive strike against targets in Egypt and the Sinai called Operation Moked (Focus). By 1035, over 250 Egyptian aircraft had been destroyed or badly damaged, and the Egyptian Air Force was rendered ineffective for the rest of the conflict, leaving the IAF free to do the same to the Jordanian and Syrian Air Forces. Nearly simultaneously, Israeli ground forces launched their invasion

of the Sinai. Three days later the Egyptian army was in ruins and the Israelis stood on the bank of the Suez Canal. The IDF had also seized the West Bank and Jerusalem. After two more days the Golan Plateau joined the list of Israeli conquests. David had drawn his sword, and it was razor-sharp. The Arabs would not even honor their defeat with a name — they merely called it al-Naxa, the Setback. The Six-Day War is the high point of Israeli military achievement, and included herein may be the largest collection of gaming scenarios ever assembled for this war. The battles feature some of the most formidable manmade and physical obstacles faced in modern warfare. We hope you enjoy the challenge.

Credits

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Special Rules

1. Units.

There are five nationalities present in this game: Israeli, Egyptian, Jordanian, Palestinian, and Syrian. While Iraqi, Sa'udi and other Arab units were present in the theater, they did not fight in any of the battles represented in this game.

2. Board Layout.

1967: SWORD OF ISRAEL uses geomorphic boards, and each scenario includes a board layout graphic that shows how the game boards are placed together to form the map for the particular scenario. The position of the number in the board layout corresponds to the number on the game board. Align the game boards in the same manner. The top of the map is always the north edge.

3. Commanding Units.

In each scenario, a player controls all units listed for his or her side. However, none of the leaders from one nation may command units of another nation unless specifically stated.

4. Rules Applicability.

Rules 8.5 Counterbattery Spotting, 21.9 Jamming, and 19.0 NBC Operations do not apply to SWORD OF ISRAEL scenarios.

5. Surrender.

This rule (15.5) affects Arab forces in some scenarios.

6. Efficiency.

Israeli aircraft, armor, artillery, and personnel units are all rated efficient unless the scenario states otherwise. Jordanian aircraft are rated efficient.

7. Night Fighting.

Rule 8.6 Vision Enhancements applies to Israeli tanks which mounted powerful white searchlights and Egyptian T-55 IR Imagers and commander's IR searchlights. Unfortunately, the Egyptians were poorly trained in using the equipment so they suffer a -1 to AT fire and Direct Fire when using the IR to fire at night.

8. Logistics.

Unless otherwise specified, both sides in a scenario may suffer Logistics Shortfall (20.1) on their Fog of War die

roll (21.7) beginning on the turn that falls halfway through the game (or the following turn if the scenario even in length; for example, Turn 11 in a 20-turn game). The Israelis suffer the shortfall results on a result of 3 through 5, as opposed to the 3 or 4 listed in the rules. Arab units only suffer shortfall possibilities on a Fog of War result of 3.

9. Anti-Tank Guided Missile Ammunition.

ATGM's were new weapons, and ammunition supplies were scarce. Every time an ATGM unit fires (ENTAC or AT-1), if the AT die roll result is 2 through 5 the unit is out of ammunition and removed from play.

10. Formation Activation.

For Israeli formation activation attempts (3.3), use a C2 rating of 9 for senior commanders of the rank Sgan Aluf or Aluf Mishne (four or five stars) and a rating of 8 for all others.

11. Vehicle Smoke.

Only the following AFVs have vehicle smoke ability (9.64): T-54, T-55, BTR-40, BTR-50, BTR-60, and SU-100.

12. Transported Unit Firing.

Israeli INF, PARA, and HMG units may fire from inside M3 halftracks at a -1 column shift if the M3 does not move, and at -2 if the M3 moves. This is an exception to 5.49.

13. Day and Night.

Day occurs at 0545, and Night falls at 2000.

14. Acronyms.

IAF Israeli Air Force
IDF Israeli Defense Force
PLA Palestinian Liberation Army

15. Equivalent Ranks.

US Rank	Arab	Israeli
Sergeant	Raqeeb	Samal
Lieutenant	Molazim	Segen
Captain	Naqeeb	Seren
Major	Ra'Ed	Rav Seren
Lieutenant Colonel	Moqaddam	Sgan Aluf
Colonel	Aqeed	Aluf Mishne

The Sinai

SCENARIO ONE

Khan Yunis

5 JUNE 1967

After weeks of increasing tension, Israel launched a surprise post-dawn attack on Egyptian airfields, crippling their air force. Shortly thereafter, the ground attack began. In the southern part of the Gaza Strip, the Israeli Defense Force (IDF) 7th Armored Brigade under the command of Aluf Mishne Gonen opened the Israeli attack from Kibbutz Nahal Oz to break into Khan Yunis, destroy the majority of its defenders, seize the coastal highway, and then force its way southward through the town in the direction of Rafah in preparation for the drive on El Arish. Brave Palestinian and Egyptian defenders would attempt to thwart them.

Game Length: 12 Turns

First Turn: 0830

Other: none



Elements, 7th Armored Brigade, Tank Battalion 77 and Tank Battalion 82

Enter from the north edge of the map on Turn 1:

- 5 x INF
- 2 x ENG
- 1 x TCM20
- 1 x M3/120
- 10 x Cent5
- 1 x HMG
- 7 x M3
- 3 x Jeep106
- 9 x M48A2

Leaders: 1 x Aluf Mishne, 1 x Sgan Aluf, 2 x Rav Seren, 4 x Seren, 4 x Segen, 4 x Samal

Morale: 9/8

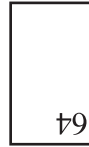
Initiative: 5

Off-Map Artillery/Aircraft: 4 x 20



108th Infantry Brigade, PLA 20th Division

Set up first, with half the combat units inside town hexes and the other half anywhere else on the map not within the three northernmost hex rows. All eligible forces may begin dug in. Up to 2 Entrenchment markers, 4 Wire



markers, 5 Minefield markers (none on road from 1011 to 0701), and 2 AT Ditch markers may be placed anywhere on the map south of the three northernmost hex rows. All units and leaders are PLA:

- 13 x INF
- 3 x 25pdr
- 2 x 82mm
- 5 x Truck (Egyptian)
- 3 x HMG
- 4 x 85mm AT
- 4 x 57mm AA

Leaders: 1 x Ra'Ed, 2 x Naqeeb, 4 x Molazim

Elements, 7th Egyptian Infantry Division and 263rd Tank Battalion

Set up anywhere on south half of the map with at least 17 combat units on Beni Souhila Ridge (the hill centered on hex 0604); all forces on Beni Souhila are Dug In. Six Minefield and four Wire markers may be placed on the south half of the map. All units are Egyptian:

- 10 x INF
- 3 x 122mm
- 2 x 82mm
- 6 x SU-100
- 12 x Truck
- 2 x HMG
- 2 x 85mm ATG
- 4 x 57mm AA
- 5 x T-34/85

Leaders: 1 x Moqaddam, 1 x Ra'Ed, 2 x Naqeeb, 3 x Molazim

Morale: PLA 8/6; Egyptian 7/6

Initiative: 2

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every eight steps eliminated. Tanks count double.
2. Egyptian/Palestinian initiative is reduced by one for every five steps eliminated. Tanks count double; trucks don't count.
3. Egyptian leaders may command Egyptian and Palestinian units.
4. The first time a Palestinian unit spots an Israeli tank unit it must make a morale check; and if it fails it becomes Demoralized. This check is only made once for each PLA unit.
5. Egyptian units must pass a morale check to move; if the unit fails it is marked Moved/Fired.
6. Any time an Israeli Cent5 enters a town hex other than from a road it must roll for mire (16.6).
7. The Israeli player may draw two Fouga Magister on each turn ending in xx30 and xx00.

Victory Conditions

Players score victory points (VPs) as follows:

- Two for each tank step eliminated.
- One for each other combat step eliminated.
- Israeli only: One for each combat unit that exits the south map edge.
- Palestinian/Egyptian only: One for each town hex controlled at the end of play.

Draw: Achieve at least eight more VPs than your opponent.

Minor Victory: Achieve nine to 15 more VPs than your opponent.

Major Victory: Achieve at least 16 more VPs than your opponent.

Conclusion

Although many PLA fighters initially surrendered to the Israeli tank crews, the Israelis did not have a plan to deal with captives so they let many of them go. Thereafter, the Palestinians fought well, providing stiff resistance against the Israeli onslaught, though their Egyptian allies fared less well. The Israeli armor, after having run through the town several times, declared the enemy suppressed and massed at the south end of Khan Yunis for the subsequent assault on Rafah.

SCENARIO TWO

Gaza City

5 JUNE 1967

After successfully breaking through Khan Yunis, Aluf Mishne Reshef's Gaza Task Force's Armored Infantry Brigade assaulted Gaza City from the south, catching the defenders facing the wrong way. Whether the Egyptian command of the PLA's 20th Infantry Division was unaware of the Israeli advance, or reluctant to order its troops to re-orient themselves lest they give in to panic once outside their fixed defenses, is unclear decades later.

64	
	69

Game Length: 24 Turns

First Turn: 1200

Other: none



Gaza Task Force, 11th Armored Infantry Brigade

Enter south map edge anywhere desired, in any formation:

- 20 x INF
- 6 x HMG
- 3 x ENG
- 3 x 81mm

- 1 x 75mm AA
- 2 x TCM20
- 28 x M3
- 6 x Jeep106
- 10 x AMX13
- 6 x Truck

Leaders: 1 x Aluf Mishne, 1 x Sgan Aluf, 2 x Rav Seren, 3 x Seren, 6 x Segen, 6 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: 4 x 20



Elements, PLA 20th Division

Set up at least 22 combat units in the four northernmost hex rows and none in the four southernmost hex rows; all eligible forces may begin dug in. All units and leaders are PLA:

- 22 x INF
- 2 x 82mm
- 4 x 85mm AT
- 8 x Truck (Egyptian)
- 4 x HMG
- 4 x 25pdr
- 4 x 57mm AA

Leaders: 2 x Ra'Ed, 2 x Naqeeb, 5 x Molazim

261st Tank Battalion and 203rd Commando Battalion

Set up at least 16 combat units in the six northernmost hex rows and none in the four southernmost hex rows; all eligible forces may begin dug in:

- 8 x INF
- 1 x 82mm
- 4 x SU100
- 6 x BTR60
- 1 x HMG
- 4 x 122mm
- 6 x Sherman
- 4 x Truck

Leaders: 1 x Ra'Ed, 2 x Naqeeb, 3 x Molazim

Morale: 8/6

Initiative: 2

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every eight steps eliminated. Tanks count double; trucks don't count.
2. Egyptian/Palestinian initiative is reduced by one for every five steps eliminated. Tanks count double; trucks don't count.
3. The first time a Palestinian/Egyptian unit spots an Israeli tank unit it must make a morale check; and if it fails it becomes Demoralized. This check is only made once for each unit. Add one to the morale check die roll result for Egyptian units.

4. Egyptian leaders may command Egyptian and Palestinian units.
5. The surrender rule (15.5) is in effect for Egyptians and Palestinians.
7. The Israeli player may draw two Fouga Magister on each turn ending in xx30 and two Ouragan in each turn ending in xx00.

Victory Conditions

The Israeli player wins if at the end of play either at least 80 steps of Egyptian/Palestinian forces have been eliminated while losing 10 or fewer Israeli steps. Any other result is an Egyptian/Palestinian victory.

Conclusion

The Palestinians and their Egyptian allies were caught completely by surprise. Some units — uniformly those able to fight from fixed positions — put up stout resistance and inflicted unexpectedly high casualties on the Israelis. But elsewhere the IDF's carefully-planned advance went forward exactly as expected.

SCENARIO THREE

Rafah North

5 JUNE 1967

The Israeli 7th Armored Brigade made a brief stop to reorganize after the battle at Khan Yunis. Considered the elite of Israel's armored forces, the brigade spearheaded Gen. Israel Tal's assault on the strategic town of Rafah north of the El Arish highway. The Egyptians were waiting, with a number of strong points not immediately obvious to the attacking Israelis.

69

Game Length: 30 Turns

First Turn: 1015

Other: none



7th Armored Brigade

Enter anywhere on the north edge:

- 6 x INF
- 3 x Jeep106
- 6 x M3
- 3 x RCN
- 9 x M48A2
- 3 x Jeep

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 2 x Seren, 3 x Segen, 3 x Samal

Reinforcements

Enter on Turn 2, anywhere on the north edge:

- 5 x INF
- 2 x ENG
- 1 x M3/120
- 3 x HMG
- 10 x M3
- 1 x TCM20

Leaders: 1 x Aluf Mishne, 1 x Rav Seren, 1 x Seren, 3 x Segen, 3 x Samal

Starting on Turn 2, the Israeli player rolls one die for each of the following at the start of the turn. On a result of 6, the unit enters anywhere on the north edge. Add one to the die roll result each turn (add one on Turn 3, two on Turn 4 etc.):

- 9 x Cent5

Morale: 9/8

Initiative: 5

Off-Map Artillery: 4 x 20



11th Egyptian Infantry Brigade, Reinforced

Set up anywhere at least five hexes south of the north edge. Place up to two Entrenchment, two dragon's teeth, two AT Ditch, four Wire and four Minefield markers within the setup area:

- 26 x INF
- 2 x ENG
- 2 x 82mm
- 4 x 57mm AA
- 1 x Sakr-18
- 3 x SU-100
- 5 x HMG
- 2 x CMDO
- 3 x 85mm AT
- 1 x BM-24
- 2 x JS3
- 16 x Truck

Leaders: 1 x Moqaddam, 1 x Ra'Ed, 3 x Naqeeb, 6 x Molazim

Morale: 8/6

Initiative: 3

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every eight steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every five steps eliminated. Tanks count double; trucks don't count.

Victory Conditions

The Israeli player wins if at the end of play there are no Egyptian forces within five hexes of hex 0715 (Rafah Junction). Any other result is an Egyptian victory.

Conclusion

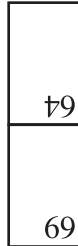
Rafah was a tough nut to crack for the Israelis. Although the advance from the north bypassed most of the fixed defenses that were oriented toward the east, the Egyptian troops fought well, holding the critical road junctions for several hours until the combined assaults from the north and south broke their will.

SCENARIO FOUR

Rafah South

5 JUNE 1967

The Israeli “Baron” Force consisting of two parachute battalions and a battalion and a half of tanks swept west from Kerem Shalom then drove north and east to catch the Egyptian 16th Mechanized Brigade before it could help its sister unit fighting in Rafah north of the El Arish road. The avenue of attack was guarded and mined but not the expected direction, while the challenging sand dunes and rocky patches made for tough going.



Game Length: 38 Turns

First Turn: 0830

Other: none



2nd Battalion, 202nd Parachute Brigade; Armor School Battalion; and Tank Battalion 77, 7th Armored Brigade

Enter Board 69 from the south edge:

- 15 x PARA
- 2 x HMG
- 2 x 81mm
- 2 x M3/120
- 5 x Jeep106
- 4 x AMX13
- 18 x M3
- 3 x ENG
- 3 x RCN
- 1 x 75mm AA
- 2 x TCM20
- 26 x M48A2
- 3 x Jeep
- 5 x Truck

Leaders: 1 x Aluf Mishne, 2 x Sgan Aluf, 1 x Rav Seren, 4 x Seren, 6 x Segen, 6 x Samal

Reinforcements

1st Battalion, 202nd Parachute Brigade; one company, Armor School Battalion

Starting with Turn 19 (1300), the Israeli player rolls one die at the start of each turn. On a result of 6, the following enter anywhere on the west edge. Stop rolling once the force arrives:

- 12 x PARA
- 2 x HMG

- 1 x ENG
- 15 x M3
- 4 x M48A2

Leaders: 1 x Aluf Mishne, 1 x Rav Seren, 2 x Seren, 1 x Segen, 1 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: 2 x 20



16th Mechanized Infantry Brigade; and elements, 6th Mechanized Division

Set up anywhere on the northern half of Board 69 and anywhere on Board 64. Any eligible unit may begin dug in. Place up to six Minefield and four Wire markers anywhere in the setup area:

- 26 x INF
- 4 x ENG
- 3 x JS-3
- 4 x BTR-50
- 2 x BTR-40
- 8 x OT-62
- 6 x HMG
- 2 x 82mm
- 5 x T-34/85
- 10 x BTR-50
- 6 x BTR-152

Leaders: 1 x Ra’Ed, 3 x Naqeeb, 4 x Molazim

Morale: 7/6

Initiative: 3

Off-Map Artillery: 2 x 18

Special Rules

1. Israeli initiative is reduced by one for every six steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every six steps eliminated. Tanks count double.
3. Israeli PARA are not Efficient.

Victory Conditions

The Egyptian player wins if he has at least 10 steps of undemoralized combat troops in town hexes on Board 64 numbered xx06 or less (Rafah South) at the end of the game. Any other result is an Israeli victory.

Conclusion

Several Israeli units got lost or temporarily stuck in the sand dunes and rocky areas leading to a piecemeal attack against the Egyptian. Only the lack of aggression by the Egyptian commanders and the combined pressure of attacks from north, south, and west allowed the Israelis to successfully take Rafah after a difficult fight. The para

troopers performed well as the most aggressive infantry units in the IDF, but they had little training in the armored infantry role which would hamper their effectiveness throughout the campaign.

SCENARIO FIVE

Kafr Shan

5 JUNE 1967

Seren Amos and his Armor School Patton company were to lead one battalion of the halftrack-mounted paratroopers on a wide western hook through Kafr Shan and into Rafah South from the west. The trek across broken hardpan and sand dunes would take quite a while. About a kilometer west of Kafr Shan the Israelis ran across the first Egyptian defenders.

68	
	99
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Game Length: 16 Turns

First Turn: 1115

Other: The portion of Boards 65 and 67 south of hex row xx10, Board 66 north of hex row xx08, and Board 68 north of hex row xx08 are out of play. The only town hexes are hexes 0816 and 0717 on Board 65 and hexes 0501 and 0601 on Board 66. All town hexes are Kafr Shan.



1st Battalion, 202nd Parachute Brigade; elements, Armor School Battalion

Enter the west edge of the play area within two hexes of the seam between Boards 67 and 68:

- 12 x PARA
- 1 x ENG
- 4 x M48A2
- 3 x HMG
- 1 x TCM20
- 16 x M3

Leaders: 1 x Rav Seren, 3 x Seren, 5 x Segen, 2 x Samal

Reinforcements

Elements, Armor School Battalion

Starting with Turn 4 (1200), the Israeli player rolls one die at the start of each turn. On a result of 4 through 6, the following enter anywhere on the west edge within two hexes of the seam between Boards 67 and 68. Stop rolling once the force arrives:

- 1 x M48A2

Leader: 1 x Aluf Mishne

Morale: 9/8

Initiative: 5

Off-Map Artillery: None



Elements, 7th Infantry Division

Set up between four and eight hexes west of the Kafr Shan town hexes; up to five units may begin dug in:

- 5 x INF
- 2 x 85mm AT
- 2 x HMG
- 4 x Truck

Leaders: 1 x Naqeeb, 2 x Molazim

Reinforcements

213th Egyptian Tank Battalion

Starting with Turn 3 (1145), the Egyptian player rolls one die at the start of each turn. On a result of 4 through 6, the following enter anywhere on the east edge of Boards 65 or 66. Stop rolling once the force arrives:

- 5 x T-34/85

Morale: 8/6

Initiative: 1 (see Special Rule 3)

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every six steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every six steps eliminated. Tanks count double; trucks don't count.
3. Egyptian initiative is increased by two when the tank battalion arrives.
4. Israeli PARA are not Efficient.
5. Egyptian infantry and antitank guns cannot fire or initiate assault until an Israeli unit has fired or initiated an assault, or Turn 4 (1200), whichever occurs first.

Victory Conditions

Israeli Major Victory: No Egyptian units occupy any Kafr Shan hex by the end of Turn 8.

Israeli Minor Victory: No Egyptian units occupy any Kafr Shan hex by the end of Turn 11.

Egyptian Minor Victory: Egyptian units occupy any Kafr Shan hex by the end of Turn 12.

Egyptian Major Victory: Egyptian units occupy any Kafr Shan hex on or after Turn 13 OR at least 8 Israeli tank steps have been destroyed.

Any other result is a draw.

Conclusion

The Egyptian Infantry and antitank guns were caught facing the wrong way and routed fairly quickly with almost no casualties, but the T-34's put up a stiff fight. Eventually the tactical prowess of the Israelis gained the upper hand

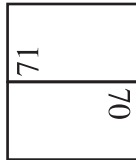
and the remaining T-34's pulled out of town to the north and escaped.

