

## Battle of Dotan Valley, 1967

### A *Flames of War* Mega-Game Scenario

One of the critical actions of the Six Day War on the west bank took place in the Dotan Valley near Jenin. As Israeli forces advanced on the key town of Jenin from the south west, Jordanian armor moved up to counterattack.

Israeli armored forces of the 45<sup>th</sup> Armored Brigade under Moshe Bar-Kochva had entered Jenin the previous day, but the brigade was forced to pull back and face the Jordanian 40<sup>th</sup> Armored Brigade when it counterattacked, cutting off the Israeli brigade's recon company and threatening the Israeli rear.

Most of the action centered on the key road junction of Kabatiya, and the fighting was difficult and fierce. Eventually the Israelis were able to relieve their trapped company, and force the Jordanian armor to withdraw, but they suffered heavy losses in the process.

This scenario uses a large tabletop to depict the battle. The Israelis start with a small force cut off from support, and their main armored units enter and must fight their way down the valley. The Jordanians must hold their ground, and repulse the Israeli thrust in order to be in position to retake Jenin the following day.

#### **Special Terrain rules:**

- Buildings – any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Fields – the Dotan Valley was intensively farmed. Fields were low and offer no concealment, but they are tough to traverse and treated as slow going for vehicles.
- Orchards – the valley has large numbers of orchards and olive groves. Orchards are difficult going, and do not block line of sight. They provide concealment to any team within them or fired at through them.
- Tracks and Highways – are treated as roads.
- Ridges – the eastern side of the valley rises fairly quickly into rough heights. These heights dominate valley. Ridge areas are difficult going, and provide bulletproof cover for stands in / touching them and concealment for vehicles in / touching them.

