

Battle for the Negev, 1967

A *Flames of War* Mega-Game Scenario

One of the lesser known aspects of the 1967 Arab-Israeli War was the Egyptian and Jordanian planning for an offensive into the Negev area of Israel, with the objective of cutting off or capturing the port of Eilat and linking up the two countries by land. In actual fact, Egypt actually notified Jordan to start this offensive soon after Israel attacked in the Sinai, which caused the Jordanians to redeploy half of their armor toward the Negev, and it was caught out of position when Israel attacked the West Bank.

This scenario uses a large tabletop to depict a hypothetical clash in the Negev. The Jordanians have managed to cut off Eilat from the east, and are now pushing north and west to link up with Egyptian forces entering the Negev from the west. The Israeli garrison of Eilat sends a force north to hold the last remaining road connection to Israel proper, while Israeli reserves push south to prevent the Arab forces from linking up.

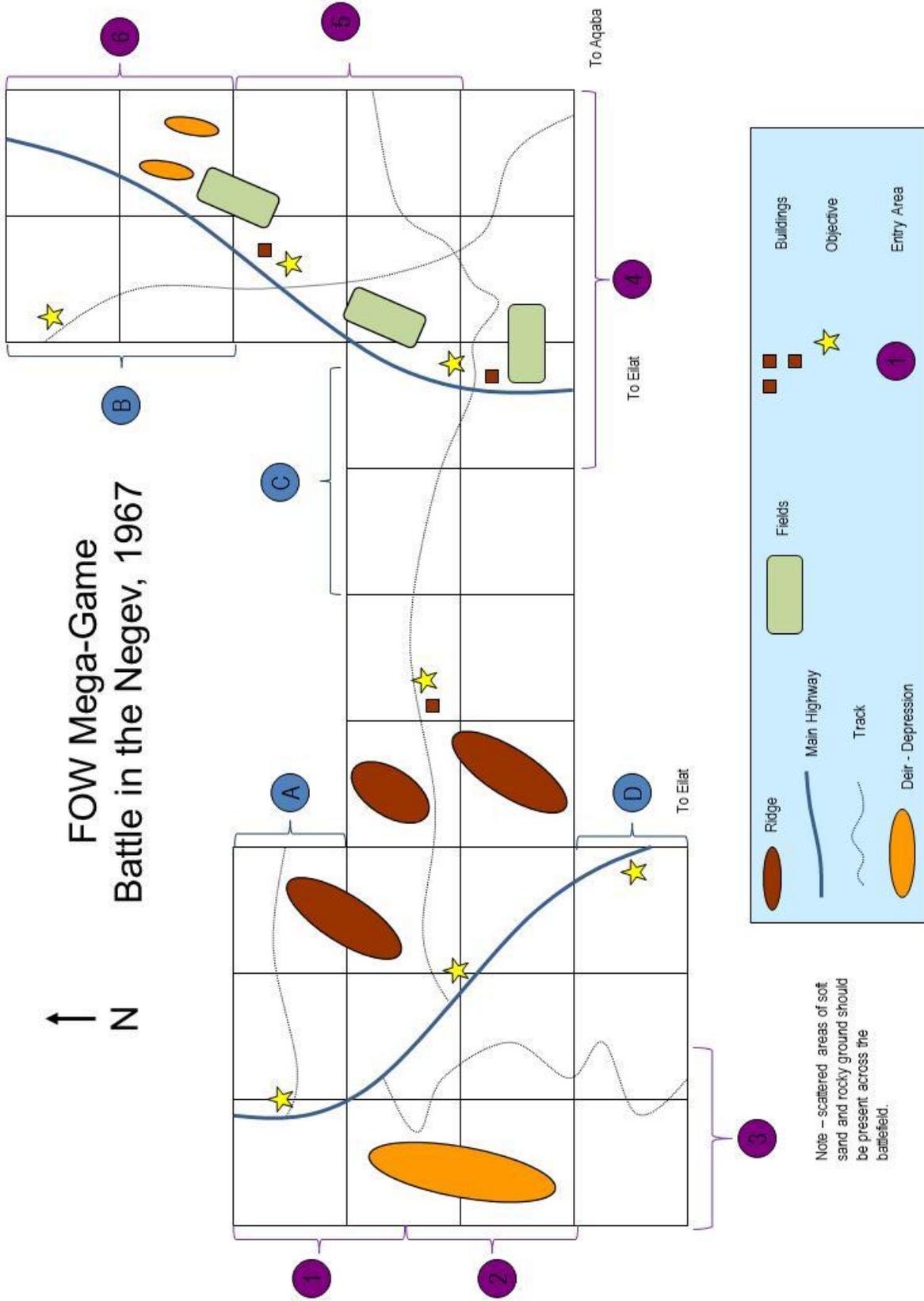
Special Terrain rules:

- 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 – close to the Israeli Jordanian border there is enough irrigation for a strip of limited farming. These fields were tough to traverse at this time of year, so they are treated as slow going for vehicles.
- Desert – all areas of the board not covered with other terrain are desert. The Negev desert is rough and cut with numerous wadis. While much desert terrain is treated as road in FOW, desert in the Negev is treated as open terrain.
- Tracks and Highways – are treated as roads.
- Ridges – a series of rocky ridges in this area were 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.
- Depressions – the Negev features areas called “deirs” – depressions with sandy bottoms. A depression is difficult going and troops may not dig in while in a depression. Any team or vehicle in or touching a depression is concealed.
- Soft Sand – treat areas of soft sand as difficult going. Troops cannot dig in while in soft sand.
- Rocky ground – treat areas of rocky ground as difficult going

Deployment:

No forces start the game deployed on the table; each force enters on its first turn anywhere in its specified deployment zone. The Israeli forces will take the first turn.

Map:



Forces:

Israeli Forces - Each Israeli 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 Israeli CiC allocates each player to a deployment area (labelled A – D on the map). Each deployment area must have an Israeli force allotted to it prior to allocating an additional force to any other deployment area.

[Israeli Force A] _____

[Israeli Force B] _____

[Israeli Force C] _____

[Israeli Force D] _____

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 (labelled 1 – 3 on the map). Each deployment area must have an Egyptian force allotted to it prior to allocating an additional force to any other deployment area.

[Egyptian Force 1] _____

[Egyptian Force 2] _____

[Egyptian Force 3] _____

Jordanian Forces - Each Jordanian 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 (Jordanian forces were under an Egyptian overall commander) allocates each player to a deployment area (labelled 4 – 6 on the map). Each deployment area must have a Jordanian force allotted to it prior to allocating an additional force to any other deployment area.

[Jordanian Force 4] _____

[Jordanian Force 5] _____

[Jordanian Force 6] _____

Airpower:

The Arab offensive would not have been possible under the total Israeli air superiority that was secured in their decisive surprise strike at Egyptian airfields, so we assume a slightly more balanced fight in the air for this scenario.

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
1-2	Egyptian CiC receives 1x MiG-17 air strike
3-4	Allied CiC receives 1x Ouragon air strike
5-6	Allied CiC receives 2x Ouragon air strike

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 seven 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.