SCENARIO SIX

Jiradi Pass

5-6 JUNE 1967

The Jiradi Pass is a 14-kilometer-long defile leading northwest into the south side of El Arish along the coastal road. This position was strongly defended in three-deep lines by a reinforced Egyptian infantry brigade, dug in with barbed wire emplacements, minefields, and fortified pillboxes. At 1430, elements of Israeli Tank Battalion 82 rolled down the center of the defile, past unaware/unbelieving Egyptians. Only at the last minute did they open fire on the tail end of the Israeli column as it raced past, inflicting few casualties despite the overwhelming Egyptian numbers. At 1630 elements of Tank Battalion 77 rolled up and got a different sort of welcome, being driven back after two attempts. The Israelis tried twice to forge ahead through the hail of fire and failed, falling back to cover until nightfall and reinforcements arrived. At midnight they tried again.



Game Length: 18 Turns

First Turn: 0000

Other: Elevations marked 60 meters or higher are impassable (no ground units may set up there or enter).



Tank Battalion 82, 7th Armored Brigade

Enter from the east edge:

- 2 x INF
- 2 x Jeep106
- 5 x Cent5
- 1 x M48A2
- 2 x M3

Leaders: 1 x Rav Seren, 1 x Seren, 3 x Segen, 2 x Samal

Tank Battalion 77, 7th Armored Brigade; Company, Armor School Battalion; and Armored infantry Battalion 75

Enter from the west edge:

- 16 x INF
- 3 x HMG
- 2 x ENG
- 1 x 75mm AA
- 1 x Jeep106
- 9 x M48A2
- 2 x TCM20
- 1 x M3/120
- 22 x M3

Leaders: 1 x Sgan Aluf, 3 x Seren, 3 x Segen, 4 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: 2 x 20



6th Egyptian Infantry Brigade, Reinforced

Set up in three separate and continuous lines of adjacent hexes at least four hexes apart and at least six hexes in length, and not within the two eastern- or western-most hex rows. Each line must consist of at least 14 units, and no hex occupied by Egyptian units may be adjacent to more than two other such hexes. Any eligible unit may begin dug in. Place up to eight Minefield, eight Wire, four AT Ditch, and four Entrenchment markers anywhere not adjacent to the east or west edges of the map:

- 25 x INF
- 6 x HMG
- 3 x ENG
- 2 x 82mm
- 4 x 85mm AT
- 4 x 57mm AA
- 6 x SU-100
- 2 x JS-3
- 2 x T-34/85
- 2 x T-54
- 6 x Truck

Leaders: 1 x Aqeed, 1 x Moqaddam, 1 Ra'Ed, 3 x Naqeeb, 5 x Molazim

Morale: 7/6

Initiative: 1

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every six steps eliminated. Tanks count double; trucks don't count.
3. The surrender rule (15.5) is in effect for the Egyptians.
4. The Israeli player may draw 1 x Fouga Magister and 1 x Ouragan every turn for the first four turns.

Victory Conditions

The Egyptian player wins if at least eight steps of Egyptian combat units remain undemoralized at the end of the game, and at least one is a tank or some kind of artillery. Any other result is an Israeli victory.

Conclusion

Despite the darkness, the Israeli forces charged in boldly, while IAF aircraft bombed and strafed marked targets. They met solid resistance, as for once the Egyptians did not have to contend with Israeli tactical mobility they could not hope to match. Finally outflanked, the Egyptians still would not yield until the next day when Israeli

paratroopers cleared every defensive post in hand-to-hand combat.

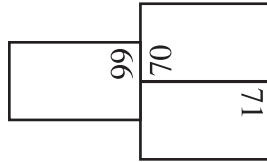
SCENARIO SEVEN

Wadi Haridin

5 JUNE 1967

Aluf Mishne Shadmi of General (Tat Aluf) Yoffe's Ugdah (31st Armored Division) led his 200th Armored Brigade down the twisting and boulder-strewn

Wadi Haridin toward Bir Lahfan. Egyptian staff officers believed the area impassable to vehicles, and neither 7th Infantry to the north of the wadi or 2nd Infantry Division to its south spread their front to cover the gap. Israeli scouting reports from the 1956 war claimed that the area could be penetrated, though only with great difficulty, and just before the war began Israeli Gen. Ariel Sharon found (or at least later claimed to have found) the sketches buried in the IDF's archives. Shadmi expected to encounter no defenders, but to the Israelis' surprise they found some Egyptians waiting at the end of the wadi.



Game Length: 8 Turns

First Turn: 1400

Other: Align the center hex row of Board 66 with the seam of Boards 70 and 71.



1st Battalion, 200th Armored Brigade

Set up second anywhere on Boards 70 and/or 71, within eight hexes of the east edge:

- 7 x Cent5

Leaders: 1 x Sgan Aluf, 1 x Seren, 2 x Segen, 1 x Samal

Morale: 8/8

Initiative: 5

Off-Map Artillery: None



National Guard Company, Reinforced

Set up first anywhere on Board 66. All eligible forces may begin dug in. Place four Minefield markers and four Wire markers anywhere on Board 66:

- 3 x INF
- 1 x 82mm
- 1 x 57mm AA
- 4 x Truck
- 1 x HMG
- 2 x 85mm AT
- 2 x SU100

Leaders: 1 x Naqeeb, 3 x Molazim

Morale: 6/5

Initiative: 1

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every three steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every three steps eliminated. Tanks count double; trucks don't count.

Victory Conditions

The Israeli player wins if at the end of play all Egyptian forces have been demoralized or eliminated. Any other result is an Egyptian player victory.

Conclusion

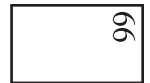
The wadi might as well have been left undefended: the Israeli Centurions drove straight at the Egyptians, shrugging off their fire. In fairly short order, the Israeli column was rolling onward toward Bir Lahfan to form the southern arm of a devastating pincer attack.

SCENARIO EIGHT

Abu Agheila

5 JUNE 1967

In the late afternoon of June 5th, Sgan Aluf "Natke" Nir's Centurion 226th Tank Battalion of Aluf Mishne Zippori's 14th Armored Brigade sighted the critical road junction at Abu Agheila. It did not look heavily defended, so he requested and received permission to press the attack, though he was ordered not to sacrifice his unit in the attempt. Zippori was wise to include that cautionary order.



Game Length: 12 Turns

First Turn: 1600

Other: none



226th Tank Battalion, Reinforced, 14th Armored Brigade, Sharon's Ugdah (38th Armored Division)

Enter anywhere on the east edge:

- 3 x INF
- 1 x Jeep106
- 1 x M3/120
- 4 x M3
- 1 x HMG
- 1 x TCM20
- 12 x Cent5

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 2 x Seren, 4 x Segen, 3 x Samal

Morale: 9/8

Initiative: 6

Off-Map Artillery: None



Elements, 2nd Infantry Division

Set up anywhere on the map at least three hexes from the east edge and two hexes from the south edge. Place nine Minefield and nine Wire markers anywhere in the setup area. All eligible forces may begin dug in:

- 24 x INF
- 2 x ENG
- 4 x 85mm ATG
- 8 x BTR-152
- 7 x T34/85
- 5 x HMG
- 2 x 82mm
- 4 x 57mm AA
- 6 x SU-100
- 12 x Truck

Leaders: 1 x Moqaddam, 2 x Ra'Ed, 3 x Naqeeb, 5 x Molazim

Morale: 8/6

Initiative: 1

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every three steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every five steps eliminated. Tanks count double; trucks don't count.
3. The surrender rule (15.5) is in effect for the Egyptians.

Victory Conditions

Players score victory points (VPs) as follows:

- Ten for controlling the crossroads hex (0810) and at least three adjacent hexes at the end of play.
- Ten for controlling the entire length of the road from 0811 through 0717 at the end of play.
- Two for control of each town or orchard hex on the large hill at the end of play.
- Two for each enemy tank step eliminated.
- One for each other enemy combat step eliminated.

Draw: Achieve at least five more VPs than your opponent.

Minor Victory: Achieve six to 10 more VPs than your opponent.

Major Victory: Achieve at least 11 more VPs than your opponent.

Conclusion

Natke was surprised by the stiff resistance, though he should not have been. Abu Agheila had been the site of fierce fighting in 1956, and the Egyptians had spent the

past 11 years fortifying the area. The Israelis had spent the same period studying the crossroads and wargaming how to capture it – never assuming the Egyptians would leave it undefended. Natke's battalion fell back into the dunes for cover, to await nightfall and try again.

SCENARIO NINE

Bir Lahfan

5-6 JUNE 1967

While part of Aluf Mishne Shadmi's 200th Armored Brigade maneuvered to engage a radar station on a fortified hill, the rest of the force rolled another three kilometers north and attacked the main defensive force at Bir Lahfan. Control of the crossroads would split the Egyptian defense of Sinai into three parts and block reinforcements from reaching the front lines.

	68
59	

Game Length: 20 Turns

First Turn: 1830

Other: Ignore the roads from hex 0612 to 0717 and from 0704 to 0701 on Board 65. Treat all hills as sand dunes.



Elements, 200th Armored Brigade, Yoffe Ugdah (31st Armored Division)

Set up second anywhere east of hex row 07xx on Board 68:

- 8 x INF
- 1 x ENG
- 1 x RCN
- 1 x TCM20
- 12 x Cent5
- 13 x M3
- 2 x HMG
- 1 x 81mm
- 1 x 75mm AA
- 3 x Jeep106
- 1 x Jeep

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 3 x Seren, 3 x Segen, 3 x Samal

Reinforcements

Elements, 200th Armored Brigade, Yoffe Ugdah (31st Armored Division)

Starting with Turn 7 (2000), the Israeli player rolls one die at the start of each turn. On a result of 6, the following enter anywhere on the east edge of Board 65. Add one to the die roll result each turn (add one on Turn 8, two on Turn 9 etc.). Stop rolling once the force arrives:

- 4 x INF
- 1 x ENG
- 12 x Cent5
- 2 x HMG
- 1 x TCM20
- 7 x M3

Leaders: 1 x Rav Seren, 2 x Seren, 3 x Segen, 1 x Samal

Morale: 8/8
Initiative: 5
Off-Map Artillery: none



112th Egyptian National Guard Infantry Brigade, Reinforced

Set up first anywhere on Board 65. All eligible units may begin dug in. Place two Entrenchment and six Minefield markers within three hexes of the town at 0606 and 0707:

- 27 x INF
- 1 x ENG
- 2 x 160mm
- 3 x 85mm AT
- 6 x SU-100
- 12 x Truck
- 6 x HMG
- 3 x 82mm
- 1 x Sakr-18
- 4 x 57mm AA
- 4 x BTR-60

Leaders: 2 x Ra'Ed, 3 x Naqeeb, 6 x Molazim

Morale: 7/6
Initiative: 2
Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every six steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every four steps eliminated. Tanks count double; trucks don't count.
3. Each turn the Israeli player rolls one die for air support. On a result of 6, he receives 1 x Fouga Magister.

Victory Conditions

Israeli major victory: Exit entire force off the west edge and lose no more than eight steps (tanks count double).
Israeli minor victory: Exits at least 80 steps off the west edge and lose no more than 12 steps (tanks count double).
Egyptian minor victory: Eliminate 13 to 19 Israeli steps (tanks count double).
Egyptian major victory: Eliminate at least 20 Israeli steps (tanks count double).

Conclusion

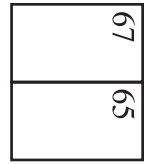
The Israelis fought until a little after dark, but realized the enemy force could not be easily routed. Aluf Mishne Shadmi's men then maneuvered around the enemy, set up a blocking position to guard their rear, and moved on to the west.

SCENARIO TEN

Night Tank Ambush

6 JUNE 1967

After maneuvering around the Egyptian force at Bir Lahfan, an Israeli Centurion company was sent down the road toward Jebel Ligni to establish a delaying position and prevent or slow Egyptian reinforcements. Late that night the Sinai Field Army's "Sword," a greater portion of the 4th Egyptian Tank Division, came rolling north blissfully unaware of the Israeli ambush.



Game Length: 28 Turns

First Turn: 0330

Other: Treat all towns and hills on Board 65 as rocky areas. The large hill on Board 67 is of standard heights (20m, 40m and 60m). Ignore the road from 0701 to 1207 on Board 67.



Elements, 200th Armored Brigade

Set up first anywhere at least six hexes from the south edge

- 5 x Cent5

Leaders: 1 x Seren, 2 x Segen, 1 x Samal

Reinforcements

4th Centurion Battalion, 520th Armored Brigade

Enter the east edge of Board 65 on Turn 15 (0700):

- 12 x Cent5

Leaders: 1 x Sgan Aluf, 2 x Seren, 3 x Segen, 3 x Samal

Morale: 9/8

Initiative: 4 (see Special Rule 3)

Off-Map Artillery: none



2nd Egyptian Tank Brigade; Elements, 18th Mechanized Brigade, 4th Tank Division

Enter at hex 1309 on Board 65. All foot units must be loaded on transports:

- 18 x INF
- 2 x ENG
- 1 x M53
- 6 x BTR50
- 10 x BTR152
- 4 x HMG
- 2 x 82mm
- 4 x OT62
- 6 x BTR60
- 19 x T55

Leaders: 1 x Moqaddam, 1 x Ra'Ed, 3 x Naqeeb, 6 x Molazim

Morale: 8/7

Initiative: 2

Off-Map Artillery: none

Special Rules

1. Israeli initiative is reduced by one for every six steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every five steps eliminated. Tanks count double.
3. Israeli initiative is increased by one when the reinforcements arrive.
4. Strategic Movement (5.6) is not in effect in this game.
5. The Israelis begin the game with a logistics shortfall (20.1).
6. Egyptian units may not fire or initiate assault until an Israeli unit has fired or initiated assault.
7. When an Egyptian unit suffers a step loss or demoralization, all friendly units with a LOS to the unit must immediately check morale.
8. Starting at 0600, the Israeli player rolls one die each turn for air support. On a result of 6 he or she may draw two aircraft, on a result of 4 or 5 one aircraft, and on a result of 1 through 3 he or she receives no aircraft. The first aircraft is always a Mystere, but other flights can be Mystere or Ouragan.

Victory Conditions

Israeli major victory: No Egyptian combat units exit the north edge of the map.

Israeli minor victory: Fewer than 10 steps of Egyptian combat units exit the north edge of the map (tanks count double).

Egyptian minor victory: Ten to 20 steps of Egyptian combat units exit the north edge of the map, and fewer than 25 combat unit steps are eliminated (tanks count double).

Egyptian major victory: At least 21 steps of Egyptian combat units exit the north edge of the map, and fewer than 20 combat unit steps are eliminated (tanks count double).

Conclusion

The Israeli ambush caused great consternation in the Egyptian ranks, and though they outnumbered the Israelis, they pulled back and waited until dawn. The Egyptians then formed up and charged, but were immediately attacked by IAF fighters. About an hour later, the lead elements of the Sela 520th Armored Brigade hit the Egyptians in the flank. The combined pressure eventually led to a southern withdrawal of the remainder of the Egyptian brigades, but they did so in good order.

SCENARIO ELEVEN

Umm Katef: The Infantry Fight

5-6 JUNE 1967

The hilltop fortresses of Umm Katef and nearby Umm Sheham guarded the critical east-west highway from Nitzana to Abu Agheila and the branch road south to Kusseima. Beginning at 0815 on June 5, the IAF and 96 IDF artillery pieces began pummeling the forward outposts of the Umm Katef position. Later that day, Israeli Super Sherman tanks moved up and began long-range sniping at observation posts and fortified locations along the front. Under the cover of all these attacks, Aluf Mishne Adam's 99th Reserve Infantry Brigade dismounted about 12 kilometers from the Egyptian position and began walking through the sand around the northern flank of the position to move into attack position. At 2230, all hell broke loose.

66
L9

Game Length: 22 Turns

First Turn: 2230

Other: none



99th Reserve Infantry Brigade

Set up second anywhere within 10 hexes of the north edge:

- 30 x INF
- 9 x HMG
- 1 x Alouette II helicopter

Leaders: 2 x Sgan Aluf, 2 x Rav Seren, 4 x Seren, 6 x Segen, 3 x Samal

Morale: 8/8

Initiative: 5

Off-Map Artillery: Turn 1 6 x 24, 12 x 20, 6 x 13; Turn 2 and after 2 x 20, 2 x 13.



12th Infantry Brigade, 2nd Infantry Division

Set up first, with each battalion (3 x HMG, 8 x INF, 1 x ENG, 1 x 82mm) in one of three parallel lines running north to south across the map (line 1 from Board 66 hex 1113 to Board 67 hex 0310; line 2 from Board 66 hex 0812 to Board 67 hex 0611, and line 3 from Board 66 hex 0514 to Board 67 hex 0913), with forces spaced as equally as possible along the entire length. Distribute the remaining forces as desired in those three lines. Doctrine calls

for AT weapons and HMGs to be in the center of the line but the player can set up as desired. Dug In markers are placed along the length of the line and are not removed if troops leave them, offering cover to whomever occupies them. Each line has three Entrenchment markers as well which must be at least three hexes apart:

- 24 x INF
- 3 x ENG
- 8 x 85mm AT
- 9 x HMG
- 3 x 82mm
- 4 x 57mm AA

Leaders: 1 x Aqeed, 1 x Moqaddam, 1 x Ra'Ed, 2 x Naqeeb, 5 x Molazim

Morale: 8/6

Initiative: 1

Off-Map Artillery: 1 x 20, 2 x 18 starting on Turn 3.

Special Rules

1. Israeli initiative is reduced by one for every eight steps eliminated.
2. Egyptian initiative is reduced by one for every six steps eliminated.
3. Surrender (15.5) is in effect for the Egyptians.
4. The Israeli Alouette II helicopter can spot for bombardment as well as its own attacks.

Victory Conditions

Israeli major victory: No undemoralized Egyptian combat unit occupies an Entrenchment OR a hex in which a Dug In marker is initially placed, and no more than seven Israeli steps have been eliminated.

Israeli minor victory: No undemoralized Egyptian combat unit occupies an Entrenchment OR a hex in which a Dug In marker is initially placed.

Egyptian minor victory: At least one undemoralized Egyptian combat unit occupies an Entrenchment OR a hex in which a Dug In marker is initially placed, and at least seven Israeli steps have been eliminated.

Egyptian major victory: At least one undemoralized Egyptian combat unit occupies an Entrenchment OR a hex in which a Dug In marker is initially placed in EACH of the three lines, and at least 10 Israeli steps have been eliminated.

Any other result is a draw.

Conclusion

The Israelis attacked down the artificial ridges between the Egyptian trench lines, and signaled with their colored flashlights to help observers and fire support note the progress of each battalion and adjust artillery fire. It took the better part of the night and some tough fighting, but the trench lines were cleared by 0400. Had the IAF not been called off to help against the Jordanians, the task

may have been easier, but the massive artillery park Gen. Ariel Sharon had amassed to support the attack provided adequate support.

SCENARIO TWELVE

Umm Katef: The Artillery Fight

5-6 JUNE 1967

At the same time the assault began on the infantry lines, a small group of paratroopers attacked the Egyptian artillery park. There were supposed to be 300 of the Paras, but the helicopters that were flying them in were drawn off to support another fight with logistics deliveries, so only half the force went in.

66
89

Game Length: 22 Turns

First Turn: 2230

Other: none



Elements, 31st Parachute Brigade

Set up second anywhere within 10 hexes of the north edge:

- 8 x PARA (Reduced)

Leaders: 1 x Seren, 3 x Segen, 3 x Samal

Morale: 9/8

Initiative: 6

Off-Map Artillery: 2 x 24



26th and 27th Artillery Brigades, 2nd Infantry Division

Set up first, with all units within five hexes of hex 0716 on Board 67, with the weapons dug in, and no more than one unit per hex except leaders:

- 14 x 122mm
- 2 x BM-24
- 2 x BTR-40
- 4 x BTR-152
- 9 x 160mm
- 3 x Sakr-18
- 2 x BTR-50
- 20 x Truck

Leaders: 1 x Ra'Ed, 1 x Naqeeb, 2 x Molazim

Morale: 7/6

Initiative: 1

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every two steps eliminated.
2. Egyptian initiative is reduced by one for every six steps eliminated.
3. Egyptian leaders may only activate units with which they are stacked.
4. Israeli units may not use Consolidation (21.5).
5. No Egyptian combat unit may fire unless stacked with a leader.