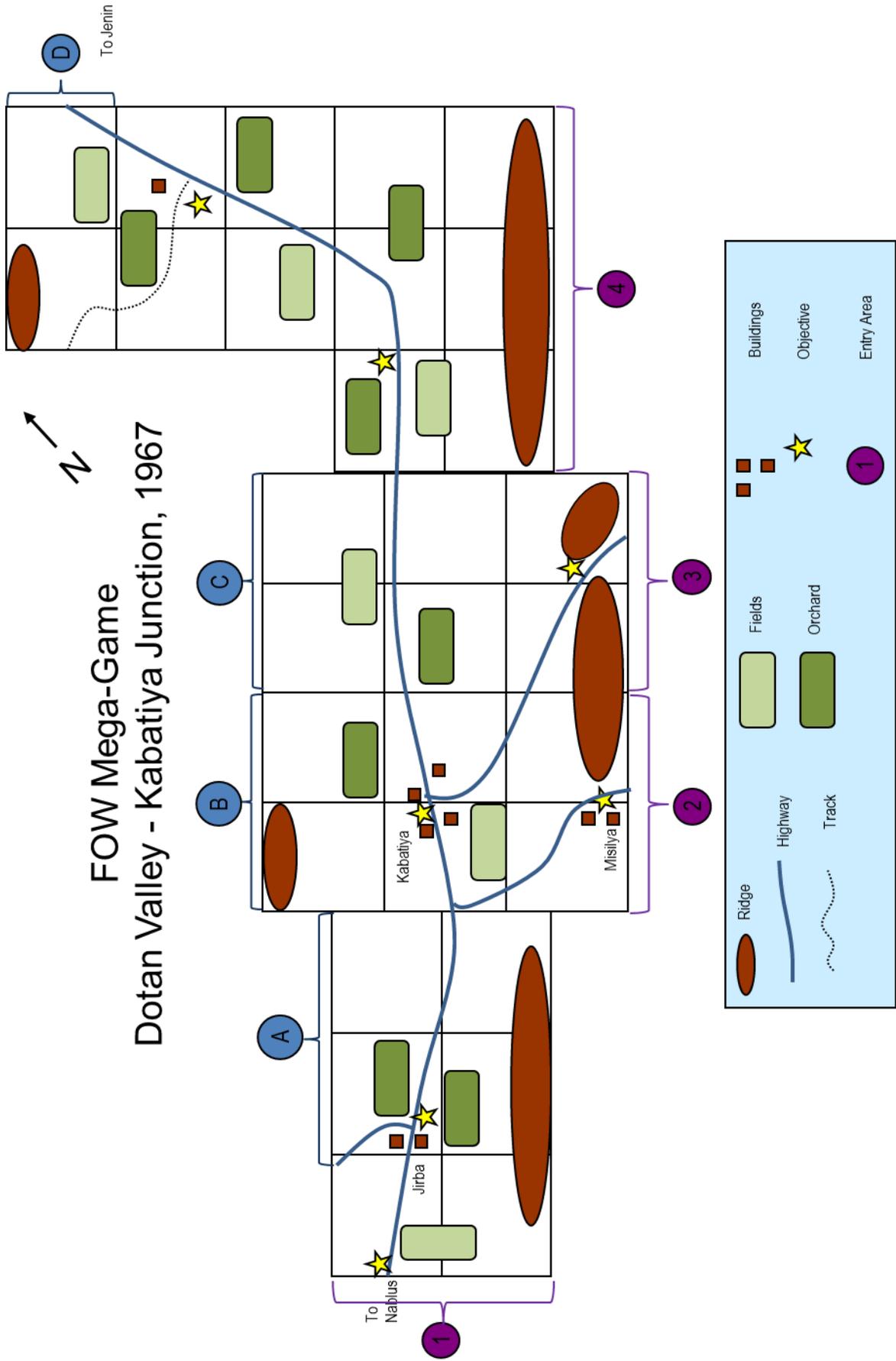
#### **Deployment:**

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

#### **Reserves:**

Both sides have forces that may 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 restrictions – Israeli forces may not field any Sho't, Centurion, Magach 3 or Magach 2 tanks (none were present at the battle).*

[Recon Company, 45th Tank Brigade] \_\_\_\_\_  
P'lugah Sayur - Deploy within 18" of the Jirba

[Tank Company, 45th Tank Brigade] \_\_\_\_\_  
P'lugah Tankim - Entire force enters on turn one from deployment zone D. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Tank Company, 45th Tank Brigade] \_\_\_\_\_  
P'lugah Tankim - 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.

[Tank Company, 45th Tank Brigade] \_\_\_\_\_  
P'lugah Tankim or P'lugah Ch'ir Mamochan - 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.

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

*Jordanian Force options – Jordanian forces may elect to replace any of their M48 Patton tanks with M47 Patton tanks – historically the 40<sup>th</sup> Armored Brigade fielded a mixture of the two. Reduce the points cost of the unit by 15% and use the following stats:*

M47 Patton	Standard Tank	11	6	2	co-ax MG, .50 cal AAMG, wide tracks
M36 90mm gun	40"	2	15	3+	

[Armored Squadron – 2<sup>nd</sup> Battalion, 40<sup>th</sup> Armored Brigade] \_\_\_\_\_  
Sareya Mudara'aa - Entire force enters on turn one from deployment zone one. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Armored Squadron – 2<sup>nd</sup> Battalion, 40<sup>th</sup> Armored Brigade] \_\_\_\_\_  
Sareya Mudara'aa - Entire force enters on turn one from deployment zone two. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Armored Squadron – 4<sup>th</sup> Battalion, 40<sup>th</sup> Armored Brigade] \_\_\_\_\_  
Sareya Mudara'aa - Deploys at start anywhere within 12" of the eastern board edge in deployment zone three. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Armored Squadron – 4<sup>th</sup> Battalion, 40<sup>th</sup> Armored Brigade] \_\_\_\_\_  
Sareya Mudara'aa - Deploys at start anywhere within 12" of the eastern board edge in deployment zone four. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

**Airpower:**

By this point the Jordanian Air Force had been annihilated, allowing the Israelis total air superiority. Israeli air support was critical to their success in this action.

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.

**Long Toms:**

One reason for the Israeli push into the West Bank was to silence a Jordanian battery of 155mm “Long Tom” guns. To reflect this, the Jordanian CiC may deploy a full battery of 155mm artillery anywhere on the table at the same time the on table Jordanian forces are deployed.

The battery begins the game dug in and concealed and may not be targeted by an airstrike or direct fire, unless the firing unit is within 16” of the battery, or the battery fired during the previous turn.

If the Israelis are able to destroy all of the gun teams in the battery it counts as them controlling an additional objective when the game ends.

**Weather:**

Israeli planning for the Six Day War depended on clear skies, so the weather throughout the battles was generally good. Weather plays no role in this scenario.

**Winning the Game:**

There are seven critical objectives on the tabletop. The side controlling the highest number of objectives after six turns have been played is the winner. If both sides control an equal number of objectives then the game is a draw.