Battle for Nafakh

A Scenario for
FAB: Golan'73

By

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22.0 SCENARIOS (CONTINUED)

22.1 N/A

22.2 N/A

22.3 N/A

22.4 BATTLE FOR NAFAKH

22.41 Overview

This scenario represents the Syrian drive on Nafakh on October 7 through 8, 1973. This is a scenario that players can use as an introductory scenario or if just want to play a short, fast and fun game of FAB: Golan'73. Enjoy!

22.42 Scenario Length

Play all 4 Game Turns on the Game Turn Track located on the map.

22.43 Area of Play

- Use the Battle for Nafakh map sheet provided for the playing surface. Only the areas on this map sheet are in play. All areas where Israeli forces are set-up (even contested areas) and all areas behind this front line are Israeli-controlled. The Syrians control all other areas. The map also contains the turn track and asset/event draws for the scenario.
- Use the two Setup Cards provided. They contains the the complete listings of forces (units, assets and events) at start and subsequent turns.
- Place the Setup cards and place them next to the Battle for Nafakh map sheet for both players to use. The main map is not needed to play.

22.44 Deployment at Start

Units, assets and events are listed on the player's Setup Cards and provides information on deployment.

- *Minefields* – The Israeli player places one (**1**) minefield marker on a boundary per rule 14.02 as well as on the boundary between areas 47/48.
- *AT Ditch marker* – The AT ditch between Tel Fazra [39] and the Syrian Rear Area is bridged troughout the scenario.
- *Reserve Markers* – One Israeli unit may have a reserve marker placed on it at start.

22.45 Reinforcements

- Units, assets and events received through the scenario is listed on the Setup Card provided. Note that some units, assets and events arrive in a different turn than noted on the lables/counters.
- Units enters the map in the Operational Movement Phase the turn they arrive, having spent the number of MPs listed next to the Entry Area they arrive in. If an Entry Area is enemy-controlled when the unit arrives, it must attack and the area being newly-contested. If already contested, the unit merly "reinforce" the battle.
- Israeli units arrive at the Northern Assembly Area and must spend MP's shown on the map to enter play. The Golani unit, if enter play, arrive at Entry Area C as per rule 14.21 for the Syrians.
- Syrian units arrive in the Syrian Rear Area and must spend MP's shown to enter play. Some units arrive at Entry area **Z** on the map as per rule 14.21.
- All reinforcing units arrive full-strength for both sides, except for the Israeli 179th Armored, 679th Armored and the Syrian 43rd Armored Brigade which arrives at reduced strength.

22.46 Special Scenario Rules

All Series and Exclusive rules are in effect unless modified by this scenario.

- The scenario begins with the Syrian Movement Phase of Game Turn 1.
- Neither player may voluntarily exit units off the map. Units forced off map for any reason are considered eliminated.
- Supply sources are marked on the map for both sides.
- The Syrian 33rd Infantry unit may not leave its starting area unless a Special Action is used (it must finish mop-up operations and guard the AT ditch crossings).
- The Syrian 52nd Infantry unit starts in Recovery (it was badly beaten in combat during the night).
- Syrian Air Defense Fire uses the Turn 4-6 column when rolling for effect.
- Kuzabia [34] starts the scenario contested and in Israeli control.
- The Israeli HQ Staff asset counter is placed in Nafakh at start. Anytime the Syrian player controls Nafakh, the Israeli player places the Reusable Special Action in the Eliminated Box. Then place the HQ Staff counter in the Selection Cup, when drawn the Reusable Special Action arrive as a reinforcement that turn.

22.47 Victory

Victory is determined at the end of Turn 4. Decisive Victory is awarded to the player who has uncontested control of Nafakh. Otherwise use the following procedure: Count the number of strength points for both players in Nafakh. Marginal Victory is awarded to the player with the higher final total. The Israeli player wins in case of tie.

There are no Sudden Death or Automatic Syrian Victory in this scenario.