Victory Conditions

Israeli major victory: Eliminate at least 12 Egyptian artillery/mortar units.

Israeli minor victory: Eliminate five to 11 Egyptian artillery/mortar units.

Egyptian minor victory: Avoid the Israeli victory conditions and eliminate at least two Israeli units.

Egyptian major victory: Avoid the Israeli conditions and eliminate at least five Israeli units.

Any other result is a draw.

Conclusion

The fighting raged brutally, at close range, embroiling the Egyptians in chaos. The surprise of the attack slowly wore off but with the infantry and tanks tied up with their own fight, no relief was forthcoming. However, eventually the Egyptians directed enough firepower at the Israelis to force them to break off. The paratroopers continued to provide distractions by shooting up several truck convoys, some loaded with artillery ammunition that provided an impressive display.

SCENARIO THIRTEEN

Umm Katef: The Tank Fight

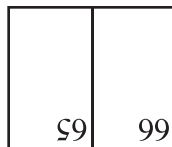
6 JUNE 1967

While the Egyptian Infantry and artillery were engaged at Umm Katef, the Israelis made a diversionary attack on the tank park to keep the Egyptian “sword” in its sheath. Later, a second force would attempt to destroy the Egyptians by striking from the rear: Natke Nir’s tank battalion had crossed through the “impassable” sand dunes to the north of Umm Katef.

Game Length: 28 Turns

First Turn: 0100

Other: none



Armored Battalion, Reinforced, 14th Armored Brigade, Sharon’s Ugdah (38th Armored Division)

Enter the north or west edge:

- 3 x INF
- 1 x TCM20
- 11 x Cent5
- 1 x HMG
- 1 x M3/120
- 4 x M3

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 2 x Seren, 3 x Segen, 3 x Samal

Reinforcements

Super Sherman Battalion, 14th Armored Brigade, Sharon’s Ugdah (38th Armored Division)

Starting on Turn 12 (0345), the Israeli player rolls one die at the start of each turn. On a result of 4 through 6, the following enter anywhere on the south edge. Keep rolling until the force enters:

- 12 x M51

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 2 x Seren, 2 x Segen, 2 x Samal

Elements, 99th Reserve Infantry Brigade

Starting on Turn 13 (0400), the Israeli player rolls one die at the start of each turn. On a result of 4 through 6, the following enter anywhere on the east edge. Keep rolling until the force enters:

- 24 x INF
- 6 x HMG

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 2 x Seren, 4 x Segen, 3 x Samal

Morale: 8/8

Initiative: 5

Off-Map Artillery: 1 x 20



24th Tank Brigade, 2nd Infantry Division

Set up one unit per hex within four hexes of hex 0508 on Board 66:

- 3 x T-54
- 6 x SU-100
- 16 x T-34/85

Leaders: 1 x Moqaddam, 2 x Naqeeb, 4 x Molazim

Reinforcements

Elements, 12th Infantry Brigade, 2nd Infantry

Division

Starting with Turn 3 (0130) the Egyptian player rolls one die at the start of each turn. On a result of 4 through 6, the following enter anywhere on the east edge. Keep rolling until the force enters:

- 4 x INF
- 1 x ENG
- 1 x HMG

Leaders: 1 x Ra'Ed, 1 x Molazim

Elements, 12th Infantry Brigade, 2nd Infantry

Division

Starting with Turn 5 (0200) the Egyptian player rolls one die at the start of each turn. On a result of 4 through 6, the following enter anywhere on the east edge. Keep rolling until the force enters:

- 4 x INF
- 1 x HMG
- 1 x 82mm

Leaders: 2 x Molazim

Elements, 12th Infantry Brigade, 2nd Infantry

Division

Starting with Turn 6 (0215) the Egyptian player rolls one die at the start of each turn. On a result of 4 through 6, the following enter anywhere on the east edge. Keep rolling until the force enters:

- 4 x INF
- 1 x HMG

Leaders: 1 x Naqeeb

Morale: 8/6

Initiative: 2

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every six steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every five steps eliminated. Tanks count double.
3. On the turn after the arrival of the Israeli Super Sherman reinforcements, neither the Super Shermans nor the Centurions may conduct any AT fire or initiate assault. Normal operations resume the following turn.

Victory Conditions

Israeli major victory: All Egyptian combat units are eliminated or demoralized, and no more than eight Israeli steps are eliminated. Tanks count double.

Israeli minor victory: No more than four undemoralized or

disrupted Egyptian units remain in play, and no more than 12 Israeli steps (tanks count double) are eliminated.

Egyptian minor victory: At least five undemoralized or disrupted Egyptian units remain in play, and at least four Israeli steps have been eliminated (tanks count double).

Egyptian major victory: At least five undemoralized or disrupted Egyptian units remain in play, and at least 10 Israeli steps have been eliminated (tanks count double). Any other result is a draw.

Conclusion

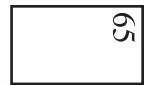
The initial attack by the Centurions bogged down, especially when Egyptian infantry that had been presumed destroyed began filtering into the tank fight firing rocket-propelled grenades and machine guns. However, the arrival of the Super Shermans and the counterattack by the Reserve Infantry eventually routed the Egyptians who fled into the desert.

SCENARIO FOURTEEN

Rearguard Action: Abu Agheila to Jebel Libni

6 JUNE 1967

By the morning of June 6th, approximately 24 hours after the start of the war, the will of Field Marshal 'Abd al-Hakim 'Amr, commander of the Sinai Field Army, had been broken. Breaking out of a nearly catatonic funk, he issued simultaneous orders to every unit down to the brigade level to retreat across the Suez Canal. This became a rout in many instances as units dropped their equipment and ran or drove for the canal en masse. However, some better-led units began an orderly withdrawal, fighting rearguard actions as required against the oncoming Israelis. In the late afternoon that day, the lead elements of the IDF's Shadmi and 7th Armored Brigades encountered remnant Egyptian armored units trying to delay their advance.



Game Length: 16 Turns

First Turn: 1600

Other: Treat all towns and orchards as sand dunes. The three hills covering hexes 0303, 0307, and 0415 are steep (40m) and rocky.



Elements, 7th and 200th Armored Brigades

Set up second, 17 units (not counting APC's) on or east of hex row xx04. Seventeen units enter anywhere on the east edge on Turn 1, and 17 units enter anywhere on the

east edge on Turn 3. APC's and leaders may be distributed among the three groups as the Israeli player wishes:

- 12 x INF
- 2 x ENG
- 3 x Jeep106
- 10 x M48A2
- 17 x M3
- 3 x HMG
- 1 x TCM20
- 2 x M3/120
- 18 x Cent5

Leaders: 1 x Sgan Aluf, 2 x Rav Seren, 4 x Seren, 6 x Segen, 4 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: none



Elements, Sinai Field Army

Set up first anywhere at least seven hexes from the east edge. Anti-tank guns may begin dug in:

- 6 x INF
- 2 x RCN
- 2 x PT76
- 10 x T34/85
- 8 x T55
- 3 x BTR-50
- 2 x HMG
- 3 x 85mm AT
- 1 x M53
- 2 x JS3
- 6 x SU-100
- 10 x BTR-152

Leaders: 1 x Moqaddam, 1 x Ra'Ed, 3 x Naqeeb, 5 x Molazim

Morale: 7/6

Initiative: 2

Off-Map Artillery: 1 x 36, 1 x 18

Special Rules

1. Israeli initiative is reduced by one for every six steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every five steps eliminated. Tanks count double.
3. Surrender (15.5) is in effect for demoralized Egyptians only.
4. Strategic Movement (5.6) is not in effect.
5. The Israeli player may draw one aircraft on each turn ending in xx30.

Victory Conditions

Players score victory points (VPs) as follows:

- Israeli only: Two for every step exited off the west edge (tanks count double).
- Egyptian only: One for every Israeli step eliminated (tanks count double).

Draw: Achieve up to two more VPs than your opponent.
Minor Victory: Achieve three to five more VPs than your opponent.

Major Victory: Achieve at least six more VPs than your opponent.

Conclusion

The Egyptians successfully held off many of the probing attacks. However the IDF leadership was able to run significant forces past the fleeing Egyptians and get them into blocking position in many key chokepoints, allowing the Israelis to eliminate a large portion of the Sinai Field Army.

SCENARIO FIFTEEN

Mitla Pass

6-7 JUNE 1967

The Israelis had raced past miles of demoralized and fleeing Egyptians along the roads heading west. Their goal was to seize the key passes and cut off the Egyptians' retreat, thereby ensuring the destruction of the Sinai Field Army. A small IDF force managed to set themselves up on a hill near the mouth of the Mitla Pass, attempting to staunch the escape of the fleeing Egyptians.

	64
L9	
	68

Game Length: 60 Turns

First Turn: 1730

Other: All clear hexes are considered sand dunes. All towns on Board 64 are rocky areas. Ignore the road from 0701 to 1213 on Board 67, and on Board 64 from 0611 to 0902.



Elements, Shadmi 200th Armored Brigade

Set up second on any hill hex on Board 64:

- 2 x INF
- 1 x M3/120
- 1 x M52
- 2 x Cent5
- 2 x M3

Leaders: 1 x Sgan Aluf, 1 x Seren, 2 x Segen, 2 x Samal

Reinforcements

Elements, 200th Armored Brigade

Starting with Turn 3 (2000) the Israeli player rolls one die at the start of each turn. On a result of 5 or 6, the following enter anywhere on the east edge of Board 64. Keep rolling until the force arrives:

- 2 x INF
- 2 x Cent5
- 1 x M3/120
- 2 x M3

Leaders: 1 x Rav Seren, 2 x Segen

Elements, 200th Armored Brigade

Starting with Turn 5 (2030) the Israeli player rolls one die at the start of each turn. On a result of 5 or 6, the following enter anywhere on the east edge of Board 64. Keep rolling until the force arrives:

- 1 x M52

Leaders: 1 x Seren, 1 x Samal

Elements, 200th Armored Brigade

Starting with Turn 5 (2030) the Israeli player rolls one die at the start of each turn. On a result of 5 or 6, the following enter anywhere on the east edge of Board 64. Keep rolling until the force arrives:

- 2 x INF
- 2 x M3

Leaders: 1 x Seren, 1 x Segen

Morale: 8/8

Initiative: 2 (see Special Rule 3)

Off-Map Artillery: none



Elements, 6th Egyptian Mechanized Division

Set up first on Board 68. All foot and towed units must be mounted on transports. All units must set up in road hexes. Transported units may not dismount until an Israeli unit fires or is spotted:

- 16 x INF
- 2 x PT-76
- 3 x T-54
- 1 x Cent3
- 1 x M53
- 2 x BTR-40
- 5 x BTR-60
- 5 x INF (reduced)
- 3 x T-55
- 3 x T-34/85
- 2 x JS3
- 2 x SU-100
- 2 x BTR-50
- 10 x BTR-152

Leaders: 1 x Moqaddam, 2 x Naqeeb, 4 x Molazim

Reinforcements

Elements, 2nd and 3rd Infantry Division, Shazli Armored Force, and 6th Mechanized Division

Place all remaining Egyptian ground units except trucks in an opaque container. Starting on Turn 2, the Egyptian player rolls two dice at the start of each turn.

- On a result of 2 through 9, no units are drawn.

- On a result of 10, roll one die and draw the resulting number of units plus one Molazim.
- On a result of 11, roll three dice and draw the resulting total number of units plus one Naqeeb and two Molazim.
- On a result of 12, roll six dice and draw the resulting total number of units plus one Moqaddam, one Ra'Ed, one Naqeeb and one Molazim.

Flip each unit that has two steps to see if it is full strength or reduced. As much as possible, foot units and towed artillery must be matched with transports; if there are any foot units without transport add as many trucks as needed to carry them. If the container becomes empty do not draw further units. Also, if all pieces for a particular rank of leader are in play, ignore the result (don't substitute other leaders). New forces enter Board 68 from either hex 1309 or 0717.

Morale: 6/5

Initiative: 0

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every two steps eliminated. Tanks count double.
2. Egyptian initiative does not change.
3. Israeli initiative is increased by one each time a reinforcement group arrives.
4. Only Egyptian units stacked with leaders may fire at or initiate assaults against Israeli units. Only personnel and weapons stacked with leaders may dismount, and must remount if possible if the leader is killed or moves away. All others must move at maximum speed toward hex 0717 on Board 67. These units do not need to be leader-activated to make this movement regardless of the presence of Israeli units, but must keep the maximum distance possible from them consistent with the westward move. If the road leading to hex 0717 becomes blocked with wrecks (16.71), they must clear a path if possible.
5. Demoralized Egyptians will flee toward the south edge of Board 67 or 68 (whichever is closer) and be considered destroyed if they exit.
6. The Israeli Cent5 tanks in the initial force begin the game with a Logistics Shortfall (20.1). Shortfall status must be tracked separately for Israeli AFVs and other units in this battle. Israeli Fog of War (21.7) die rolls begin on Turn 1 for the Israelis. Each time a reinforcement group arrives, the Israeli player rolls one die. On a result of 4 through 6 a critical shortfall is reduced to shortfall, or a shortfall to no shortage.
7. Any time an AFV unit is destroyed place a wreck marker in the hex regardless of the terrain. All other wreck rules (16.71) apply.

8. When an Egyptian unit is eliminated, return it to the container so it may be drawn again.
9. On daylight turns ending in xx30, the Israeli player may draw one aircraft. On any one additional turn of the Israeli player's choice, he or she may draw one additional aircraft.
10. Aircraft may spot for themselves at night: place the aircraft on the desired target hex and roll one die. On a result of 3 through 6 the aircraft may attack the target. On a result of 1 or 2, the target is not spotted and the aircraft is removed from play (it may not attack a different target).

Victory Conditions

Players score victory points (VPs) as follows:

- Israeli only: One for each Egyptian step eliminated. Tanks count double, trucks don't count.
- Egyptian only: One for every Egyptian step that exits the north edge of Board 67. Tanks count double, trucks don't count.

Draw: Achieve up to five more VPs than your opponent.
 Minor Victory: Achieve six to 10 more VPs than your opponent.
 Major Victory: Achieve at least 11 more VPs than your opponent.

Conclusion

The small force grimly held the mouth of the pass. Running low on fuel, they fought to stem the fleeing tide, destroying vehicle after vehicle. Occasionally flights of aircraft helped, sowing carnage with napalm and other munitions. The wreckage eventually stopped the flow of traffic until the next morning when sufficient IDF forces arrived to permanently block the pass.

SCENARIO SIXTEEN

West of Jebel Libni

7 JUNE 1967

In the morning, elements of Aluf Mishne Aviram's heretofore untested 60th Armored Brigade and the tired and somewhat depleted Tank Battalion 82 of 7th Armored Brigade would lead the advance down the Jebel Libni-Bir Gifgafa road. Egyptian tanks were dug in along a wadi across the road and had bravely fended off the Shadmi Armored Brigade the previous day. IAF airstrikes opened the battle.

Game Length: 10 Turns

First Turn: 0545

Other: The hills centered on hexes 0513, 0913, and 1115 are wadis instead.



Elements, 60th Armored Brigade; Tank Battalion 82, 7th Armored Brigade

Enter anywhere on the east edge:

- | | |
|-------------|--------------|
| • 6 x INF | • 2 x HMG |
| • 1 x ENG | • 3 x RCN |
| • 1 x 81mm | • 1 x M3/120 |
| • 1 x TCM20 | • 6 x Cent5 |
| • 6 x M51 | • 6 x AMX13 |
| • 3 x Jeep | • 10 x M3 |

Leaders: 1 x Aluf Mishne, 1 x Sgan Aluf, 1 x Rav Seren, 3 x Seren, 3 x Segen, 3 x Samal

Morale: 9/8

Initiative: 3

Off-Map Artillery: 2 x 16



Elements, 3rd Infantry Division

Set up first at least eight hexes from the east edge. All eligible units may begin dug in. Place four Minefield and six Wire markers at least eight hexes from the east edge. Up to four units and two leaders may begin hidden:

- | | |
|---------------|-----------------|
| • 6 x INF | • 1 x HMG |
| • 2 x 85mm AT | • 1 x 122mm Mtr |
| • 1 x 82mm | • 2 x T-54 |
| • 4 x T-34/85 | • 4 x SU-100 |
| • 10 x Truck | |

Leaders: 1 x Moqaddam, 1 x Naqeeb, 4 x Molazim

Morale: 8/6 tanks; 7/6 others

Initiative: 2

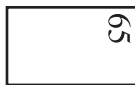
Off-Map Artillery: 2 x 20

Special Rules

1. Israeli initiative is reduced by one for every five steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every three steps eliminated. Tanks count double, trucks don't count.
3. The Israeli player may draw 2 x Fouga Magister on Turns 1 and 2 (only).

Victory Conditions

The Israeli player wins if he or she exits at least 32 units off the west edge. The Egyptian player wins if he or she eliminates five steps of IDF tanks. Any other result is a draw.



Conclusion

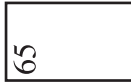
The Egyptian tankers fought well, but they lost the one-on-one matchups with Israeli Centurions. When they finally quit the field, the supporting infantry were long gone, fleeing toward Bir el-Hassne.

SCENARIO SEVENTEEN

Bir el-Hamma

7 JUNE 1967

By the time Marshal 'Amr recovered from his breakdown and began trying to bring order to the chaos he had induced in the Sinai Field Army, most of his large units had already disintegrated. The marshal ordered what few intact units he had left to fight rearguard actions against the rampaging Israeli armor to allow his shattered divisions to recover. Obedient to their orders, an Egyptian mechanized battalion set up in front of Bir el-Hamma to await the Israeli Tank Battalion 82.



Game Length: 16 Turns

First Turn: 0830

Other: Treat the towns in 0707 and 0606 as entrenchments instead.



Tank Battalion 82, Reinforced, 7th Armored Brigade

Set up second, within four hexes of the east edge:

- 5 x INF
- 12 x Cent5
- 1 x TCM20
- 5 x M3

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 2 x Seren, 4 x Segen, 3 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: 1 x 12, 1 x 20



Elements, 3rd Infantry Division

Set up first anywhere within 10 hexes of the west edge.

All eligible units may begin dug in:

- 9 x INF
- 2 x HMG
- 2 x 85mm AT
- 2 x 82mm
- 3 x SU-100
- 10 x BTR-152
- 3 x BTR-60
- 2 x Truck

Leaders: 1 x Moqaddam, 1 x Naqeeb, 3 x Molazim

Morale: 8/6

Initiative: 2

Off-Map Artillery: 2 x 16

Special Rules

1. Israeli initiative is reduced by one for every five steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every four steps eliminated. Tanks count double, trucks don't count.

Victory Conditions

The Israeli player wins if he or she exits at least 12 units off the west edge, and no undisrupted/undemoralized Egyptian units remain on the map. Any other result is an Egyptian victory.

Conclusion

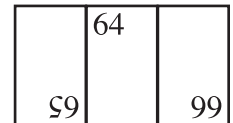
The Israeli commanders wanted to make up time rather than get bogged down in a prolonged fight. So the Centurions and infantry ran straight through the Egyptian gauntlet firing as they went. Once through the line, they realized the hill in the rear was a mass of fortified pillboxes which the infantry and a company of tanks assaulted while the rest of the Centurions mopped up the Egyptian line. The defense was resolute and it was not until 1200 that the Israeli force could move on.

SCENARIO EIGHTEEN

Tank Chase

7 JUNE 1967

Tat Aluf (General Tal), as his next objective, intended for his Ugdah (84th Armored Division) to block the escape of the Egyptian 4th Tank Division



from its large camp at Bir Gifgafa. The Israelis quickly threw a blocking force across the western road leading toward Ismailia, but the trap became complicated by the slow movement of a large part of the Israeli armored force from the south out of the Wadi Ml'ez and heading northwest to intercept the Ismailia road west of Bir Gifgafa. The slow accumulation of forces further challenged the Israelis as they needed a sufficiently strong force to attack. Together, this allowed the Egyptians to begin slipping away.

Game Length: 12 Turns

First Turn: 1700

Other: All roads are considered tracks on these boards. Treat all towns on all boards as sand dunes.



