

Battle of Bir Lahfan, 1967 *A Flames of War Mega-Game Scenario*

One of the critical actions of the Six Day War took place around the pivotal road junction near Bir Lahfan in the Sinai. A force holding this area could cut off communication between, and threaten the flank of opposing forces in the key positions of El Arish and Abu Agheila.

Israeli armored forces of the Shadmi Armored Brigade seized the junction by surprise on the night of June 5th, by advancing through terrain the Egyptians and their Soviet advisors considered impassable. This placed them directly in the path of the advance of the Egyptian 4th Armored Division, two brigades of which were advancing to support the Egyptian forces around El Arish.

The Israeli forces managed to ambush the head of the Egyptian column during the night, causing them to fall back and laager. On the morning of June 6th, the Egyptian forces launched a concentric assault on the Israeli positions around the crossroads.

This scenario uses a large tabletop to depict the battle. The Egyptians start with a heavy numerical superiority, but they must cross very difficult terrain under heavy Israeli fire to win, while Israeli reserves may show up at any time on their flank.

Special Terrain rules:

- Buildings – this region is mostly uninhabited, rough landscape lacking water. A few buildings are present, though. Any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Fields – there are a few fields present, irrigated by local wells. These fields were low and offer no concealment, but they are tough to traverse and treated as slow going for vehicles.
- Desert – all areas of the board not covered with other terrain are desert. Desert terrain in the Sinai is treated as road.
- Tracks and Highways – are treated as roads.
- Ridges – a series of low, rocky ridges were present in this area, and they are critical features in the otherwise relatively flat and open terrain. Ridge areas are difficult going, and provide bulletproof cover for stands in / touching them and concealment for vehicles in / touching them.
- Wadi – this area features a significant wadi (dry stream bed with a loose sand bottom). Wadis are difficult going and troops may not dig in while in a wadi.
- Soft Sand – treat areas of soft sand as difficult going. Troops cannot dig in while in soft sand.

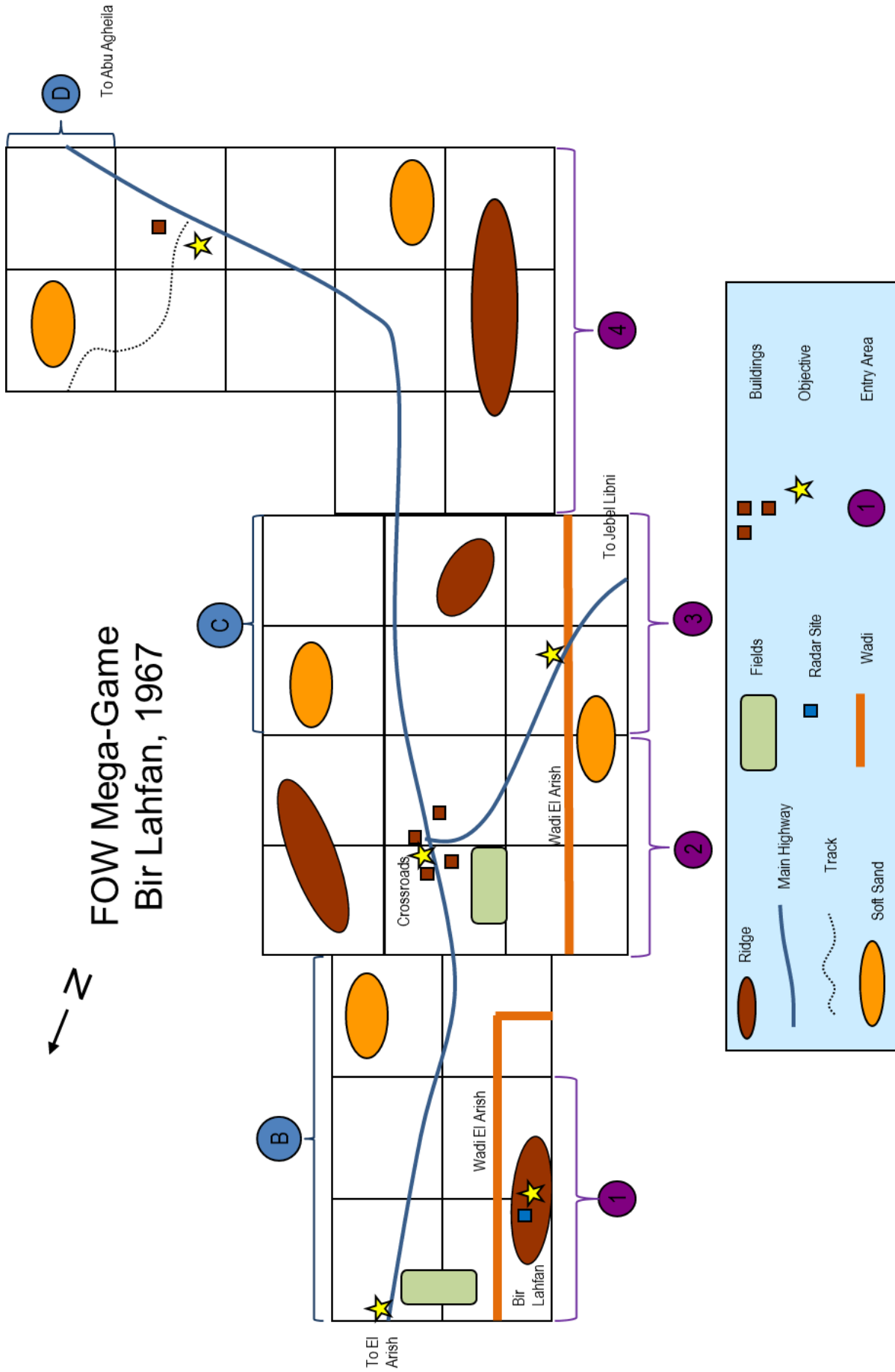
Deployment:

The Egyptian forces starting on the table are deployed first, in their specified deployment zone. Then the Israeli forces starting on the table are deployed, in their specified deployment zones. Once deployment is completed, the Egyptian forces will take the first turn.

Reserves:

Both sides have forces that will arrive from reserve. Each reserve player will roll for reserves as normal for FOW, with 1d6 needing a 5 or 6 on turn one and adding a die each turn thereafter. Reserve forces enter from the deployment zones specified.

Map:



Forces:

Israeli Forces - Each Israeli player may field a force of up to 1750 points from the Fate of the Nation book.

[Israeli Force A] _____
Deploy within 18" of the crossroads

[Israeli Force B] _____
Entire force enters on turn one from deployment zone B. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Israeli Force C] _____
Entire force enters on turn one from deployment zone C. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Israeli Force D] _____
Reserves – enter in deployment area A

Egyptian Forces - Each Egyptian player may field a force of up to 1750 points from the Fate of the Nation book.

Prior to the start of the game, the Egyptian CiC allocates each player to a deployment area (labeled 1 – 4 on the map). Each deployment area must have an Egyptian force allocated to it. The additional Egyptian forces will enter from reserve.

[Egyptian Force 1] _____
Entire force enters on turn one from deployment zone one. May deploy one infantry unit on table at start, within 10" of Bir Lahfan radar station.

[Egyptian Force 2] _____
Entire force enters on turn one from deployment zone two.

[Egyptian Force 3] _____
Entire force enters on turn one from deployment zone three.

[Egyptian Force 4] _____
Entire force enters on turn one from deployment zone four.

[Egyptian Force 5] _____
Reserves – enter in any Egyptian deployment area

[Egyptian Force 6] _____
Reserves – enter in any Egyptian deployment area

Artillery:

Artillery - both sides have the ability to utilize artillery from off the tabletop itself. So any force may include artillery units held off the table, with just any observer stands deployed on the table. The range for off board artillery is calculated from a point 12" behind the deployment zone of the player fielding the artillery - measure to the table edge anywhere in the player's deployment zone and add 12" to determine the range.

Off board artillery can be attacked by airstrikes, which will range in automatically (there has not been time to conceal the guns) and will place 2 guns under the template in each attack. Resolve these attacks using the normal airstrike rules.

Airpower:

By this point the Egyptian Air Force had been chased from the sky, allowing the Israelis total air superiority.

To reflect this, each turn the Israeli CiC for each side rolls a d6, and checks the results on the table below:

Die Roll	Outcome
1-4	Israeli CiC receives 1x Ouragon air strike
5-6	Israeli CiC receives 2x Ouragon air strike

Israeli airstrikes may utilize napalm if desired.

Weather:

Israeli planning for the operation depended on clear skies, so the weather throughout the battles was generally good during the period of the heaviest fighting. Weather plays no role in this scenario.

Winning the Game:

There are five critical objectives on the tabletop. The side controlling the highest number of objectives at the end of the game is the winner. If both sides control an equal number of objectives then the game is a draw.