22.48 Historical Outcome

Nafakh, not only the Israeli command center on the Golan Heights, but also a key position for controlling the road leading to the B'not Yakov Bridge on the Jordan River. The Syrians plan was to gain control of the area and destroy the command centre before the trust down the escarpment to the Jordan River. The newly arrived 1st Tank Division began the push on October 7 AM with its 91st armored brigade, supported by the 51st armored brigade from 9th Infantry Division. Both sides throw in reinforcements and at point blank range the Syrians was over the fence at Nafakh command center's perimeter, very close to overrun the headquarters with General Eitan (commander 36th Armored Division) and his staff. After heavy and bloody fighting, the Syrians withdraw southeast and combat ended with a decisive victory for the Israelis. Although it was a close call, but this battle marked the swing for initiative on the Golan front and the starting point for the Israeli counter-attack. as Syrian tanks was over the fence at the command center and very close to an overrun.

18.0 ADDITIONAL OPTIONAL RULES

These additional optional rules below may be used in any scenario in the game just as the optional rules in the Exclusive Rules Booklet.

18.6 ANTI-TANK (AT) ASSETS *(SYRIANS ONLY)*

- Syrian AT assets have a +1 when firing and enemy point unit is armor-class.
- If the Syrian player is the defender and an AT asset is assigned in combat, Israeli armor units have a SN of -1 when firing.

18.7 SYRIAN T-62 TANKS

The Russian built T-62 tank was a formidable opponent, but it was slow in cross-country terrain on the Golan Heigths due to its low ground clearance and weight.

The Syrian 65th, 76th, 81st, 91st and the Assad armored units (all Elite TQ) pays one additional MP to cross a field connection.

18.8 ARTILLERY VS ARMOR

Artillery rarely cause the destruction of armor units, but may break up an armored attack or have the tanks go "buttoned-up" as a result of effective firing. For those who think artillery is too effective against armor units may use this rule as an option. This simulates the state of suppression, or buttoned-up caused by the artillery fire on armor units. Having the markers coming as recovery instead of disordered also shows the relatively short time armor needs to coming out of suppression.

Armor units do not take step-losses from artillery fire, instead they receive one Recovery Marker for each hit the unit must absorb in combat (infantry units still becomes disordered and/or take step losses). During ground fire, an SN of -1 is applied for each recovery marker the unit have. At the end of the Combat Round, remove all such markers but one, which remains on the unit until the marker is removed in the Supply Phase.

18.9 LT. ZVICKA GREENGOLD VARIANT

The Israeli player may pick up the Lt. Zvicka chit from the map in the Supply Phase and place it in the Selection Cup. When drawn, place it again as in 17.23. This can be done any number of times as long as the event is not eliminated.

18.10 SYRIAN COMMANDO RAID MODIFIER

If a commando raid is conducted East of the SAM Barrier, the die roll for success is modified by -1.

18.11 BATTLEFIELD RECOVERY

It's always harder for units to recover in frontline conditions and this rule simulates that. Also, this makes players to move out from the fighting to the rear where they may recover/rest in improved positions.

For all their disordered and recovering units in contested areas that are able to trace a supply path, both players ***must*** try to remove all recovering markers and/or flip disordered markers over to the "recovering" side by making a Morale Check. If the unit fails its check, do not remove/flip the marker.

Enjoy!

Battle for Nafakh

Turn Track

1 Oct 7 AM		2 Oct 7 PM		3 Oct 8 AM		4 Oct 8 PM	
0/0	0/0	4/2	1/2	3/1	2/3	2/1	2/4

1 MP

Tel Abu-Nida 46

Oretal 45

Aleika 43

Nafakh 42

Ein Zivan 47

Bunker 109 48

52nd

77th

Mt. Yosifon 41

Tel Hazeika 40

Katzrin 36

Sindiana 37

82nd

Hushniyah 38

Tel Fazra 39

33rd

Kuzabia 34

2 MP

Syrian Rear Area

XX

2 MP

4 MP (1 unit/Movement Phase)

5 MP

Northern Assembly Area

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A Scenario for ***FAB: Golan'73***