Tank Battalion 77, 7th Armored Brigade; and 4th Tank Battalion, 60th Armored Brigade

Set up second on Board 66 within five hexes of the north edge:

- 3 x M48A2
- 3 x M51

Leaders: 1 x Sgan Aluf, 1 x Seren, 1 x Segen, 1 x Samal

Reinforcements:

Enter on Board 66 at hex 0717 and/or 0109 on Turn 2:

- 4 x M48A2
- 4 x M51

Leaders: 1 x Rav Seren, 1 x Seren, 2 x Segen, 1 x Samal

Enter on Board 66 at hex 0717 and/or 0109 on Turn 3:

- 3 x M48A2
- 4 x M51

Leaders: 1 x Rav Seren, 1 x Seren, 1 x Segen, 1 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: None



Elements, 4th Egyptian Tank Division

Enter on the south edge of Board 64 at hex 0717:

- 3 x INF
- 1 x M53
- 8 x T-55
- 4 x BTR-152
- 1 x HMG
- 2 x PT-76
- 1 x SU-100

Leaders: 1 x Aqeed, 1 x Ra'Ed, 1 x Naqeeb, 1 x Molazim

Reinforcements

Enter on the south edge of Board 64 at hex 0717 on Turn 2:

- 2 x INF
- 3 x T-55
- 2 x BTR-40
- 1 x Truck
- 2 x 122mm
- 1 x SU-100
- 1 x BTR-50

Leaders: 1 x Moqaddam, 1 x Naqeeb, 1 x Molazim

Enter on the south edge of Board 64 at hex 0717 on Turn 3:

- 3 x INF
- 3 x T-55
- 3 x Truck
- 3 x 160mm Mtr
- 3 x BTR-152

Leaders: 1 x Ra'Ed, 1 x Naqeeb, 1 x Molazim

Enter on the south edge of Board 64 at hex 0717 on Turn 4:

- 3 x INF
- 6 x T-55
- 3 x BTR-152
- 1 x HMG
- 2 x SU-100
- 1 x BTR-50

Leaders: 1 x Moqaddam, 1 x Naqeeb, 2 x Molazim

Morale: 8/6

Initiative: 9 on Turn 1, 3 thereafter

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every four steps eliminated. Tanks count double, trucks don't count.
3. Strategic Movement (5.6) is not in effect.

Victory Conditions

Both sides score victory points (VPs) as follows:

- Two for each enemy tank step eliminated.
- Israeli only: One for each other enemy step eliminated (trucks don't count).
- Egyptian only: One for each tank unit (not step) exited off the north edge of Board 65 between hex 0717 and 1317.
- Egyptian only: 1/2 for each other unit (not step; trucks don't count) exited off the north edge of Board 65 between hex 0717 and 1317.

Draw: Achieve up to six more VPs than your opponent.

Minor Victory: Achieve seven to 14 more VPs than your opponent.

Major Victory: Achieve at least 15 more victory points than your opponent.

Conclusion

The Israelis tried valiantly to catch the fast-moving Egyptians. Two times a large Egyptian tank force swung out to face off with the Israelis, allowing the rest of the force to try to get away. In the end, the Egyptians were able to hold off the bulk of the Israelis until night fell and the force effected its escape.

SCENARIO NINETEEN

Breakout at Gifgafa

8 JUNE 1967

In the wee hours of the 8th of June, the Egyptians assembled a large force to break out from the camp and through

the Israeli roadblock to the west. They had to get across the Suez Canal. Egyptian T-55s had infrared sights as well which would give them an edge, as would the fact that the AMX-13's 75mm gun had difficulty penetrating the front of a T-55 except at point blank range.



Game Length: 12 Turns

First Turn: 0300

Other: Treat all towns as sand dunes. Ignore the road from 0601-0406. The large hill centered on hex 0604 is all rocky.



Elements, 60th Armored Brigade

The Israeli main force set ups second anywhere within three hexes of the road intersection in hex 1006. All eligible forces may begin dug in:

- 1 x HMG
- 1 x M3/120
- 12 x AMX-13
- 3 x Jeep
- 3 x RCN
- 1 x TCM20
- 2 x M3

Leaders: 1 x Sgan Aluf, 3 x Seren, 2 x Segen, 2 x Samal

Reinforcements

Super Sherman Company, 60th Armored Brigade

Enter anywhere on the south edge on Turn 2:

- 3 x M51

Leaders: 1 x Seren, 1 x Samal

Morale: 8/8

Initiative: 4

Off-Map Artillery: 2 x 16, 2 x 24 starting Turn 2



Elements, 4th Egyptian Tank Division

Set up within four hexes of the east edge:

- 9 x INF
- 1 x 82mm
- 15 x T55
- 2 x HMG
- 1 x M53
- 12 x Truck

Leaders: 1 x Moqaddam, 1 x Ra'Ed, 2 x Naqeeb, 3 x Molazim

Morale: 7/6

Initiative: 3

Off-map Artillery/Aircraft: 1 x 16, 1 x 12

Special Rules

1. Israeli initiative is reduced by one for every five steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every four steps eliminated. Tanks count double, trucks don't count.
3. The Israeli player may draw 1 x Vautour on Turn 3, 4 or 5 (pick one; decline or accept on each turn as appropriate). Place the Vautour on the board normally. All enemy units within three hexes must make an immediate morale check, and if they fail, they are demoralized regardless of their roll, immediately retreat three hexes from the nearest Israeli unit, and are marked Moved/Fired. The Vautour may not otherwise attack.

Victory Conditions

Israeli major victory: Eliminate at least 24 Egyptian steps while losing no more than four themselves. Tanks count double, trucks don't count.

Israeli minor victory: Eliminate at least 16 Egyptian steps while losing no more than eight themselves. Tanks count double, trucks don't count.

Egyptian minor victory: Exit at least 30 steps off the west edge OR eliminate at least eight Israeli steps. Tanks count double, trucks don't count.

Egyptian major victory: Exit at least 45 steps off the west edge. Tanks count double, trucks don't count.

Conclusion

The Egyptian attack enjoyed initial success as the Israelis lost their mortars and significant ammunition in a series of catastrophic explosions. However, the Israelis rallied, firing self-propelled divisional artillery into the attack, and hitting the flank with a company of Super Shermans. In addition, the Egyptians did not fully leverage their night sights while the Israelis used illumination rounds from mortars and artillery to good effect. The low pass of a flight of Vautour bombers completely unnerved the Egyptians who retreated and eventually snuck past the Israeli blocking position under cover of darkness. The Israelis enjoyed a hollow victory.

SCENARIO TWENTY

Ambush at Nakhle

8 JUNE 1967

At mid-morning the disorganized rear elements of the 6th Egyptian Mechanized Division ran headlong into the recently set up Israeli blocking position across the road at Nakhle. As the front of the Egyptian column recoiled, additional Israeli tanks drove into the flank of the column followed by infantry in their halftracks. The Egyptians were in a terrible mess.



Game Length: 12 Turns

First Turn: 1030

Other: none



Super Sherman Battalion, 14th Armored Brigade, Sharon's Ugdah (38th Armored Division)

Set up second anywhere on the large hill on Board 66.

They may begin dug in if eligible:

- 12 x M51

Leaders: 1 x Rav Seren, 2 x Seren, 3 x Segen, 3 x Samal

Reinforcements

Elements, 14th Armored Brigade, Sharon's Ugdah (38th Armored Division)

Starting with Turn 2, the Israeli player rolls one die at the start of each turn. On a result of 3 through 6, the following enter on the north edge within three hexes of hex 1317 on Board 66:

- 12 x Cent5

Leaders: 1 x Aluf Mishne, 1 x Seren, 3 x Segen, 1 x Samal

Starting with the turn after the above group enters play, the Israeli player rolls one die at the start of each turn. On a result of 3 through 6, the following enter on the north edge within three hexes of hex 1317 on Board 66:

- 9 x INF
- 1 x ENG
- 1 x TCM20
- 15 x M3
- 3 x HMG
- 2 x 81mm
- 1 x M3/120

Leaders: 1 x Sgan Aluf, 2 x Seren, 3 x Segen, 2 x Samal

Morale: 8/8

Initiative: 5

Off-Map Artillery: 1 x 20 beginning on the turn in which the second reinforcement group arrives.



Elements, Egyptian 6th Mechanized Division

Set up first, two vehicle units per hex on the east-west road on Board 65 starting in hex 0701. All personnel and weapons must start mounted (some personnel units must be tank riders):

- 26 x INF
- 4 x ENG
- 2 x CMDO
- 2 x 122mm
- 1 x M53
- 2 x PT-76
- 4 x T-54
- 2 x Cent3
- 4 x SU-100
- 10 x BTR-50
- 10 x BTR-152
- 6 x HMG
- 2 x RCN
- 3 x 82mm
- 2 x 160mm
- 1 x BM-24
- 4 x T-55
- 4 x T-34/85
- 3 x JS-3
- 2 x BTR-40
- 6 x BTR-60
- 16 x Truck

Leaders: 1 x Aqeed, 2 x Moqaddam, 2 x Ra'Ed, 4 x Naqeeb, 6 x Molazim

Morale: 7/5

Initiative: 2

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every 10 steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every 10 steps eliminated. Tanks count double, trucks don't count.
3. Surrender (15.5) is in effect for the Egyptians.
4. The Israeli player may draw one aircraft on all turns ending in xx45.

Victory Conditions

Both sides score victory points (VPs) as follows:

- Two for each enemy tank step eliminated.
- Israeli only: One for each other enemy step eliminated (trucks don't count).
- Egyptian only: One for each tank unit (not step) exited off the west edge.
- Egyptian only: 1/2 for each other unit (not step) exited off the west edge. Trucks don't count.

Draw: Achieve up to 10 more VPs than your opponent.

Minor Victory: Achieve 11 to 18 more VPs than your opponent.

Major Victory: Achieve at least 19 more VPs than your opponent.

Conclusion

It took until 1700 to finish the fight, but the Egyptians did not have much heart in this battle. The majority of the foot troops ran off into the desert, while IAF aircraft stalked the vehicles that slipped by the roadblock. Huge amounts of undamaged materiel fell into the hands of Israel that eventually joined their forces after the war.

SCENARIO TWENTY-ONE

Coastal Highway

8 JUNE 1967

At dawn, the Israeli Granit Force jumped off from Romani headed west toward Kantara and the Suez Canal 40 kilometers away. At a narrow causeway across a salt marsh they encountered an Egyptian blocking force.



Game Length: 14 Turns

First Turn: 0630

Other: The hill centered on hex 0709 is not a hill but a marsh. Ignore the two towns in the marsh. Ignore the road from 0109 to 1309.



Granit Force

Set up second in the first four eastern hex rows of the map:

- 2 x RCN
- 2 x Jeep106
- 2 x Jeep
- 1 x TCM20
- 11 x AMX-13

Leaders: 1 x Aluf Mishne, 1 x Rav Seren, 3 x Seren, 3 x Segen, 3 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: none



Elements, 7th Infantry Division

Set up first within seven hexes of the west edge; eligible units may be dug in:

- 2 x HMG
- 1 x 82mm
- 10 x BTR-152
- 7 x CMDO
- 4 x T-55

Leaders: 1 x Ra'Ed, 1 x Naqeeb, 2 x Molazim

Morale: 8/6 (see Special Rule 3)

Initiative: 2

Off-Map Artillery: none

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every three

steps eliminated. Tanks count double.

3. Egyptian morale drops by one when the first Israeli unit enters a road hex on or west of hex 0805.

4. The Israeli player may draw one aircraft on turns ending in xx15 or xx45.

5. The Egyptian player rolls one die each turn for air support. On a result of 6, he or she may draw one aircraft.

Victory Conditions

The Israeli player wins if he or she either exits at least 30 steps off the west edge (Jeeps don't count; Jeep106s DO count) OR if no undisrupted/undemoralized Egyptian units end the game within three hexes of hex 0805. Any other result is an Egyptian victory.

Conclusion

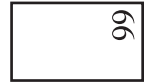
Trading shots with the Egyptians did not seem to promise victory so the Israeli jeeps with recoilless rifles began maneuvering through the marshy ground to turn the flanks. The T-55s tried to react by also moving into marshy terrain but several became mired and had to be abandoned. Eventually, threatened with being surrounded, the blocking force pulled out.

SCENARIO TWENTY-TWO

Coastal Highway 2

8 JUNE 1967

As Granit Force drove within 20 kilometers of Kantara they encountered a second roadblock. What few elements of the Sinai Field Army that still possessed a semblance of unit cohesion had been ordered to delay the Israelis long enough for reserves held back to protect the Suez Canal to deploy. Fortunately for the Israelis of Grant Force, they'd also been joined by Aluf Mishne Eitan and some of his paratroopers and Patton tanks, since this would be a harder nut to crack.



Game Length: 22 Turns

First Turn: 1030

Other: Ignore the hill. The north-south road from 0109 to 1309 is a canal: treat it as a Minor River with special movement restrictions (see Special Rule 7) and a bridge in hex 0810.



Granit Force; elements, 202 Parachute Brigade and Tank Battalion 77

Set up second in the four eastern-most hex rows of the map:

- 2 x RCN
- 2 x HMG

- 10 x PARA
- 1 x TCM20
- 11 x AMX-13
- 12 x M3
- 2 x Jeep106
- 3 x M48A2
- 2 x Jeep

Leaders: 1 x Aluf Mishne, 2 x Sgan Aluf, 2 x Rav Seren, 4 x Seren, 4 x Segen, 3 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: none



Elements, 2nd Infantry Division

Set up first within 4 hexes of hex 0612. All eligible units may begin dug in:

- 5 x CMDO
- 1 x 82mm
- 3 x T-55
- 2 x SU-100
- 1 x HMG
- 1 x AT-1
- 2 x T-54
- 10 x BTR-152

Leaders: 1 x Ra'Ed, 1 x Naqeeb, 3 x Molazim

Morale: 8/6

Initiative: 2

Off-Map Artillery: none

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every three steps eliminated. Tanks count double.
3. Egyptian morale drops by one if/when the first Israeli unit exits the west edge of the map.
4. Egyptian units may not fire until an Israeli unit fires OR an Israeli unit enters a hex within two hexes of an Egyptian unit.
5. If the Israeli Aluf Mishne is killed, all Israeli PARA are immediately demoralized and must retreat per normal demoralized retreat rules, though they may be rallied normally thereafter.
6. The Israeli player may suffer a Logistics Shortfall (20.1) from Fog of War (21.7) die rolls starting on Turn 1.
7. The canal is treated as a Minor River, with two exceptions. All units must stop moving when they enter a canal hex. All vehicles must roll for mire when entering a canal hex.
8. The Israeli player may draw one aircraft each turn starting at 1230.
9. The Egyptian player rolls one die each turn for air support. On a result of 6, he or she may draw one aircraft.

Victory Conditions

The Israelis player wins if he or she either exits at least 70 steps off the west edge (Jeeps don't count; Jeep106s DO count) OR if no undisrupted/undemoralized Egyptian units end the game within two hexes of any road hex. Any other result is an Egyptian victory.

Conclusion

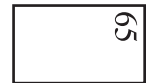
Initially Eitan sent the Patton tanks right down the road through the Egyptian roadblock, firing as they went. Once the tanks passed through, the Egyptians blocked the road and began fighting in both directions, including using a new weapon against the Pattons, the AT-1 "Snapper" antitank guided missile. Aluf Mishne Eitan was shot in the face early on which caused the paratroopers' attack to completely falter. It was not until the IAF had worked over the Egyptians for over two hours that the ground assault again made any headway. The road was finally clear but supplies had run short and moving on would be a challenge.

SCENARIO TWENTY-THREE

Ismailia Pass

8 JUNE 1967

Late in the morning lead elements of the Israeli 7th Armored Brigade encountered a reinforced battalion of cannily dug-in T-55s from the Egyptian 4th Tank Division. The Israelis needed to push through the pass rapidly to catch the rest of the fleeing enemy division, but the task would be tough across this sea of undulating sand.



Game Length: 25 Turns

First Turn: 1100

Other: All clear hexes are sand dunes; hills are sand dune hills. All towns are rocky areas instead.



7th Armored Brigade, Tal Ugdah (84th Armored Division)

Enter anywhere on the east edge:

- 10 x M48A2
- 10 x Cent 5

Leaders: 1 x Aluf Mishne, 1 x Sgan Aluf, 2 x Rav Seren, 4 x Seren, 4 x Segen, 3 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: none



Elements, 2nd Tank Brigade, 4th Tank Division

Set up first dug in anywhere at least six hexes from the east edge:

- 12 x T55
- 1 x M53

Leaders: 1 x Moqaddam, 1 x Ra'Ed, 2 x Naqeeb, 3 x Molazim

Morale: 8/7

Initiative: 4

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated. Tanks count double.
2. Egyptian initiative is reduced by one for every four steps eliminated. Tanks count double.
3. Dug-in Egyptian tanks receive an additional -1 defen-

sive shift if fired at from a hex south of their location.

4. The Israeli player rolls one die each turn for air support. On a result of 2 through 4 he or she draws one aircraft; on a result of 5 or 6 he or she draws two aircraft.

Victory Conditions

The Israeli player wins if at the end of play there are no undemoralized Egyptians within three hexes of any road hex. Any other result is an Egyptian victory.

Conclusion

The T-55's, tucked carefully between the sand ridges with only their barrels and tops of their turrets visible, proved quite a challenge for the advancing Israelis that would only be overcome with frontal assault. While the more heavily armored Centurions led the charge, the lighter Pattons swept wide to the east and west to take the T-55s in the flank and rear. In addition, the merciless pounding by IAF aircraft eventually destroyed the Egyptian force that bravely died in place.

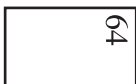
Jerusalem and the West Bank

SCENARIO TWENTY-FOUR

Jebel Mukaber and “The Sausage”

JUNE 5, 1967

Jordan pre-emptively occupied Jebel Mukaber and its environs by sending Ra’Ed Awad and his two infantry companies from the 27th Imam Ali Infantry Brigade to take key positions around Jerusalem including Antenna Hill and Government House which was UN neutral ground. This also linked up with Hittin Infantry Brigade troops in a trench sector to the south called “The Sausage.” The threat to nearby Kibbutz Ramat Rachel could not be ignored by the Israelis, and they sent the 16th Etzioni Jerusalem Infantry Brigade’s Battalion 161 to capture the heights, and if successful, to attempt to clear the other Jordanian positions.



Game Length: 8 Turns

First Turn: 1530

Other: none



Elements, 16th Etzioni Jerusalem Infantry Brigade

Set up first within two hexes of Ramat Rachel (hex 0612):

- 9 x INF
- 3 x RCN
- 3 x M50
- 4 x Jeep
- 2 x HMG
- 2 x 81mm
- 3 x M3

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 3 x Seren, 3 x Segen, 2 x Samal

Morale: 8/7

Initiative: 4

Off-Map Artillery: None



Elements, 27th Imam Ali Infantry Brigade and Hittin Infantry Brigade

Set up second within three hexes of Government House (hex 0604). Place an Entrenchment marker in hex 0604; all other eligible units may begin dug in:

- 3 x INF
- 2 x 3-inch
- 1 x HMG
- 2 x Jeep106

Leaders: 1 x Ra’Ed, 1 x Naqeeb

Set up second within four hexes of hex 1005 (“The Sausage”) along with four Entrenchment, two Minefield, two AT Ditch and six Wire markers:

- 3 x INF
- 1 x HMG

Leaders: 1 x Ra’Ed, 1 x Molazim

Morale: 7/6

Initiative: 1

Off-Map Artillery: 1 x 13; roll one die each turn and on a result of 6 also receive 1 x 20

Special Rules

1. Israeli initiative is reduced by one for every two steps eliminated. Tanks count double.
2. Jordanian initiative is reduced by one for every two steps eliminated. Tanks count double.
3. Jordanian leaders can only affect the units in the group with which they set up (the Sausage and Government House forces).

Victory Conditions

Israeli major victory: No undemoralized Jordanian units remain at the end of play.

Israeli minor victory: No Jordanian units occupy entrenchment hexes.

Jordanian minor victory: At least one good-order non-artillery unit is within range and LOS of an Israeli unit at the end of play.

Jordanian major victory: At least one good order non-artillery unit is within range and LOS of an Israeli unit at the end of play, and at least four Israeli steps have been eliminated (tanks count double).

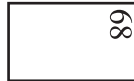
Conclusion

Some of the Israeli tanks bogged down in the mud preparing for the attack, but the remainder and the infantry quickly captured Government Hill. Surprisingly, the Jordanian recoilless rifle units stayed out of the fight, but then launched a counterattack under cover of the artillery on Abu Tor to the north. After initial success, the Jordanians were thrown off the hill and retreated. The Israelis then swept down on The Sausage and cleaned out the trenches where the infantry had quietly awaited their fate. Many Jordanians fought to the death, but as the Israeli commander noted, “they fought stupidly. The Jordanian fighting positions were badly planned. They expected us only from one direction.”

