

Battle of Rafah Junction, 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 south west of Rafah in the Sinai. Egyptian defenses in this area were particularly strong and Israeli armored forces needed to clear the area to ensure supply to their spearheads advancing on El Arish and the Sinai passes.

Egyptian forces in this area were drawn from the 7th Infantry Division, holding two large fortified positions north and south of the junction itself, called Rafah North and Rafah South. Significant armored reserves were deployed behind the forward line, for support in case of a breakthrough.

Israeli armored forces of Ugdah Tal advanced on several axes to hit the Egyptian positions early on the first day of the war. Although frontal assaults were initially contained, armored forces bypassed the positions and a significant armored action took place west of the Egyptian positions as Israeli armor clashed with the Egyptian supporting armor. This action is the focus for the scenario.

This scenario uses a large tabletop to depict the battle. The Egyptians forces feature an interesting mix of armor, particularly T-34, IS-3 and Sherman equipped units. The Israeli forces had access to most of the best tank types used in the 1967 war, and also included several units from the elite Israeli Armor School.

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 around the Jiradi Pass, 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.
- Sand Ridges – the fighting took place near the edge of a large area of dunes, and a series of low, sandy ridges were present in this area, which restricted sight lines and slowed vehicle movement. Sand ridge areas are slow going for tracked vehicles, and very difficult for any other vehicles or gun teams. The crest blocks line of sight, and vehicles at the crest line are concealed. They provide no other cover for stands in / touching them and no teams may dig in while on a sand ridge.
- Soft Sand – treat areas of soft sand as difficult going. Troops cannot dig in while in soft sand.

Deployment:

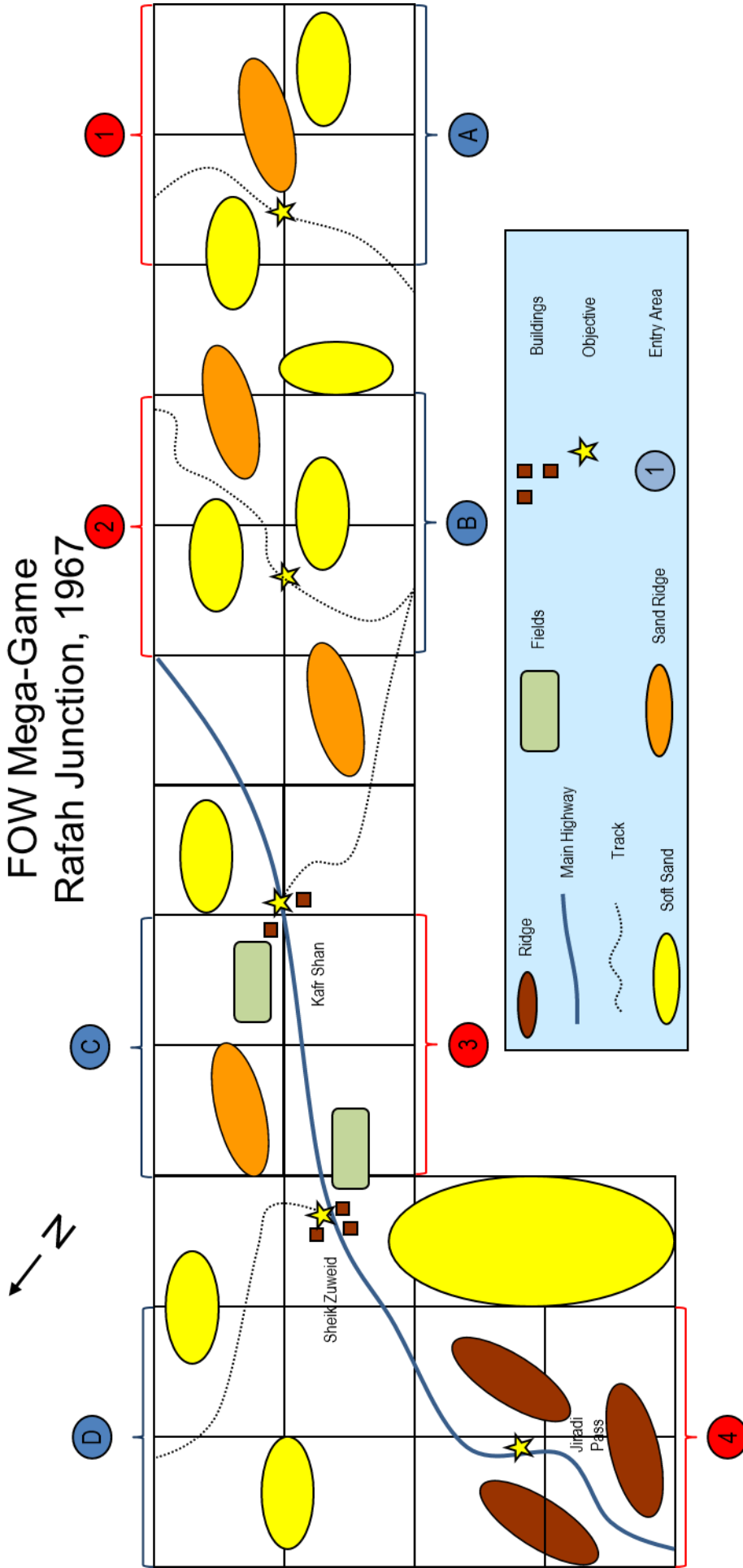
The Egyptian forces starting on the table are deployed first, in their specified deployment zone. Then the Israeli forces starting on the table are deployed, in their specified deployment zones. Once deployment is completed, the Israeli forces will take the first turn.

Reserves:

Both sides may 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:

FOW Mega-Game Rafah Junction, 1967



Forces:

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

The Israelis fielded a wide variety of armor in this action, including a few Magach 3 tanks. Only one Israeli force may include any Magach 3 tanks.

[Israeli Force A] _____

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

[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] _____

Entire force deployed in contact with the table edge in deployment zone D. Any mobile units may make a spearhead move after deployment. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

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

Each Egyptian force must be a Kateybat Debabbat (p. 34 for Fate of a Nation), but must replace one of the compulsory Debabbat Companies with a Moshaa Tank Company (p.44). Egyptian forces may replace either of their other tank companies with a Moshaa Tank Company as well. In addition, Egyptian forces may not field Centurion tanks.

[Egyptian Force 1] _____

Entire force enters on turn one from deployment zone one.

[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. It may deploy up to one Moshaa Tank Company on the table to start, within 40" of table edge in their deployment zone.

[Egyptian Force 5] _____

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.

Armor School Units:

The Israeli forces included a number of platoons drawn from their armor school instructors. These units were exceptionally skilled with their weapons. To reflect this, each Israeli player may designate one of their tank platoons as an armor school unit. The tank platoon may re-roll a single firepower roll during each round of shooting.

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 after turn one 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 Mirage 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.

Game Length:

The Israeli forces were operating on a tight timeline, and were pushing very hard to break through the Egyptian positions. The game will last at least six turns. At the end of turn six, the Israeli CiC rolls one d6. On a 4+ a seventh turn is played, if not, the game ends. The game automatically ends after turn seven is completed.

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 has won a tactical victory. If both sides control an equal number of objectives then the game is a draw.

Israeli forces also needed to push on El Arish through the Jiradi Pass. If the Israelis control the majority of the objectives, and if an Israeli unit has managed to exit a platoon over half strength off the table through the Jiradi Pass then the Israeli players win a strategic victory.