Israeli Setup Card: Battle for Nafakh

AT START: ISRAELI NORTHERN COMMAND

Starting Units/Assets/Events

Place units in areas as noted below

Ein Zivan [47] | *Northern Assembly Area* | *Kuzabia [34]* | *Mt. Yosifon [41]* | *Bunker 109 [48]* | *Sindiana [37]* | *Nafakh [42]* | *Nafakh [42]* | *Tel Abu Nida [46]*

Minefields

Place on boundary as shown on the map

x1

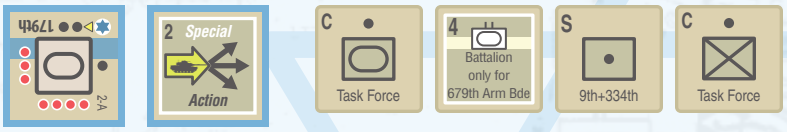
Available Assets

Place in Available Box but note Syrian Admin Phase skipped in Game Turn 1

REINFORCEMENTS

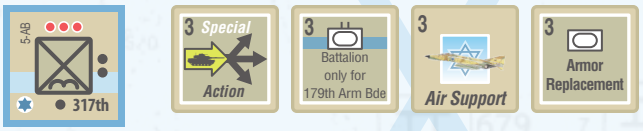
Turn 2, October 7th PM

N. Assembly Area | *Available Box*



Turn 3, October 8th AM

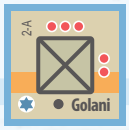
N. Assembly Area | *Available Box*



Turn 4, October 8th PM

Available Box

Special Action
Release T3-4
Entry Area C



Israeli Reserve Marker Holding Box

Israeli Resources

Eliminated Box

Movement, Combat & Supply Phases

Place eliminated Large Units on the Eliminated Large Units Track

Place used Events, eliminated Assets and other eliminated Units here

Used Box

Reinforcement Phase

2. Otherwise move the Reusable Special Action to the Available Box
3. Move all remaining Assets to the Selection Cup

Other Phase

Place used Assets here

Available Box

Reinforcement Phase

1. If the Reusable Special Action is here, move one Asset from the Used Box here
4. Place newly entering Assets & Events into the Selection Cup
5. Place newly entering Units into Entry Areas

Admin Phase

Draw Assets & Events from the Selection Cup and place them here

Syrian Setup Card: Battle for Nafakh

AT START: SYRIAN ARMY

Starting Units

Place units in areas as noted below

Hushniyah [38] | *Tel Fazra [39]* | *Kuzabia [34]* | *Rear Area* | *Rear Area w/Recovery Marker*

Available Assets

Place in Available Box but note Syrian Admin Phase skipped in Game Turn 1

REINFORCEMENTS

Turn 2, October 7th PM

Rear Area | *Rear Area*

Place in #1 box on the Turn Track

Game Turn

Turn 3, October 8th AM

Entry Area Z | *Rear Area*

Turn 4, October 8th PM

Entry Area Z

Syrian Reserve Marker Holding Box

Syrian Resources

Eliminated Box

Movement, Combat & Supply Phases

Place eliminated Large Units on the Eliminated Large Units Track

Place used Events, eliminated Assets and other eliminated Units here

Used Box

Reinforcement Phase

2. Otherwise move the Reusable Special Action to the Available Box
3. The player rolls one die for each SAM asset in this box, if any of them are 6 or more, **one** SAM asset is moved to the Eliminated Box.
4. Move all remaining Assets to the Selection Cup

Other Phase

Place used Assets here

Available Box

Reinforcement Phase

1. If the Reusable Special Action is here, move one Asset from the Used Box here
4. Place newly entering Assets & Events into the Selection Cup
5. Place newly entering Units into Entry Areas

Admin Phase

Draw Assets & Events from the Selection Cup and place them here