Radar Hill

5 JUNE 1967

Operation Whip was designed by Brigadier General (Tat Aluf) Narkiss to cut Jerusalem off from Jordan before the Jordanian army reinforced its existing positions. On the north side of Jerusalem, he launched a series of attacks across the West Bank from northwest of Jerusalem heading northeast. The attack furthest left was directed at Radar Hill, a fortified rise defended by elements of the 27th Imam Ali Infantry Brigade.

**Game Length:** 16 Turns**First Turn:** 1700**Other:** Ignore all roads.**Armored Infantry Battalion 104, 10th Armored Infantry Brigade**

Set up second within three hexes of hex 1217:

- 8 x INF
- 2 x ENG
- 1 x M3/120
- 3 x M50
- 2 x HMG
- 2 x Jeep106
- 1 x TCM20
- 12 x M3

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 3 x Seren, 4 x Segen, 4 x Samal**Reinforcements****Elements, 16th Etzioni Jerusalem Infantry Brigade**

Starting with Turn 13 (2000), the Israeli player rolls one die at the start of each turn. On a result of 4 through 6, the following enter at hex 1217. Keep rolling until the force arrives:

- 10 x INF
- 1 x 81mm
- 4 x HMG

Leaders: 1 x Rav Seren, 2 x Seren, 4 x Segen, 3 x Samal**Morale:** 9/8**Initiative:** 5**Off-Map Artillery:** none**Elements, 2nd Hashimi Infantry Brigade, West Bank Command**

Set up first in hexes 0908, 0807, 0606 and 0805, with an Entrenchment marker in each hex. In addition, place up to 16 Wire and 16 Minefield markers anywhere at least four hexes from hex 1217. The minefields are drawn randomly and placed as desired without inspecting their strength (the Jordanian player may inspect their strengths only after they are set up, but may not change their locations):

- 4 x INF
- 4 x HMG
- 2 x 3-inch
- 4 x M3

Leaders: 2 x Naqeeb, 2 x Molazim**Morale:** 8/6**Initiative:** 1**Off-Map Artillery:** Roll one die each turn; on a result of 6 receive 1 x 13.**Special Rules**

1. Israeli initiative is reduced by one for every three steps eliminated. Tanks count double.
2. Jordanian initiative is reduced by one for every two steps eliminated.
3. Israeli engineers had had their heavy equipment sent to another front, so they had to clear mines by hand. To simulate this, add three turns to the required mine clearing times in the rules.
4. Each turn the Israeli player rolls one die for air support. On a result of 3 through 6, he or she may draw 1 x Fouga Magister.

Victory Conditions

The Israeli player wins if no Jordanian units occupy any entrenchment at the end of play, and at least one good-order Israeli unit occupies an entrenchment. Any other result is a Jordanian victory.

Conclusion

Despite the challenge of finding and removing minefields by hand under intense machine gun fire, the IDF engineers breached the minefield and wire. Fairly quickly Israeli forces overwhelmed the hill with few losses other than those among the fearless engineers and a couple halftracks that hit minefields. The Jordanians fell back toward Biddu.

SCENARIO TWENTY-SIX

Biddu

5 JUNE 1967

In the swiftly-developing situation around Jerusalem, the Royal Jordanian Army had great difficulties coordinating its defenses. To prevent his generals accumulating power that could be used in a military coup against his house, King Hussein had forbidden the establishment of divisions in his army. The Jerusalem sector fell under four different brigade commands. While part of the 27th Imam Ali Infantry Brigade fought around the Old City, the remainder of the brigade was entrenched around the town of Biddu which overlooked the key road from Latrun to Jerusalem

66	64
68	65

Game Length: 20 Turns

First Turn: 2130

Other: Portions of Boards 64 and 65 east of hex row xx06 are out of play. All town hexes on Board 64 are Biddu. All hills on Board 64 are only 20m; ignore the higher elevations.



Armored Infantry Battalion 104, 10th Armored Infantry Brigade; and elements, 16th Etzioni Jerusalem Infantry Brigade

Set up second within four hexes of the west edge:

- 18 x INF
- 1 x ENG
- 2 x Jeep106
- 2 x TCM20
- 3 x M50
- 15 x Truck
- 6 x HMG
- 1 x ENG (reduced)
- 1 x M3/120
- 2 x 81mm
- 12 x M3

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 3 x Seren, 5 x Segen, 5 x Samal

Morale: 8/8

Initiative: 5

Off-Map Artillery: 1 x 16, 1 x 20



Elements, 27th Imam Ali Infantry Brigade

Set up first anywhere within seven hexes of hex 0704 on Board 66 with 12 Wire, 4 AT Ditch, 12 Minefield and four Entrenchment markers; all minefields are hidden. All eligible troops may begin dug in, and eight units and four

leaders may begin hidden (21.8):

- 18 x INF
- 1 x ENG
- 2 x Jeep106
- 1 x 3.7-inch AA
- 4 x M113
- 4 x HMG
- 3 x 3-inch
- 2 x 40mm
- 2 x 25-pounder
- 6 x Truck

Leaders: 1 x Moqaddam, 1 x Ra'Ed, 3 x Naqeeb, 4 x Molazim

Morale: 8/6

Initiative: 2

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every three steps eliminated. Tanks count double, trucks don't count.
2. Jordanian initiative is reduced by one for every four steps eliminated. Tanks count double, trucks don't count.
3. Israeli engineers had had their heavy equipment sent to another front, so they had to clear mines by hand. To simulate this, add three turns to the required mine clearing times in the rules.

Victory Conditions

The Israeli player wins if no Jordanian units occupy any entrenchment or Biddu town hex at the end of play, and at least one good-order Israeli unit occupies a Biddu town hex. Any other result is a Jordanian victory.

Conclusion

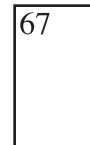
The Jordanians put up a good fight. Well-led, the 27th Imam Ali Brigade held the town and surrounding defenses until the early hours of the morning and caused significant IDF casualties before the survivors melted off into the darkness. The tired Israelis quickly dug themselves in, anticipating a counter-thrust from Latrun toward Jerusalem.

SCENARIO TWENTY-SEVEN

Abdul Aziz Hill

5 JUNE 1967

Yet another critical hilltop offered strategic defensive positions for the Israelis if they could grab and hold it. The IDF had planned for years to seize Abdul Aziz Hill at the very outset of a war with Jordan, but the fighting around Government House had delayed this part of the offensive. Sgan Aluf Gal did not fancy the long and laborious mine-clearing operation, and chose instead to initiate a straight up assault across the obstacles.



Game Length: 10 Turns

First Turn: 1700

Other: none



Armored Infantry Battalion 106, 10th Armored Infantry Brigade

Set up second, within three hexes of the south edge:

- 8 x INF
- 2 x HMG
- 2 x ENG
- 2 x Jeep106
- 1 x M3/120
- 1 x TCM20
- 3 x M50
- 12 x M3

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 3 x Seren, 3 x Segen, 3 x Samal

Morale: 8/8

Initiative: 5

Off-Map Artillery: none



Elements, 27th Imam Ali Infantry Brigade, West Bank Command

Set up first anywhere within five hexes of hex 0508 with 12 Wire, 12 Minefield and three Entrenchment markers.

All eligible units may begin dug in:

- 8 x INF
- 3 x HMG
- 1 x ENG
- 1 x 40mm
- 2 x 3-inch
- 1 x 3.7-inch AA
- 1 x 25-pounder
- 1 x Jeep106
- 2 x M113
- 6 x Truck

Leaders: 1 x Moqaddam, 1 x Ra'Ed, 1 x Naqeeb, 1 x Molazim

Morale: 8/6

Initiative: 1

Off-Map Artillery: None.

Special Rules

1. Israeli initiative is reduced by one for every three steps eliminated. Tanks count double.
2. Jordanian initiative is reduced by one for every three steps eliminated. Tanks count double, trucks don't count.
3. Israeli engineers had had their heavy equipment sent to another front, so they had to clear mines by hand. To simulate this, add three turns to the required mine clearing times in the rules.
4. Surrender (15.5) is in effect for the Jordanians.
5. The Israeli player rolls one die each turn for air support. On a result of 6, he or she may draw 1 x Fouga Magister.

Victory Conditions

The Israeli player wins if no Jordanian units occupy any entrenchment or any hex within three hexes of hex 0508 at the end of play, and at least one good-order Israeli unit occupies EACH entrenchment. Any other result is a Jordanian victory.

Conclusion

The Israelis drove their tanks straight into the minefield with their infantry in hot pursuit. In this manner they lost 2/3 of their tanks but were through quickly. This panicked the Jordanian officers who quickly headed in the opposite direction, running away with some of their men. Those Jordanians that stayed fought hard but were overwhelmed by the Israeli assault. The Israelis reported finding many Jordanian dead, none above the rank of sergeant.

SCENARIO TWENTY-EIGHT

Surprises at Tel Zahara

6 JUNE 1967

Sgan Aluf Dahav's IDF task force based on Tank Battalion 95 and Reconnaissance Company 41 had suffered numerous terrain-related breakdowns as they moved northwest toward their objective, Tel-el Ful en route to Mt. Scopus. He was reduced to four tanks, a dozen armored cars, as many jeeps, and parts of two companies of halftrack-mounted infantry. He decided to wait for more of his force to recover and move up, meanwhile setting an ambush along the Ramallah-Jerusalem highway.

68

Game Length: 8 Turns

First Turn: 0515

Other: Ignore the road between hexes 1009 and 0312.



Elements, Tank Battalion 95 and Reconnaissance Company 41, 10th Armored Infantry Brigade

Set up first within three hexes of hex 0707. All eligible units may begin dug in:

- 2 x INF
- 1 x HMG
- 2 x RCN
- 1 x Jeep106
- 1 x M50
- 3 x AML90
- 2 x Jeep
- 3 x M3

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 1 x Seren, 2 x Segen, 2 x Samal

Morale: 8/8

Initiative: 5

Off-Map Artillery: none



Elements, King Talal Infantry Brigade, West Bank Command

Set up second, in hex 0216:

- 1 x HMG
- 1 x 25-pounder
- 2 x Truck

Leaders: 1 x Naqeeb

Enter at hex 0701, with INF loaded in trucks. INF may not dismount until fired upon. These units must move along the road at full speed each turn until fired upon, and begin play with a Spotted marker on them (headlights at night):

- 3 x INF
- 3 x Truck

Leaders: 1 x Naqeeb, 1 x Molazim

Reinforcements

Elements, King Talal Infantry Brigade, West Bank Command

At 0545 (Turn 3) enter the northern edge of map at hex 0701. These units must move along the road at full speed each turn until fired upon, and begin play with a Spotted marker on them (headlights at night):

- 3 x Jeep106

Leaders: 1 x Naqeeb, 1 x Molazim

Elements, 60th Jordanian Tank Brigade, West Bank Command

At 0600 (Turn 4) one tank platoon and one leader enter anywhere on the south edge. On each subsequent turn the Jordanian player rolls one die and subtracts three from the result; the modified result is the number of additional M48 platoons that enter anywhere on the south edge until all five are in play. Leaders may enter with any tank platoon as the Jordanian player chooses. If the modified result is 0 or less no tank platoons enter that turn. All tank reinforcements are considered leader-activated on their turn of entry whether they are accompanied by a leader or not:

- 5 x M48

Leaders: 2 x Naqeeb, 1 x Molazim

Morale: 8/6

Initiative: 2

Off-Map Artillery: 2 x 13 starting the first turn an Israeli unit uses direct fire or initiates an assault.

Special Rules

1. Israeli initiative is reduced by one for every two steps eliminated. Tanks count double.
2. Jordanian initiative is reduced by one for every two tank steps eliminated.
3. Strategic Movement (5.6) is not in effect.
4. There was no spotter for the Jordanian artillery until daylight, so it was firing by sound and map coordinates in low light conditions, and therefore very inaccurate. The Jordanian player must designate the desired target(s) for bombardment and then roll one die. The artillery fire hits the target on a result of 6, otherwise roll for scatter direction using the smoke diagram (9.63), but roll a third die for the scatter distance: one hex on a result of 1 or 2, two hexes on a result of 3 or 4, and three hexes on a result of 5 or 6.
5. Starting at 0615 (Turn 5) the Israeli player rolls one die for air support. On a result of 4 through 6 he or she may draw 1 x Ouragan.

Victory Conditions

The Jordanian player wins if at the end of play either there are no good-order Israeli units within two hexes of a road hex, OR if at least four Israeli steps have been eliminated (tanks count double). Any other result is an Israeli victory.

Conclusion

The Israelis mopped up the road travelers easily, but the first platoon of Jordanian tanks to arrive began to tear them apart. The Israelis lost two of their tanks and six halftracks in short order, with a number of infantry killed or wounded. The death of two tank commanders hit in their cupolas eventually unnerved the first Jordanian tank platoon and it withdrew. Before the second wave of tanks could do more harm to the surviving Israelis, the lead tank was destroyed by a hit on its external fuel tank, causing another crew to bail out in panic and flee. Shortly thereafter, the IAF arrived and began bombing and strafing the exposed Jordanians. They broke and ran, losing more in the process.

SCENARIO TWENTY-NINE

Ammunition Hill

6 JUNE 1967

Despite the 16th Etzioni Jerusalem Infantry Brigade's familiarity with the area around Jerusalem, with the area, Brigadier General (Tat Aluf) Narkiss decided to employ the unfamiliar but highly regarded 55th Parachute Brigade to seize the Jordanian-held hills and fortifications dominating northern Jerusalem and the approach to Mt. Scopus. The paratroopers would go forward at night, with no artillery or air



support. The Jordanians had been preparing for this attack since 1956.

Game Length: 24 Turns

First Turn: 0200

Other: Ignore all roads.



Parachute Battalion 66, 55th Parachute Brigade

Set up first within three hexes of hex 1317:

- 11 x PARA
- 1 x ENG
- 1 x M50 (reduced)
- 2 x M3
- 3 x HMG (reduced)
- 1 x 81mm
- 1 x Jeep106

Leaders: 1 x Rav Seren, 3 x Seren, 4 x Segen, 3 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: 1 x 13, 2 x 8



Elements of the 2nd Jordanian Infantry Battalion, King Talal Infantry Brigade

Set up second anywhere on Ammunition Hill (the three-level hill centered on hex 0508) or within two hexes of it. Place one Entrenchment marker in hex 0911, another in 0709, and two more anywhere on the hill. At least one unit must be placed in each entrenchment. Place eight Wire markers anywhere at least fur hexes from hex 1317. All eligible troops not in entrenchments may begin dug in, and two units may begin hidden:

- 5 x INF
- 1 x 3-inch
- 2 x HMG

Leaders: 1 x Ra'Ed, 2 x Naqeeb, 1 x Molazim

Morale: 8/7

Initiative: 3

Off-Map Artillery: Roll one die each turn; on a result of 6 receive 1 x 13.

Special Rules

1. Israeli initiative is reduced by one for every five steps eliminated. Tanks count double.
2. Jordanian initiative is reduced by one for every four steps eliminated.
3. Israeli PARAs are not "efficient" for purposes of using

APCs for extended assault, but may still move and fire per (10.5).

Victory Conditions

The Jordanian player wins if at the end of play either at least one good-order Jordanian unit is within three hexes of hex 0608, OR at least 12 Israeli steps have been eliminated (tanks count double). Any other result is an Israeli victory.

Conclusion

The Israelis swept the Sheikh Jarrah neighborhood southwest of Ammunition Hill fairly easily, but ran into serious difficulties taking Ammunition Hill. By 0715 their attack was exhausted with most of their units rendered combat-ineffective. It took the timely arrival of elements of the 10th Armored Brigade an hour later to finish the conquest and secure Mitvar Hill behind it to open the road to Mt Scopus.

SCENARIO THIRTY

Hide and Seek in the Wadi el-Joz

6 JUNE 1967

As the fight for Ammunition Hill kicked off, Battalion 71 started its attack from somewhat to the south-east trying to force its way into the American Colony and then on to seize the Wadi el-Joz. The Israelis employed spotlights to blind the enemy and a new weapon, a guided missile, to destroy or suppress some of the Jordanian bunkers.

64	69
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Game Length: 24 Turns

First Turn: 0200

Other: none



Parachute Battalion 71, 55th Parachute Brigade

Set up first anywhere on Board 64, but after the Jordanian set up his defensive works:

- 10 x PARA
- 1 x ENG
- 1 x Jeep106
- 1 x M50 (reduced)
- 4 x HMG (reduced)
- 2 x 81mm
- 1 x ENTAC
- 2 x M3

Leaders: 1 x Rav Seren, 3 x Seren, 4 x Segen, 3 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: 2 x 13



Elements of the 2nd Jordanian Infantry Battalion, King Talal Infantry Brigade

Place four Entrenchment, six Wire, and six Minefield markers anywhere on Board 69 at least two hexes from the boundary with Board 64, prior to the Israeli set up. After the Israeli player sets up his or her units, set up the following anywhere on Board 69 at least two hexes from the boundary with Board 64. All eligible units not in entrenchments may begin dug in. Four personnel units may set up hidden:

- 5 x INF
- 1 x 3-inch
- 3 x HMG
- 1 x 40mm

Leaders: 1 x Ra'Ed, 1 x Naqeeb, 2 x Molazim

Morale: 8/7

Initiative: 3

Off-Map Artillery: 1 x 13

Special Rules

1. Israeli initiative is reduced by one for every five steps eliminated. Tanks count double.
2. Jordanian initiative is reduced by one for every four steps eliminated.
3. Israeli personnel are not "efficient" for purposes of using APCs for extended assault, but may still move and fire per (10.5).
4. When the ENTAC fires at a defender in an entrenchment, ignore the entrenchment benefits (no negative column shift).

Victory Conditions

The Jordanian player wins if at the end of play at least one good-order Jordanian unit is on the map OR at least 12 Israeli steps have been eliminated (tanks count double). Any other result is an Israeli victory.

Conclusion

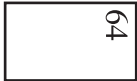
Aided by the suppressive tank, mortar, artillery, and guided missile fire, Israeli engineers quickly blasted a hole in the wire and minefields fronting the Jordanian positions. Poorly aimed Jordanian artillery fire killed their own spotter, limiting further assistance. From that point on, the house-to-house clearing of Jordanians proceeded at a steady pace through the American Colony and into the Wadi el-Joz. By 0800, the Israelis had established a firm hold on the area.

SCENARIO THIRTY-ONE

Toward the Old City

6 JUNE 1967

The third prong of Brig Gen (Tat Aluf) Narkiss' attack to secure the northern flank of Jerusalem and open the way to Mt. Scopus started poorly. Lack of good maps or familiarity with the terrain, and moving under cover of darkness, would prove very challenging for Battalion 28 of the 55th Parachute Brigade.



Game Length: 26 Turns

First Turn: 0430

Other: none



Parachute Battalion 28, 55th Parachute Brigade

Set up first within three hexes of the west edge, but after the Jordanian set ups his defensive works:

- 10 x PARA
- 1 x ENG
- 1 x Jeep106
- 1 x ENTAC
- 1 x M50 (reduced)
- 4 x HMG (reduced)
- 1 x 81mm
- 1 x TCM20
- 1 x M50
- 4 x M3

Leaders: 1 x Sgan Aluf, 3 x Seren, 4 x Segen, 3 x Samal

Morale: 9/8

Initiative: 4

Off-Map Artillery: 1 x 8; in addition, roll one die each turn and on a result of 5 or 6 receive 1 x 13.



Elements, 2nd Jordanian Infantry Battalion, King Talal Infantry Brigade

Place six Entrenchment, four Wire, and four Minefield markers at least four hexes from the west edge, prior to the Israeli set up. Three of the Entrenchment markers must be placed along the southern edge of the map at least one hex apart (not adjacent) representing fortified positions along the Old City's northern wall. After the Israeli player sets up his or her units, set up the following anywhere at least four hexes from any Israeli unit. At least one INF or HMG must be placed in each entrenchment. All eligible units not in entrenchments may begin dug in:

- 8 x INF
- 2 x 3-inch
- 1 x 40mm
- 3 x HMG
- 1 x Jeep106

Leaders: 1 x Ra'Ed, 1 x Naqeeb, 3 x Molazim

Morale: 8/7

Initiative: 3

Off-Map Artillery: 1 x 13

Special Rules

1. Israeli initiative is reduced by one for every five steps eliminated. Tanks count double.
2. Jordanian initiative is reduced by one for every four steps eliminated.
3. Israeli PARAs are not "efficient" for purposes of using APCs for extended assault, but may still move and fire per (10.5).
4. When the ENTAC fires at a defender in an entrenchment, ignore the entrenchment benefits (no negative column shift).
5. IDF paratroopers were unfamiliar with how to talk to crews in the tanks (they did not know about the telephone on the tail of the tank), so coordination of tank and infantry attacks broke down. To simulate this, the tanks will always engage targets in the following order: 1) any unit that fired on the tank (effective or not); 2) the nearest spotted enemy; 3) if no enemy is in sight, they will move toward the nearest friendly unit that has fired or been fired upon with Direct Fire during the current turn.
6. Jordanian units in the Old City northern wall entrenchments can only be attacked by Direct Fire (including ENTAC missiles) or bombardment, not assault. Additionally, they may never leave their initially assigned hex, and if they flee due to demoralization they are removed from play.

Victory Conditions

The Jordanian player wins if at the end of play at least one undemoralized Jordanian unit is present outside the Old City northern wall entrenchments, OR if at least 12 Israeli steps have been eliminated (tanks count double). Any other result is an Israeli victory.

Conclusion

The IDF paratroopers got lost, fought through several Jordanian strongpoints that bravely fought to the last man, and lost nearly half their force to casualties. But eventually they achieved their objective of clearing the houses and bunkers en route to the Rockefeller Museum on the northeast corner of the city wall. The road to Mt. Scopus was open.

SCENARIO THIRTY-TWO

Abu Tor

6 JUNE 1967

The final high ground needed to secure Jerusalem against Jordanian reinforcement was Abu Tor. The defenders were again well entrenched, fronted by wire and minefields, and ready to fight. The 16th Etzioni Jerusalem Infantry Brigade of the IDF had been planning and dreaming of this attack for a long time.

64	67
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Game Length: 20 Turns

First Turn: 1500

Other: none



Battalion 163, 16th Etzioni Jerusalem Infantry Brigade

Set up second within six hexes of the west edge:

- 9 x INF
- 2 x HMG
- 2 x HMG (reduced)
- 3 x ENG
- 2 x Jeep106
- 2 x 81mm

Leaders: 1 x Sgan Aluf, 3 x Seren, 3 x Segen, 2 x Samal

Morale: 9/8

Initiative: 4

Off-Map Artillery: 1 x 16 starting at 1700.



Elements, 8th Jordanian Infantry Battalion

Set up first at least 10 hexes from the west edge. Up to seven units and two leaders may begin hidden (21.8). Place four Entrenchment markers in the following hexes: 0405, 0406, 0407, 0408 and six Wire and four Minefield markers as desired at least 10 hexes from the west edge. All eligible units not in entrenchments may begin dug in:

- 4 x INF
- 2 x INF (reduced)
- 4 x HMG (reduced)
- 2 x 3-inch
- 1 x 40mm

Leaders: 1 x Ra'Ed, 3 x Molazim

Morale: 7/6

Initiative: 2

Off-Map Artillery: 1 x 8, 1 x 13

Special Rules

1. Israeli initiative is reduced by one for every three steps eliminated.
2. Jordanian initiative is reduced by one for every three steps eliminated.

Victory Conditions

The Israeli player wins if at the end of play all Jordanian units are demoralized or eliminated. Any other result is a Jordanian victory.

Conclusion

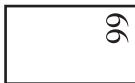
Sgan Aluf Peika's IDF troops executed an uninspired frontal assault. The Jordanians responded immediately, pasting them with 25-pounder rounds and sniper fire from Mt Zion. Throughout the afternoon the grind went on, with the Israelis slowly capturing one blockhouse after another and then the small defensive perimeter on the hill to the rear. The entire hilltop was captured near nightfall, but at the cost of numerous casualties.

SCENARIO THIRTY-THREE

Latrun

6 JUNE 1967

Under the cover of darkness, the invasion of the West Bank began with an attempt to gobble up the high ground overlooking the Old Jerusalem Highway. The Jordanians felt secure behind their wire and minefields, and their attention was diverted toward the attacks earlier in the day near Jerusalem and in the Sinai. In 1948, the Arabs had successfully driven off Israeli attacks from this direction resulting in the West Bank occupation. Why would it not be the same this time?



Game Length: 12 Turns

First Turn: 0300

Other: Ignore the towns in hex 0303 and 0702.



Elements, 4th Reserve Infantry Brigade

See Special Rule 3:

- 10 x INF
- 2 x ENG
- 1 x TCM20
- 3 x M50
- 3 x HMG
- 2 x 81mm
- 6 x Jeep106
- 17 x Truck

Leaders: 1 x Aluf Mishne, 1 x Sgan Aluf, 2 x Rav Seren, 4 x Seren, 4 x Segen, 3 x Samal

Morale: 8/8

Initiative: 5

Off-Map Artillery: 2 x 16, 1 x 20, 1 x Illumination



Elements, 2nd El Hashimi Infantry Brigade

Set up first anywhere at least five hexes from the west edge, with 12 Minefield and 12 Wire markers. Place one Entrenchment marker in hex 0511 and another in 0910 representing the police station and the monastery respectively:

- 8 x INF
- 1 x ENG
- 1 x 40mm
- 2 x M113
- 4 x Truck
- 3 x HMG
- 2 x 3-inch
- 1 x 3.7-inch AA
- 2 x M3

Leaders: 1 x Moqaddam, 2 x Naqeeb, 2 x Molazim

Elements, 33rd and 53rd Egyptian Commando Battalions

Set up first anywhere at least five hexes from the west edge. All units and leaders are Egyptian:

- 4 x CMDO

Leaders: 1 x Naqeeb, 1 x Molazim

Morale: Jordanian 7/6; Egyptian 8/6

Initiative: 2

Off-Map Artillery: Roll one die each turn; on a result of 5 or 6 receive 1 x 24.

Special Rules

1. Israeli initiative is reduced by one for every five steps eliminated. Tanks count double, trucks don't count.
2. Jordanian/Egyptian initiative is reduced by one for every four steps eliminated.
3. Before the Jordanian player sets up, the Israeli player chooses where his or her forces will enter play: from the north (hex 0107-0117), west (anywhere), or south (hex 1309-1317), or combination of any of the three. The Israeli player then rolls one die. Forces entering from the west always appear on Turn 1; those from the north on a result of 2 through 6, and those from the south on a result of 4 through 6. Roll again at the start of each turn until all Israeli units have entered play.
4. Egyptian and Jordanian leaders may only affect units of their own nationality.
5. No Egyptian or Jordanian units or leaders may move until at least one Israeli unit has entered the map.

Victory Conditions

The Israeli wins no enemy units occupy an entrenchment or town at the end of play. Any other result is a Jordanian victory.

Conclusion

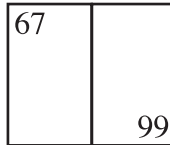
The Israeli engineers breached the Jordanian minefields and wire quickly under cover of darkness. Thereafter, rather than assault straight ahead, the Israelis drove around the Jordanian position (hidden from view by darkness and hilly terrain), and assaulted them from the rear supported by a heavy bombardment and assisted by powerful searchlights illuminating the police station and monastery for the assaults. The dislocation caused by darkness and surprise, along with the rapid advance down the line of fortified positions led to a rather quick victory.

SCENARIO THIRTY-FOUR

Dotan Valley

6 JUNE 1967

Aluf Mishne Bar-Kochva wanted to attack Jenin from the south, a hopefully unexpected direction based on the terrain and known Jordanian defenses. To do that he had to pass through the Dotan Valley. At 0300 he sent his tanks and some recon units ahead of the main force but they ran into a layered defense in depth.



Game Length: 12 Turns

First Turn: 0300

Other: none



Elements, 45th Armored Brigade

Enter on the west edge between hexes 0114 and 0117 (inclusive):

• 12 x M51 • 2 x AMX-13

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 2 x Seren, 3 x Segen, 3 x Samal

Morale: 8/8

Initiative: 4

Off-Map Artillery: None



Elements, 12th Jordanian Independent Tank Battalion

Set up first, with all eligible units dug in anywhere at least eight hexes from the southwest corner of Board 67 (hex 0117) with six Wire, four Minefield, one Dragon's Teeth and two AT Ditch:

• 3 x INF • 1 x HMG
• 1 x 40mm • 3 x Jeep106
• 3 x M48 • 1 x M3

Leaders: 1 x Ra'Ed, 2 x Naqeeb, 3 x Molazim

Morale: 8/6

Initiative: 3

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated. Tanks count double.
2. Jordanian initiative is reduced by one for every three steps eliminated. Tanks count double.
3. Any time an Israeli tank unit takes a step loss, place a wreck marker in that hex.
4. Once per game, at the beginning of any Israeli Turn from 0430 to the end of the game, the Israeli player may exchange any wreck marker for a reduced M51 unit, and reduce a full-strength M51 by one step. He may perform as many exchanges that turn as there are wreck markers and M51 steps to be exchanged.

Victory Conditions

The Jordanian player wins if at least 12 Israeli steps have been eliminated by the end of play. The Israeli player wins if all Jordanian tanks or antitank guns are eliminated, OR if at least 14 Israeli steps exit Board 66 through hex 1217. Any other result is a draw.

Conclusion

After quickly losing a number of vehicles to the deadly Jordanian fire, the Israelis feigned a retreat, leaving some manned and fully functional tanks mixed in with the destroyed ones. When the Jordanian tanks pursued to mop up, they were caught in the flank and rear by the "doggo" tanks and wiped out. The assault against the remaining antitank guns and infantry took another two hours with more losses, but they finally opened the path to Jenin.

SCENARIO THIRTY-FIVE

Rescue at Kabatiya

6 JUNE 1967

While Aluf Mishne Bar-Kochva's armored infantry were securing Jenin, he received word that his reconnaissance force had been cut off and surrounded in Kabatiya by the fast-advancing 40th Jordanian Armored Brigade. He quickly threw a plan together to break through to his recon team and rescue them.

L9
64

Game Length: 24 Turns

First Turn: 1400

Other: The portion of Board 64 on or south of hex row xx05 is not in play. Ignore the road from 0109 to 1013 on Board 67.



Elements, 45th Armored Brigade

Set up all except the M51s in any of the town hexes of Kabatiya (within two hexes of 1002 on Board 64). The M51s enter anywhere on the north edge:

- 3 x RCN
- 2 x Jeep106
- 6 x M51 (reduced)
- 2 x Jeep
- 1 x TCM20
- 12 x M51
- 4 x AMX-13
- 1 x M3

Leaders: 1 x Aluf Mishne, 1 x Sgan Aluf, 2 x Rav Seren, 3 x Seren, 4 x Segen, 3 x Samal

Morale: 8/8

Initiative: 4

Off-Map Artillery: none



Two Battalions, 40th Jordanian Armored Brigade

Set up anywhere on Board 67 at least nine hexes from the north edge but not within two hexes of the Israelis in Kabatiya. Any eligible units may begin dug in:

- 14 x M48

Leaders: 1 x Ra'Ed, 2 x Naqeeb, 3 x Molazim

Morale: 8/6

Initiative: 3

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every five steps

eliminated. Tanks count double.

2. Jordanian initiative is reduced by one for every four steps eliminated. Tanks count double.

3. The Israeli player rolls one die for air support at the start of each turn beginning with 1600 (Turn 9). On a result of 1 through 3 he or she receives 1 x Fouga and 1 x Ouragan; on a result of 4 through 6 he or she receives 2 x Super Mysteres.

Victory Conditions

The Israeli player wins at the end of play at least six units which began play around Kabatiya are within four hexes of the north edge (jeeps don't count; Jeep106's DO count) AND no more than 12 Israeli steps have been eliminated. The Jordanian player wins if he or she eliminates ALL Israeli units which began play around Kabatiya OR 10 Israeli tank steps without losing more than 12 Jordanian steps. Any other result is a draw.

Conclusion

Initial attacks by IDF tanks were bloodily repulsed by the hull-down Jordanian tankers. Conversely, the Jordanians were very wary of the IDF recon team that packed a vicious antitank punch. The resulting stalemate was broken when the IAF began to rain death on the Jordanian tanks allowing a relief force to make its way to Kabatiya and free the recon force. However, Bar-Kochva's armored force was pretty well spent.

SCENARIO THIRTY-SIX

Kalkiliya

6 JUNE 1967

The attack on the western point of the West Bank area had been assigned to the Shaham 5th Infantry Brigade. They were opposed by the Jordanian Princess Alia Brigade in and around the town of Kalkiliya protecting the road to Nablus. Shaham Brigade spent the 5th of June demonstrating their intent in order to pin the Princess Alia Brigade in position while attacks occurred elsewhere. On the morning of the 6th, the assault began.

99	79
	69
59	

Game Length: 36 Turns

First Turn: 0500

Other: The following portions of the map are out of play for this scenario: Boards 64 and 66 north of hex row xx08, Board 65 south of hex row xx11, and Board 69 south of hex row xx06.



5th Infantry Brigade

Set up second, within four hexes of the west edge:

- 28 x INF
- 3 x ENG
- 6 x Jeep106
- 6 x M50
- 7 x HMG
- 3 x 81mm
- 1 x TCM20
- 16 x Truck

Leaders: 1 x Aluf Mishne, 2 x Sgan Aluf, 3 x Rav Seren, 5 x Seren, 5 x Segen, 5 x Samal

Morale: 8/8

Initiative: 6

Off-Map Artillery: none



Jordanian 1st Princess Alia Infantry Brigade

Set up first on Boards 65 and 66, at least 10 hexes from the west edge with six Minefield, six Wire and two Entrenchment markers. Six units may begin dug in:

- 25 x INF
- 2 x ENG
- 2 x 25-pounder
- 2 x 40mm
- 4 x M113
- 7 x HMG
- 3 x 3-inch
- 2 x 155mm
- 1 x 3.7-inch AA
- 8 x Truck

Leaders: 1 x Moqaddam, 2 x Ra'Ed, 3 x Naqeeb, 5 x Molazim

Morale: 7/6

Initiative: 2

Off-Map Artillery: none

Special Rules

1. Israeli initiative is reduced by one for every six steps eliminated. Tanks count double.
2. Jordanian initiative is reduced by one for every five steps eliminated.
3. The Israeli player rolls one die on each daylight turn for air support. On a result of 6, he or she may draw one aircraft.

Victory Conditions

The Israeli player wins if at the end of play

The Israelis win if there are no undemoralized Jordanian units on or within 2 hexes of the town of Kalkiliya or the road running east from there off the east edge of the map. Anything else is a Jordanian victory.

Players score victory points (VPs) as follows:

- One for each enemy step eliminated (tanks count double, trucks don't count).
- Two for each town hex controlled at the end of play.
- Jordanian only: One for each good-order unit in a town or hill hex at the end of play.
- Israeli only: One for each unit that exits the east edge by the end of play.

Draw: Achieve up to five more VPs than your opponent.

Minor Victory: Achieve six to 12 more VPs than your opponent.

Major Victory: Achieve at least 13 more VPs than your opponent.

Conclusion

The leadership of the Princess Alia let their brigade down. Despite ample warning of the Israeli attack, the Jordanians did not undertake the kind of defensive preparations that could have turned Kalkiliya into a bloodbath. Instead, by 1400 the town was in IDF hands and troops were already headed down the wide-open road to Nablus.

SCENARIO THIRTY-SEVEN

Kufeir and Akaba

7 JUNE 1967

Aluf Mishne Ram's 37th Armored Brigade had attacked southwest from the Mt. Gilboa area into

64	65
----	----

the West Bank. At Kufeir on the 6th of June, he'd been stopped cold on the east side of the town by two companies of the 40th Jordanian Armored Brigade that had excellent positions. Even airstrikes right before nightfall had not dislodged the tenacious defenders. Ram waited patiently for nightfall to launch his next attack, hoping to catch the Jordanians napping.

Game Length: 22 Turns

First Turn: 0100

Other: none



Elements, 37th Armored Brigade

Set up first on Board 64 at least two hexes from the edge of Board 65:

- 9 x INF
- 1 x ENG
- 1 x TCM20
- 3 x M52
- 12 x Cent5
- 3 x HMG
- 1 x M3/120
- 2 x Jeep106
- 5 x AMX-13
- 14 x M3

Leaders: 1 x Aluf Mishne, 2 x Sgan Aluf, 3 x Rav Seren, 4 x Seren, 6 x Segen, 4 x Samal

Morale: 9/8

Initiative: 4

Off-Map Artillery: none



Elements, 40th Jordanian Armored Brigade

Set up second anywhere on Board 65 with four Dragon's Teeth, two Minefield and 10 Wire markers. Any eligible units may begin dug in:

• 6 x M48

Leaders: 1 x Ra'Ed, 1 x Naqeeb, 2 x Molazim

Reinforcements

Elements, 40th Jordanian Armored Brigade

Enter anywhere on the east edge at 0345 (Turn 12):

• 2 x M48

Leaders: 1 x Naqeeb, 1 x Molazim

Morale: 8/7

Initiative: 3

Off-Map Artillery: 2 x 13

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated. Tanks count double.
2. Jordanian initiative is reduced by one for every three steps eliminated. Tanks count double.
3. Starting on the first daylight turn, the Israeli player may draw one aircraft each turn.

Victory Conditions

The Jordanian player wins if at least one good-order Jordanian unit remains on the map at the end of play, OR if at least 12 Israeli steps have been eliminated (tanks count double). Any other result is an Israeli victory.

Conclusion

Aluf Mishne Ram opened up on the Jordanian positions with his self-propelled artillery, jarring them from sleep. Then the Centurions began systematically shooting the Dragon's Teeth apart while the artillery tried to keep the enemy Pattons buttoned up, and the fire became point-blank. Eventually the remaining Jordanians withdrew to the next town, Akaba, around 0400 where they were joined by the rest of their battalion. Aluf Mishne Ram followed up cautiously. As dawn broke, the IAF swept in again adding to the pressure on the dug-in Jordanians, who finally broke and ran after a very stubborn defense.

The Golan Heights

SCENARIO THIRTY-EIGHT

The Road to Qala and Zaoura, Phase 1

9 JUNE 1967

The Israeli attack eastward into the Golan Heights commenced with Aluf Mishne Avraham Mendler's 8th Independent Armored Brigade trying to capture the fortified town of Qala near the top of the ridge. The attack's lengthy artillery and air attack preparation produced little result on the well-entrenched defenders. This was the most heavily defended and fortified sector of any of the war's three fronts. The plan called for an attack via a number of parallel avenues on the towns of Ukda, Na'amush, and Gur al-Askar followed by a swing through Sir Adib and further northeast before coming in around Jebel el-Mis to take Qala from the rear. The escarpments in this region rise very steeply and the roads wind through narrow and rocky defiles. The Syrians augmented this formidable terrain with heavy minefields and fortifications, backed up by significant artillery. This attack was going to be tough and costly.

65	71
	70
89	

Game Length: 16 Turns

First Turn: 1000

Other: All non-road hexes on Boards 70 and 71 are considered rocky. Ignore the road on Board 70 from hex 0601 to hex 0615. All roads on Boards 70 and 71 are tracks.



8th Independent Armored Brigade

Set up second anywhere on Board 65:

- 9 x INF
- 2 x ENG
- 2 x Jeep106
- 12 x Cent5
- 15 x M3
- 3 x HMG
- 2 x 81mm
- 1 x TCM20
- 12 x M51
- 1 x Pilatus P6 FAC

Leaders: 1 x Aluf Mishne, 2 x Sgan Aluf, 2 x Rav Seren, 5 x Seren, 7 x Segen, 4 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: 1 x 20



11th Syrian Infantry Brigade, Reinforced

Set up first anywhere on Boards 70 and 71 on any eleva-

tion above the base level with eight Entrenchment markers (two of which must be in hexes 1109 and 0914 on Board 70 representing Sir Adib and Qala respectively), eight Wire and eight Minefield markers. Up to 20 units and four leaders may begin hidden (21.8). All eligible units not in entrenchments may begin dug in:

- 16 x INF
- 1 x ENG
- 1 x 120mm
- 1 x 130mm
- 4 x T34/85
- 2 x BTR60
- 5 x Truck
- 4 x HMG
- 3 x 82mm
- 2 x 85mm
- 1 x 57mm AA
- 2 x SU100
- 2 x BTR152

Leaders: 1 x Moqaddam, 1 x Ra'Ed, 2 x Capt, 4 x Molazim

Morale: 7/5

Initiative: 2

Off-Map Artillery: 1 x 16, 1 x 20

Special Rules

1. Israeli initiative is reduced by one for every six steps eliminated. Tanks count double.
2. Syrian initiative is reduced by one for every five steps eliminated. Tanks count double.
3. Strategic Movement (5.6) is not in effect.
4. Once per game, the Syrian player may move all the IDF tank units as one activation and then mark them Moved/Fired.
5. Starting with the turn after the Israeli player has suffered a cumulative total of 12 steps (tanks count double), he or she may roll one die each turn for air support. On a result 5 he or she may draw one aircraft and on a result of 6 he or she may draw two.

Victory Conditions

Each player scores victory points (VPS) as follows:

- Four for each town or entrenchment hex on Boards 70 and 71 controlled at the end of play.
- Two for each enemy tank step eliminated.
- One for every other step or leader eliminated.

A player who scores at least 10 more VPS than his or her opponent wins. Any other result is a draw.

Conclusion

The Syrian defenders put up a good fight, while the difficult and confusing terrain continued to hamper the Israeli advance. After pushing through Gur al-Askar and

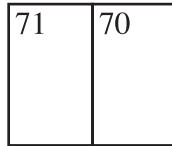
Na'amush despite some losses and misdirection, the advance was checked by strong resistance from Ukda and flanking fire from Sir Adib and Qala.

SCENARIO THIRTY-NINE

The Road to Qala, Phase 2

9 JUNE 1967

After seizing their initial objectives on the Golan Heights, 8th Independent Armored Brigade split its force to capture its two final objectives: the fortified town of Qala near the top of the ridge, and the key town of Zaoura with its commanding view. The terrain had not gotten any more forgiving; nor had the Syrians in their trenches.



Game Length: 24 Turns

First Turn: 1400

Other: The elevation of the terrain on the eastern edge of Board 71 is the same as the elevation of the terrain on the western edge of Board 70; so the elevations on Board 70 are 100 meters (not 20), 120m, 140m, 160m, and 180m. All non-road hexes are considered rocky. Treat roads as tracks. Ignore the town in hex 0815 on Board 71.



Elements, 8th Independent Armored Brigade

Set up second, within 10 hexes of the west edge:

- 4 x INF
- 2 x HMG
- 1 x 81mm
- 1 x Jeep106
- 2 x Cent5 (reduced)
- 9 x M3
- 1 x INF (reduced)
- 1 x ENG
- 1 x TCM20
- 5 x Cent5
- 5 x M51
- 1 x Pilatus P6 FAC

Leaders: 1 x Sgan Aluf, 2 x Seren, 4 x Segen, 4 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: 1 x 20



11th Syrian Infantry Brigade, Reinforced

Set up first anywhere on Board 70 on an elevation of 100m or higher with five Entrenchment markers (three must be in hexes 0807, 0708, and 0710), five Wire and five Minefield markers. Up to 14 units and three lead-

ers may begin hidden (21.8). All eligible units not in an entrenchment may begin dug in:

- 9 x INF
- 1 x 82mm
- 1 x 57mm AA
- 1 x 85mm
- 2 x T34/85
- 3 x PzIV
- 1 x BTR152
- 2 x HMG
- 1 x ENG
- 1 x 130mm
- 1 x 120mm
- 1 x SU100
- 1 x BTR60
- 3 x Truck

Leaders: 1 x Moqaddam, 1 x Capt, 4 x Molazim

Morale: 7/5

Initiative: 2

Off-Map Artillery: 1 x 16, 1 x 18 plus 1 x 20 on each turn ending in xx30.

Special Rules

1. Israeli initiative is reduced by one for every five steps eliminated. Tanks count double.
2. Syrian initiative is reduced by one for every four steps eliminated. Tanks count double.
3. Strategic Movement (5.6) is not in effect.
4. Once per game, the Syrian player may move all the IDF tank units as one activation and then mark them Moved/ Fired. This move may be split, moving the Centurions in one turn and the M51's in another.
5. Starting with the turn after the Israeli player has suffered a cumulative total of six steps (tanks count double), he or she may roll one die each turn for air support. On a result 5 he or she may draw one aircraft and on a result of 6 he or she may draw two.

Victory Conditions

Each player scores victory points (VPs) as follows:

- Four for each town or entrenchment hex on Board 70 controlled at the end of play.
- Two for each enemy tank step eliminated.
- One for every other step or leader eliminated.

A player who scores at least 10 more VPS than his or her opponent wins. Any other result is a draw.

Conclusion

The Israeli Centurions suffered near complete destruction and, in the end, needed air support to finish the conquest of Qala. The Syrian defenders had put up a good fight, but their leaders had not expected such a heavy attack in this sector, and did not reinforce their defenders. In addition, a large portion of the artillery in this sector spent its time firing on Jewish settlements rather than supporting the defenders: a critical error.

SCENARIO FORTY

The Road to Zaoura, Phase 2

9 JUNE 1967

While the bloody attack on Qala proceeded, the rest of 8th Independent Armored Brigade surged uphill to seize the key town of Zaoura. Unsure whether the position in front of them was actually Zaoura or Qala, the Israelis decided to attack it anyway. As elsewhere in this zone, the forbidding slope was strewn with boulders and dug-in Syrians. Despite the Israelis' obvious confusion, the Syrians remained in their positions and refused to counter-attack.

70

Game Length: 24 Turns

First Turn: 1400

Other: All non-road hexes are considered rocky. Treat roads as tracks.



Elements, 8th Independent Armored Brigade

Set up second anywhere within three hexes of the west edge and within 10 hexes of the north edge:

- 3 x INF
- 1 x HMG
- 1 x Jeep106
- 1 x Cent5 (reduced)
- 1 x M51 (reduced)
- 1 x Pilatus P6 FAC
- 1 x INF (reduced)
- 1 x ENG
- 3 x Cent5
- 5 x M51
- 6 x M3

Leaders: 1 x Rav Seren, 2 x Seren, 4 x Segen, 3 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: 1 x 20



11th Syrian Infantry Brigade, Reinforced

Set up first anywhere on an elevation of 40m or higher with two Entrenchment markers (one of which must be placed in hex 1211, Zaoura), four Wire and four Minefield markers (no minefields or wire may be placed in a road hex). Up to 12 units and three leaders may begin hidden (21.8). All eligible units not in an entrenchment may begin dug in:

- 8 x INF
- 1 x 82mm
- 1 x 122mm
- 2 x T34/85
- 2 x HMG
- 1 x 85mm
- 1 x 57mm AA
- 1 x SU100

- 1 x PzIV
- 1 x BTR152
- 1 x BTR60
- 3 x Truck

Leaders: 1 x Ra'Ed, 1 x Capt, 3 x Molazim

Morale: 7/5

Initiative: 2

Off-Map Artillery: 1 x 18 plus 1 x 20 on each turn ending in xx30.

Special Rules

1. Israeli initiative is reduced by one for every five steps eliminated. Tanks count double.
2. Syrian initiative is reduced by one for every four steps eliminated. Tanks count double, trucks don't count.
3. Strategic Movement (5.6) is not in effect.
4. Once per game, the Syrian player may move all the IDF tank units as one activation and then mark them Moved/Fired. This move may be split, moving the Centurions in one turn and the M51's in another.
5. Starting with the turn after the Israeli player has suffered a cumulative total of six steps (tanks count double), he or she may roll one die each turn for air support. On a result 5 he or she may draw one aircraft and on a result of 6 he or she may draw two.

Victory Conditions

Each player scores victory points (VPs) as follows:

- Four for each town or entrenchment hex controlled at the end of play.
- Two for each enemy tank step eliminated.
- One for every other step or leader eliminated.

A player who scores at least 10 more VPs than his or her opponent wins. Any other result is a draw.

Conclusion

Zaoura cost the IDF half the tanks committed but the Syrian defenders, who put up a good fight, were finally overcome. Once again, the Syrian leadership had not expected such a heavy attack in this sector, and did not reinforce the defenders or order the counter-attacks that were the backbone of Syrian pre-war planning. That might not have helped: at the tactical level the primarily Alawite and Druze officers refused to lead their mostly Sunni troops into action and often left them to fend for themselves.

SCENARIO FORTY-ONE

Tel Fakhr

9 JUNE 1967

Tel Fakhr, an imposing hill, glowered over the northern end of the Golan plateau. The Syrians honeycombed the entire hill with concrete bunkers and communications

trenches, sprinkled liberally with minefields and barbed wire, not to mention a lot of armed and determined Syrians. Just getting to the hill to start the attack, the Israelis would have to cross more than two kilometers of open but very rough terrain under a hail of artillery fire from the Syrian heights all around the area. To help, the Israelis began softening up the hill at daybreak with the nearly continuous aircraft and artillery attacks. But in the end, the poor bloody infantry would have to do the job alone.



Game Length: 24 Turns

First Turn: 1400

Other: All non-road hexes are considered rocky. Treat roads as tracks. The central hill is a steep hill.



Elements, First Battalion, 1st Mechanized Infantry “Golani” Brigade

Set up second, anywhere within seven hexes of the north edge, not in a hill hex and not within two hexes of the large central hill:

- 4 x INF
- 2 x HMG (reduced)
- 2 x ENG (reduced)
- 2 x M3
- 1 x PA-18 Super Cub FAC

Leaders: 1 x Rav Seren, 2 x Seren, 2 x Segen, 2 x Samal

Reinforcements

Reconnaissance Elements, 1st Mechanized Infantry “Golani” Brigade

Starting with Turn 5 (1500) the Israeli player rolls one die at the start of each turn. On a result of 3 through 6, the following enter anywhere on the north edge. Keep rolling each turn until the force arrives:

- 3 x RCN
- 2 x Jeep
- 1 x M3

Leaders: 1 x Seren, 1 x Segen, 1 x Samal

Elements, 2nd Battalion, 1st Mechanized Infantry “Golani” Brigade

Starting with Turn 9 (1600) the Israeli player rolls one die at the start of each turn. On a result of 3 through 6, the following enter anywhere on the south edge. Keep rolling each turn until the force arrives:

- 5 x INF
- 1 x HMG
- 2 x HMG (reduced)
- 2 x ENG (reduced)
- 2 x M3

Leaders: 1 x Rav Seren, 2 x Seren, 2 x Segen, 2 x Samal

Morale: 9/8

Initiative: 4

Off-Map Artillery: See Special Rule 3



Elements, 11th Syrian Infantry Brigade

Set up first on any portion of the central hill surrounding hex 0707 with 12 Entrenchment markers. Place 12 Minefield and 12 Wire markers on or within two hexes of the hill. Up to six units, two leaders and all minefields may begin hidden (21.8). Any eligible units not in entrenchments may begin dug in:

- 3 x INF
- 3 x INF (reduced)
- 1 x HMG
- 2 x HMG (reduced)
- 1 x 57mm AA
- 2 x 82mm

Leaders: 1 x Ra’Ed, 1 x Naqeeb, 2 x Molazim

Morale: 8/6

Initiative: 2

Off-Map Artillery: Roll one die each turn and subtract three from the result. The modified result is the number of 18-strength artillery increments available.

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated.
2. Syrian initiative is reduced by one for every three steps eliminated.
3. The Israeli player rolls one die each turn for air or artillery support. On a result of 1 through 3, he or she receives 1 x 8, 1 x 16, and 1 x 20 off-map artillery increments. On a result of 4 through 6, he or she may draw one aircraft.

Victory Conditions

The Israeli player wins if all Syrian units are eliminated or demoralized at the end of play. Any other result is a Syrian victory.

Conclusion

The road was narrow, in terrible condition, and mined, and none of the supporting tanks made it to the hill. The few halftracks that did make it were unable to join the infantry in their climb to the top due to the ruggedness and steep grade. The aircraft and artillery attacks had done some damage but not enough to make it easy. The Syrians fought back fiercely, holding off the Israelis until nightfall and inflicting serious casualties. Under cover of dark-

ness, the remaining brave defenders slipped away to fight another day.

SCENARIO FORTY-TWO

The Monster

9 JUNE 1967

If Tel Fakhr was a fortified hill, Tel Azzaziyat was a nasty ridge-like steep hill just to the west with similar fortifications. Local farmers appropriately called the basaltic pile “the Monster.” In addition, another precursor position guarded its western approach, called Burj Babil (Tower of Babel). Another battalion of Israeli infantry would have to assault the dug-in Syrians.



Game Length: 22 Turns

First Turn: 1430

Other: All non-road hexes are considered rocky. Treat roads as tracks. All hexes of the large hill are steep hill hexes.



Third Battalion, 1st Mechanized Infantry “Golani” Brigade

Enter from any edge:

- 8 x INF
- 1 x ENG
- 13 x M3
- 3 x HMG
- 1 x 81mm
- 1 x PA-18 Super Cub FAC

Leaders: 1 x Rav Seren, 2 x Seren, 3 x Segen, 3 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: See Special Rule 3.



Elements, 11th Syrian Infantry Brigade

Set up first on the hill surrounding hex 0508 and well as the smaller hill at hex 0513 with 12 Entrenchment markers as well as 12 Minefield and 12 Wire markers on or adjacent to either hill. Up to seven units and three leaders may begin hidden (21.8). Any eligible units not in entrenchments may begin dug in:

- 3 x INF
- 1 x HMG
- 1 x PzIV
- 1 x 57mm AA
- 3 x INF (reduced)
- 2 x HMG (reduced)
- 2 x 81mm

Leaders: 1 x Ra’Ed, 2 x Naqeeb, 2 x Molazim

Morale: 8/6

Initiative: 2

Off-Map Artillery: Roll one die each turn and subtract three from the result. The modified result is the number of 18-strength artillery increments available.

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated.
2. Syrian initiative is reduced by one for every three steps eliminated.
3. The Israeli player rolls one die each turn for air or artillery support. On a result of 1 through 3, he or she receives 1 x 8, 1 x 16, and 1 x 20 off-map artillery increments. On a result of 4 through 6, he or she may draw one aircraft.

Victory Conditions

The Israeli player wins if all Syrian units are eliminated or demoralized at the end of play. Any other result is a Syrian victory.

Conclusion

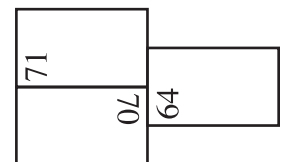
Once again, the infantry had a tortuous climb across wire, minefields, and steep hillsides, and the hours of air and artillery preparatory bombardment did not do much to make it easier for the attackers. While a few halftracks made it to the top of Burj Babil, none made it up “the Monster.” As on Tel Fakhr, the Syrian foot soldiers, despite their fairly cowardly leaders, held their ground stubbornly until nightfall, then slipped away under cover of darkness to fight again another day.

SCENARIO FORTY-THREE

The Road to Rawye

9 JUNE 1967

Somewhat south of the 8th Independent Armored Brigade’s attack zone, more IDF engineers pierced the mine and barbed wire belts at Notera to allow another force to



penetrate into the Syrian interior of the Golan. An AMX-13 recon company teamed with a motorized infantry battalion to press forward and capture the town of Rawye, just south of the critical juncture at Kuneitra. The Syrians had a couple of surprises in store for them.

Game Length: 20 Turns

First Turn: 1500

Other: Align the middle hex row of Board 64 (07xx) with the seam hex row between Boards 70 and 71. All eleva-

tion lines on Boards 70 and 71 are negative (these are gullies/valleys, not hills); and all gully hexes are considered rocky. Only hexes on or west of hex row xx02 on Board 64 are in play; ignore the rest.



Elements, 37th Armored Brigade and 3rd Infantry Brigade

Enter anywhere on the west edge:

- 10 x INF
- 2 x RCN
- 1 x M3/120
- 1 x TCM20
- 2 x Jeep
- 3 x HMG
- 1 x ENG
- 2 x Jeep106
- 2 x AMX13
- 15 x Truck

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 2 x Seren, 4 x Segen, 4 x Samal

Morale: 8/8

Initiative: 5

Off-Map Artillery: See Special Rule 3.



Elements, 8th Motorized Infantry Brigade, 35th Brigade Group

Set up first anywhere at least eight hexes from the west edge with three Entrenchment, six Minefield, six Wire and two AT Ditch markers. Up to 12 units and three leaders may begin hidden. Any eligible unit not in an entrenchment may begin dug in:

- 8 x INF
- 1 x ENG
- 2 x 85mm
- 2 x T34/85
- 1 x BTR152
- 3 x HMG
- 2 x 82mm
- 1 x 57mm AA
- 1 x T55
- 4 x Truck

Leaders: 1 x Ra'Ed, 2 x Naqeeb, 3 x Molazim

Morale: 8/6

Initiative: 3

Off-Map Artillery: Roll one die each turn. On a result of 3 through 5 receive 1 x 18, on a result of 6 receive 1 x 20.

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated. Tank count double, trucks don't count.
2. Syrian initiative is reduced by one for every three steps eliminated. Tanks count double for both. Tanks count double, trucks don't count.

3. Starting with the first turn after a Syrian unit fires, the Israeli player rolls one die at the start of each turn and subtracts three from the result. The modified result is the number of aircraft the Israeli player may draw.

Victory Conditions

The Israeli player wins if at the end of play no Syrian unit occupies a 0-elevation hex on Board 70 or 71 and all town hexes on Board 64 are Israeli-controlled. Any other result is a Syrian victory.

Conclusion

The Israelis captured Rawye just before dusk, but it took prodigious amounts of airpower to dig out the Syrians blocking the way. Syrian anti-tank fire claimed three AMX-13 tanks, but despite heavy casualties the Israelis had achieved a narrow breach in the Syrian main line of resistance.

SCENARIO FORTY-FOUR

Darbishiyeh

9 JUNE 1967

A couple kilometers southeast of Notera, the IDF selected another track leading up the heights as a breakthrough point. This time, a resolute reinforced company of Syrian reservists defended that location, and they greatly complicated the mine-clearing operations and delayed the Israeli attack. When the Israelis finally moved forward, the Syrians were ready for them.

68	71
----	----

Game Length: 40 Turns

First Turn: 1000

Other: Treat the hill centered on hex 0707 on Board 68 as a sand dune of 20 meter height (ignore the higher elevation line of the hill). All clear hexes on elevations above base level on Board 71 are considered rocky. Ignore all town hexes on Board 71. Treat all roads as tracks.



Elements, 37th Armored Brigade and 3rd Infantry Brigade

Enter anywhere on the west edge:

- 9 x INF
- 2 x ENG
- 1 x M3/120
- 1 x TCM20
- 1 x Jeep
- 3 x HMG
- 1 x RCN
- 2 x Jeep106
- 1 x AMX13
- 14 x Truck

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 2 x Seren, 4 x Segen, 4 x Samal

Morale: 9/8
Initiative: 5
Off-Map Artillery: none



Elements, 132nd Syrian Reserve Brigade

Set up first anywhere within at least six hexes from the west edge with four Entrenchment, 12 Minefield, 12 Wire and four AT Ditch markers. Up to eight units and three leaders may begin hidden. Any eligible unit not in an entrenchment may begin dug in:

- 4 x INF
- 2 x HMG
- 1 x 82mm
- 2 x 85mm
- 1 x 57mm AA
- 2 x T34/85
- 4 x Truck

Leaders: 1 x Ra'Ed, 1 x Naqeeb, 3 x Molazim

Morale: 8/6

Initiative: 3

Off-Map Artillery: Roll one die each turn. On a result of 3 through 5 receive 1 x 18, on a result of 6 receive 1 x 20.

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated. Tanks count double, trucks don't count.
2. Syrian initiative is reduced by one for every three steps eliminated. Tanks count double, trucks don't count.
3. Starting with the first turn after a Syrian unit fires, the Israeli player rolls one die at the start of each turn and subtracts three from the result. The modified result is the number of aircraft the Israeli player may draw.

Victory Conditions

The Israeli player wins if at the end of play he or she can trace an east-west path of road hexes with no Syrian units within two hexes of any road hex of the path. Any other result is a Syrian victory.

Conclusion

The mine clearing took quite a while under the hail of Syrian fire. Eventually, once again, IAF airpower suppressed enough of the Syrian positions for the IDF ground force to get into knife-fighting range. Despite having a reputation as a ragtag militia, the Syrian force held its ground and gave a good fight.

SCENARIO FORTY-FIVE

Dardara

9 JUNE 1967

Still further south on the plateau, yet another track up the Golan escarpment ran toward Dardara. This one was unguarded by Syrians which allowed Aluf Mishne Shehed's Israeli engineers to make short work of the wire and minefields.

Then the combined infantry and tank force drove swiftly toward Dardara and engaged the defenders. Their secondary objective was the village of Tel Hillal.

71

Game Length: 12 Turns

First Turn: 0930

Other: All clear hexes above zero elevation are considered rocky. Treat all roads as tracks.



Elements, 3rd "Alexandroni" Infantry Brigade

Enter anywhere on the west edge:

- 9 x INF
- 3 x HMG
- 1 x ENG
- 2 x 81mm
- 2 x Jeep106
- 1 x TCM20
- 5 x M50
- 15 x Truck

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 3 x Seren, 5 x Segen, 5 x Samal

Morale: 8/8

Initiative: 5

Off-Map Artillery: none



Syrian 80th Reserve Infantry Brigade

Set up anywhere on an elevation above 0 with three Entrenchment, four Minefield and six Wire markers. Up to eight units and two leaders may begin hidden. Any eligible unit not in an entrenchment may begin dug in:

- 7 x INF
- 3 x HMG
- 2 x 82mm
- 2 x 85mm
- 2 x Truck

Leaders: 2 x Naqeeb, 2 x Molazim

Reinforcements

Elements, 42nd Syrian Brigade Group

Starting one hour (four turns) after the first Israeli unit fires on a Syrian unit with direct fire or initiates assault against a Syrian unit, the Syrian player rolls one die at the start of each turn. On a result of 6 the following enter anywhere on the east edge. Keep rolling each turn until the force arrives:

- 6 x INF
- 2 x HMG
- 1 x 82mm
- 1 x 85mm
- 1 x 57mm AA
- 3 x BTR60
- 4 x T34/85
- 4 x SU100
- 8 x Truck

Leaders: 1 x Moqaddam, 1 x Ra'Ed, 2 x Naqeeb, 3 x Molazim

Morale: 7/6

Initiative: 2

Off-Map Artillery: Roll a die each turn. On a result of 3 through 5 receive 1 x 18, on a result of 6 receive 1 x 24.

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated. Tanks count double, trucks don't count.
2. Syrian initiative is reduced by one for every three steps eliminated. Tanks count double, trucks don't count.
3. Syrian initiative is increased by two when the 42nd Brigade Group reinforcements enter play.
4. The Israeli player rolls one die at the start of each turn. On a result of 6, he or she may draw one aircraft.

Victory Conditions

The Israeli player wins if at the end of play no Syrian units are within two hexes of a town hex, and no Syrian unit occupies any hex of the road that leads from hex 0109 to 1309. Any other result is a Syrian victory.

Conclusion

The combined force of tanks and infantry fairly quickly maneuvered the Syrian defenders out of Dardara. From there, the IDF pressed on toward Tel Hillal and captured it nearly unopposed. What surprised the Israelis was that none of the large Syrian force guarding Kuneitra or in reserve behind it responded to this deep penetration.

SCENARIO FORTY-SIX

Jelabina

10 JUNE 1967

Legendary Aluf Mishne Mordecai Gur's 55th Parachute Brigade had been quickly shipped north from Jerusalem once the city was secured. Their force was tired and

somewhat depleted, but in high spirits. The Ram Armored Brigade was similarly somewhat ragged from several days of nearly continuous combat on the West Bank before driving north to assist in the assault on the Golan plateau. After little rest, they launched their midnight attack behind a rolling barrage of artillery and aircraft attacks.

68	64
----	----

Game Length: 18 Turns

First Turn: 0000

Other: All town hexes on Board 64 not on the hill are rocky terrain instead. Treat all roads as tracks.



Elements, 55th Parachute Brigade and 37th Armored Brigade

Set up second within 13 hexes of the west edge:

- 8 x PARA
- 1 x 81mm
- 1 x Jeep106
- 1 x TCM20
- 2 x M51
- 9 x M3
- 1 x Pilatus P6 FAC

Leaders: 1 x Sgan Aluf, 2 x Seren, 3 x Segen, 3 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: 2 x 20



Elements, 132nd Syrian Reserve Brigade

Set up first anywhere on Board 64 with two Entrenchment, four Minefield and six Wire markers. Up to 10 units and three leaders may begin hidden:

- 7 x INF
- 2 x HMG
- 1 x 82mm
- 2 x 85mm
- 1 x 122mm
- 1 x 57mm AA
- 6 x Truck

Leaders: 1 x Ra'Ed, 1 x Naqeeb, 3 x Molazim

Morale: 7/6

Initiative: 2

Off-Map Artillery: 1 x 18

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated. Tanks count double.
2. Syrian initiative is reduced by one for every three steps

eliminated. Trucks don't count.

3. The Israeli player rolls one die each turn for air support. On a result of 4 through 6, he or she may draw one aircraft.

Victory Conditions

The Israeli player wins if at the end of play no Syrian units occupy any hex on the hill centered on hex 0604 AND he or she can trace a path of road hexes from hex 0701 on Board 68 to hex 0717 on Board 64 with no Syrian unit occupying or adjacent to any of the road hexes along the path. Any other result is a Syrian victory.

Conclusion

The rolling barrage was effective in keeping the Syrians' heads down while the armor and foot troops moved up on the defenders. It took several hours but Jelabina was cleared around 0430.

SCENARIO FORTY-SEVEN

Baniyas

10 JUNE 1967

The dawn attack against the well-dug-in Syrian force at this natural spring area was delayed while Aluf Mishne Bar-Kochva's just-arriving armored brigade maneuvered into attack position. Once the tired arrivals were arrayed, the set piece battle between the depleted Israeli ranks and the continuously bombarded Syrians began, heralding the largest clash on the Golan Plateau.

07	17
67	64

Game Length: 22 Turns

First Turn: 0630

Other: All clear hexes above 0 elevation are considered rocky. Treat all roads as tracks.



Elements, 1st Mechanized Infantry "Golani" Brigade and the 45th Armored Brigade

Set up second anywhere on Board 67:

- 16 x INF
- 4 x HMG
- 3 x ENG
- 2 x RCN
- 16 x Truck
- 14 x M51
- 2 x Jeep
- 1 x Pilatus P6 FAC
- 6 x INF (reduced)
- 2 x HMG (reduced)
- 3 x 81mm
- 2 x TCM20
- 2 x AMX13
- 4 x M51 (reduced)
- 16 x M3

Leaders: 1 x Aluf Mishne, 2 x Sgan Aluf, 2 x Rav Seren, 8 x Seren, 8 x Segen, 8 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: 2 x 24, 2 x 20



Elements, 42nd Syrian Brigade Group

Set up first anywhere on Boards 64 and 71, and anywhere at least 11 hexes west of the east edge of Board 70 with eight Entrenchment, 12 Minefield and 12 Wire markers. Up to 21 units and five leaders may begin hidden (21.8):

- 20 x INF
- 2 x ENG
- 4 x 85mm
- 6 x T34/85
- 2 x T54
- 10 x Truck
- 5 x HMG
- 3 x 82mm
- 3 x 57mm AA
- 4 x SU100
- 4 x T55

Leaders: 1 x Moqaddam, 2 x Ra'Ed, 4 x Naqeeb, 7 x Molazim

Morale: 7/6

Initiative: 3

Off-Map Artillery: 2 x 18; 1 x 20 on each turn ending with xx00 or xx30.

Special Rules

1. Israeli initiative is reduced by one for every seven steps eliminated. Tanks count double.
2. Syrian initiative is reduced by one for every six steps eliminated. Tanks count double, trucks don't count.
3. The Israelis suffer a Logistic Shortfall on the normal Fog of War result of 3 or 4, and only starting on Turn 13 or later.
4. The Israeli player rolls one die at the start of each turn and subtracts three from the result. The modified result is the number of aircraft the Israeli player may draw.

Victory Conditions

Both sides score victory points (VPs) as follows:

- Four for each town and entrenchment hex controlled at the end of play.
- Two for each enemy tank or aircraft step eliminated.
- One for every other step or leader eliminated.

A player who scores at least 10 more VPs than his or her opponent wins. Any other result is a draw.

Conclusion

Once again, the Israelis softened up the enemy positions with artillery and airpower, but the enemy fortifications were strong and the defenders had to be dug out house by house. The Syrians made the Israelis pay in blood, but the towns of Tel Hamra, Baniyas, and Ein Fit eventually fell to the superior tactics and morale of the IDF. With the fall of those positions, the northern half of the Golan Plateau was in Israeli hands.

SCENARIO FORTY-EIGHT

Vasit-Mansoura Road

10 JUNE 1967

After seizing Qala, headquarters ordered the 8th Independent Armored Brigade to press on through Vasit into Mansoura, and then attack Kuneitra from the south. They rolled out of Qala at first light. Syrian reserves had already been pulled back to Damascus to protect the regime against Israeli attack or internal dissent, but with no idea they'd been abandoned to their fate the troops at the front continued their determined fight against the Israelis.

Game Length: 24 Turns

First Turn: 0600

Other: All clear hexes above 0 elevation are considered rocky. Treat all roads as tracks.



8th Independent Armored Brigade

Enter the north edge of Board 66 between hexes 1301 to 1305 (inclusive):

- | | |
|-----------------------|---------------------|
| • 6 x INF | • 3 x INF (reduced) |
| • 2 x HMG | • 1 x ENG |
| • 1 x Jeep106 | • 1 x TCM20 |
| • 2 x 81mm | • 5 x Cent5 |
| • 5 x Cent5 (reduced) | • 5 x M51 |
| • 4 x M51 (reduced) | • 14 x M3 |

Leaders: 1 x Sgan Aluf, 2 x Rav Seren, 4 x Seren, 6 x Segen, 5 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: none



44th Syrian Tank Brigade; elements, 12th Syrian Brigade Group

Place 13 units (not including trucks) within three hexes of hex 0503 on Board 66 with one Entrenchment, four Minefield, two Dragon's Teeth, two AT Ditch and four Wire markers. Place 13 units (not including trucks) within four hexes of Mansoura (hexes 0806 and 0707 on Board 65) with one Entrenchment, four Minefield, two AT Ditch and four Wire markers. Place three Entrenchment markers in any road hex between hex 0703 on Board 66 and hex 0707 on Board 65, with at least two hexes between each entrenchment. Place the remaining 13 units (not including trucks) in or adjacent to these three entrenchments, with at least one unit in each entrenchment. All entrenchments must be placed within two hexes of a road or town hex. Trucks and leaders may be placed with any Syrian unit:

- | | |
|-------------|--------------|
| • 8 x INF | • 4 x HMG |
| • 2 x 82mm | • 1 x 85mm |
| • 1 x 122mm | • 1 x 130mm |
| • 4 x BTR60 | • 4 x BTR152 |
| • 7 x T-54 | • 7 x T34/85 |
| • 4 x Truck | |

Leaders: 1 x Ra'Ed, 3 x Naqeeb, 4 x Molazim

Morale: 7/6

Initiative: 2

Off-Map Artillery: 1 x 18. Roll a die each turn and on a result of 4 through 6 receive an additional 1 x 24.

Special Rules

1. Israeli initiative is reduced by one for every six steps eliminated. Tanks count double.
2. Syrian initiative is reduced by one for every five steps eliminated. Tanks count double, trucks don't count.
3. On any three consecutive turns the Israeli player may draw 2 x Ouragan and 2 x Fouga Magister; on all other turns the Israeli player rolls one die and on a result of 4 through 6 draws one aircraft.

Victory Conditions

The Israeli player wins if he or she controls all of entrenchments and town hexes at the end of play. Any other result is a Syrian victory.



Conclusion

To Mendler's Brigade, every house and rock seemed to hide a Syrian with a machine gun or a tank. Vasisit fell after a prolonged aircraft preparation and a timely flank attack by the tanks. Then an agonizingly slow crawl ensued down the road to Mansour as fortified positions continued to slow down the advance. Then, when they finally reached Mansour, the Syrians were waiting again in force. Again, the combination of airpower and superior tactics eventually won out. It was a lucky thing for the completely depleted Israelis that the Syrians withdrew from the war shortly thereafter.

SCENARIO FORTY-NINE

Uphill out of Darbishiyeh

10 JUNE 1967

As part of a multi-prong attack in the direction of Naffach, the Gavish Infantry Battalion and its supporting Ram Armored Brigade recon troops that previously captured Darbishiyeh marched in that direction. Ugdah commander Dan Laner told Aluf Mishne Uri Ram to get to Naffach by whatever means he chose, as long as he got there fast. Well-entrenched Syrians awaited across his path.

65	70
----	----

Game Length: 22 Turns

First Turn: 0545

Other: The portions of Boards 65 and 70 numbered xx13 or greater are out of play.



Elements, 37th Armored Brigade and Gavish Infantry Brigade

Set up first within two hexes of Darbishiyeh (hexes 0806 and 0707 on Board 65):

- 6 x INF
- 2 x HMG
- 1 x RCN
- 1 x M3/120
- 1 x TCM20
- 1 x Jeep
- 2 x INF (reduced)
- 1 x HMG (reduced)
- 2 x ENG
- 1 x Jeep106
- 1 x AMX13 (reduced)
- 13 x Truck

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 2 x Seren, 3 x Segen, 3 x Samal

Morale: 8/8

Initiative: 5

Off-Map Artillery: none



Elements, Syrian 80th National Guard Brigade

Set up second anywhere within 10 hexes of the east edge with three Entrenchment, four Minefield and four Wire markers. Up to eight units and three leaders may begin Hidden (21.8) if they occupy limiting terrain. Any eligible unit not in an entrenchment may begin dug in:

- 7 x INF
- 2 x 82mm
- 4 x Truck
- 2 x HMG
- 1 x T34/85

Leaders: 1 x Ra'Ed, 1 x Naqeeb, 3 x Molazim

Morale: 7/5

Initiative: 2

Off-Map Artillery: Roll one die each turn. On a result of 3 through 5 receive 1 x 18; on a result of 6 receive 2 x 16.

Special Rules

1. Israeli initiative is reduced by one for every three steps eliminated. Tanks count double, trucks don't count.
2. Syrian initiative is reduced by one for every two steps eliminated. Tanks count double, trucks don't count.
3. The Israeli player rolls one die each turn for air support. On a result of 4 through 6, he or she may draw one aircraft.

Victory Conditions

The Israeli player wins if all Syrian units are eliminated or demoralized at the end of play. Any other result is a Syrian victory.

Conclusion

The uphill slugfest took half the day but eventually the Israeli force succeeded in pushing the Syrians off the hills. They did not reach Naffach until after other Israeli units had taken the town, but the Golan Heights belonged to the Sons of David. At 0845 Radio Damascus announced that Kuneitra had fallen to the Israelis, even though the Syrians still held the vital crossroads town. Syrian brigades began to fall back to avoid encirclement from this phantom conquest, and by day's end both sides had accepted a U.N.-sponsored cease fire agreement.

SCENARIO FIFTY

Sharm el-Shaikh

7 JUNE 1967

Israeli intelligence estimated that the important Sharm el-Shaikh garrison at the southern tip of the Sinai Peninsula had been built up to two stoutly emplaced infantry battal-

ions supported by artillery and antiaircraft batteries, and augmented by an airfield. The garrison guarded the entrance to the Straits of Tiran and the sole Israeli Red Sea port of Eilat, along with several naval vessels including a destroyer. The Israelis planned the attack on the position to kick off with a naval bombardment at 0430, followed by an airborne assault to seize the airfield, then an expansion from the airfield with more airborne and air-landing operations. When a recon aircraft flew over at 0400, it found the site abandoned. But, what if the Egyptians had been ready and waiting? An option the Israelis considered but set aside was a seaborne invasion. Since this is a “what if,” and the Egyptians would have prepared to defend against such an attack, this option is also open to the Israeli player.

65

66



Sharm el-Shaikh Garrison

Set up second, with all units except the infantry and three HMG units placed anywhere and may begin dug in, but no unit may be stacked with or adjacent to another. All 18 x INF and 3 x HMG are “asleep” in the barracks in hexes 0702 (Board 66), 1002 (Board 66), and 1208 (Board 65), so stack seven units (one HMG and six INF) in each hex along with an Entrenchment marker and at least one leader. Two additional Entrenchment and 12 Wire markers may be set up as desired but not in a barracks or airstrip hex:

- 18 x INF
- 3 x 82mm
- 3 x 85mm
- 1 x M53
- 2 x BTR40
- 4 x HMG
- 3 x 122mm
- 3 x 57mm AA
- 2 x BTR50
- 7 x Truck

Leaders: 1 x Moqaddam, 2 x Naqeeb, 4 x Molazim

Morale: 7/6

Initiative: 2

Off-Map Artillery: None

Special Rules

1. Israeli initiative is reduced by one for every four steps eliminated.
2. Egyptian initiative is reduced by one for every four steps eliminated.
3. All Egyptian units outside the barracks are considered Spotted at the start of Turn 1.
4. The Egyptian level of surprise may vary. After all forces are deployed the Egyptian player rolls two dice. On a result of 12, he or she may set up all units normally (none are asleep); on a result of 10 or 11, he or she rolls one die and may set up the resulting number of the “sleeping” INF units; on a result of 9 or less, the “sleepers” do not “awaken” until after the Israeli airdrop/landing. “Sleepers” awaken as follows: on an Egyptian Action Segment after the Israeli Airdrop or Naval Landing, as one activation the Egyptian player may designate a barracks and roll one die. On a result of 1 through 5, that many units and any leaders present may “awaken,” and activate normally but the rest in the barracks are marked Moved/Fired. On a result of 6, the barracks fails to awaken and are all marked Moved/Fired. On a subsequent turn, the remainder of an “awakened” barracks may activate as one activation normally.

Game Length: 24 Turns

First Turn: 0500

Other: Place 10 Airstrip markers in a line on hexes 1003 to 1012 on Board 65.



Elements, 202nd Parachute Brigade and 31st Reserve Parachute Brigade, Sharm Task Force

Before the Egyptians set up, the Israeli player decides whether he will exercise Option 1 (two Airdrops at 0500 and 0530), Option 2 (Airdrop at 0500 and Airlanding at 0530), or Option 3 (Naval Landing at 0500), and records his decision. An airdrop (21.4) will use exactly half of each troop type in the first drop which may be assigned to one or two assembly points which the player should designate in writing ahead of time. The remainder of the force will either airdrop in the second drop or airland if that option is chosen. For the naval landing, the force will be divided into four groups (2 x 7, 2 x 6 as desired). All units below are consider parachutists and may airdrop:

- 20 x PARA
- 2 x 81mm
- 2 x HMG
- 2 x ENG
- 1 x Pilatus P6 FAC aircraft

Leaders: 1 x Sgan Aluf, 1 x Rav Seren, 4 x Seren, 6 x Segen, 4 x Samal

Morale: 9/8

Initiative: 5

Off-Map Artillery: 2 x 16

5. For Option 1, as one activation the Israeli player places his first wave of airdropping units on the map using one or two assembly areas as previously chosen (see 21.4). Repeat this procedure at 0530 if a second airdrop is used.

6. If Option 2 is chosen by the Israeli player, follow the following procedures for the second wave, the Airlanding portion. At 0530, as one activation, the Israeli fleet of fixed wing transports lands on the airstrip one unit at a time if there are no vehicles on the airstrip (treat the airstrip as clear terrain). The airlanding units (simulating they are in a propeller driven aircraft) will land using the entire runway so any Egyptian that can fire at any portion of the airstrip may take AA opportunity fire per normal rules and immediately apply any results. If the arriving unit survives the landing it is placed on any hex adjacent to the airstrip desired by the owner. Repeat until all airlanding units have been accounted for. If a vehicle blocks the airstrip, the airlanding can be delayed up to two turns after which all airlanding units are removed from play.

7. If Option 3, Naval Landing is chosen by the Israeli player, divide the Israeli force into four groups (2 x 6, 2 x 7 with force mix as desired). As one activation set up one group in any number of adjacent hexes and stacked as desired, on the easternmost hex row of Board 65 or 66

(the shoreline). Then, to see if the Egyptian naval forces or minefields caused any damage roll two dice for each group (not hex): on a result of 12, they are destroyed completely: remove all units in that group from play. On a result of 11, roll another die and reduce that many units chosen at random by one step. On a result of 10 or less they land normally and the units are marked Moved/Fired. Repeat for the remaining groups.

8. On any two consecutive turns the Israeli player may draw 2 x Vatour.

Victory Conditions

The Israeli player wins if at the end of play no good order Egyptian unit is left on the map and all Airstrip markers are Israeli-controlled. Any other result is an Egyptian victory.

Conclusion

Each option (Double Airdrop, Airdrop/Airlanding, or Naval Landing) has its risks for the Israeli player. The Egyptian must guard against both. Had the operation actually occurred, I suspect the Israelis would have executed it as successfully as the rest of the operations in this war, but who knows?

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