Great Bitter Lake, 1973
A *Fate of a Nation* Mega-Game Scenario

As the Yom Kippur War was grinding on, the Israeli forces sought a decisive breakthrough to cross the Suez Canal and encircle a portion of the Egyptian forces on the east bank. They chose to drive to a crossing near Deversoir, which required them to gain control of several key roads in an area they called "Chinese Farm", based on kanji characters on some machinery crates found there in 1967.

The Israeli crossing put both Egyptian armies in jeopardy, as the Israelis pushed to cut off their supply lines. Desperate, the Egyptian high command ordered the Third Army to counterattack north with all of its mobile elements, along the shore of the Great Bitter Lake, in an attempt to cut the Israeli corridor to the canal near Chinese Farm. This led to a large tank battle along the lakeshore, with the Egyptians pushing hard but failing to break through.

This scenario uses a large tabletop to depict the battle, focusing on the massive tank action that occurred as the Israeli armor advanced to counter the Egyptian thrust. It is a classic meeting engagement, with the Israelis arriving in front of the Egyptian spearheads and immediately attacking. The Egyptians must break through to secure their supply (and cut off the Israelis), as more and more Israeli reserves will arrive as the action continues. Failure will allow the Israelis to maintain their clear route across the Suez Canal, dooming the Egyptian 3rd Army.

Special Terrain rules:
- Tracks and Highways – are treated as roads.
- Soft Sand – areas of soft sand were present in this area. Soft sand is treated as difficult terrain requiring a cross check, but it offers no concealment or cover.
- Low Rises – the landscape along the lake rolls gently, with areas of soft sand alternating with low rises that offered a small modicum of cover in the otherwise extremely flat landscape. A low rise is tall terrain, blocking line of sight past it, but offers no cover to units on it. Low rises are terrain, but do not require cross checks.

Deployment - Egyptian:
Each Egyptian force should be assigned to one of the Egyptian deployment zones (1-5).

Each Egyptian player may deploy up to 2 units within 12" of their deployment area.

All other Egyptian units will enter on their first turn.

Deployment - Israeli:
Each Israeli force should be assigned to one of the Israeli deployment zones (A-E).

Each Israeli player may deploy any unit with the Spearhead rule on the table, anywhere within 24" their deployment zone.
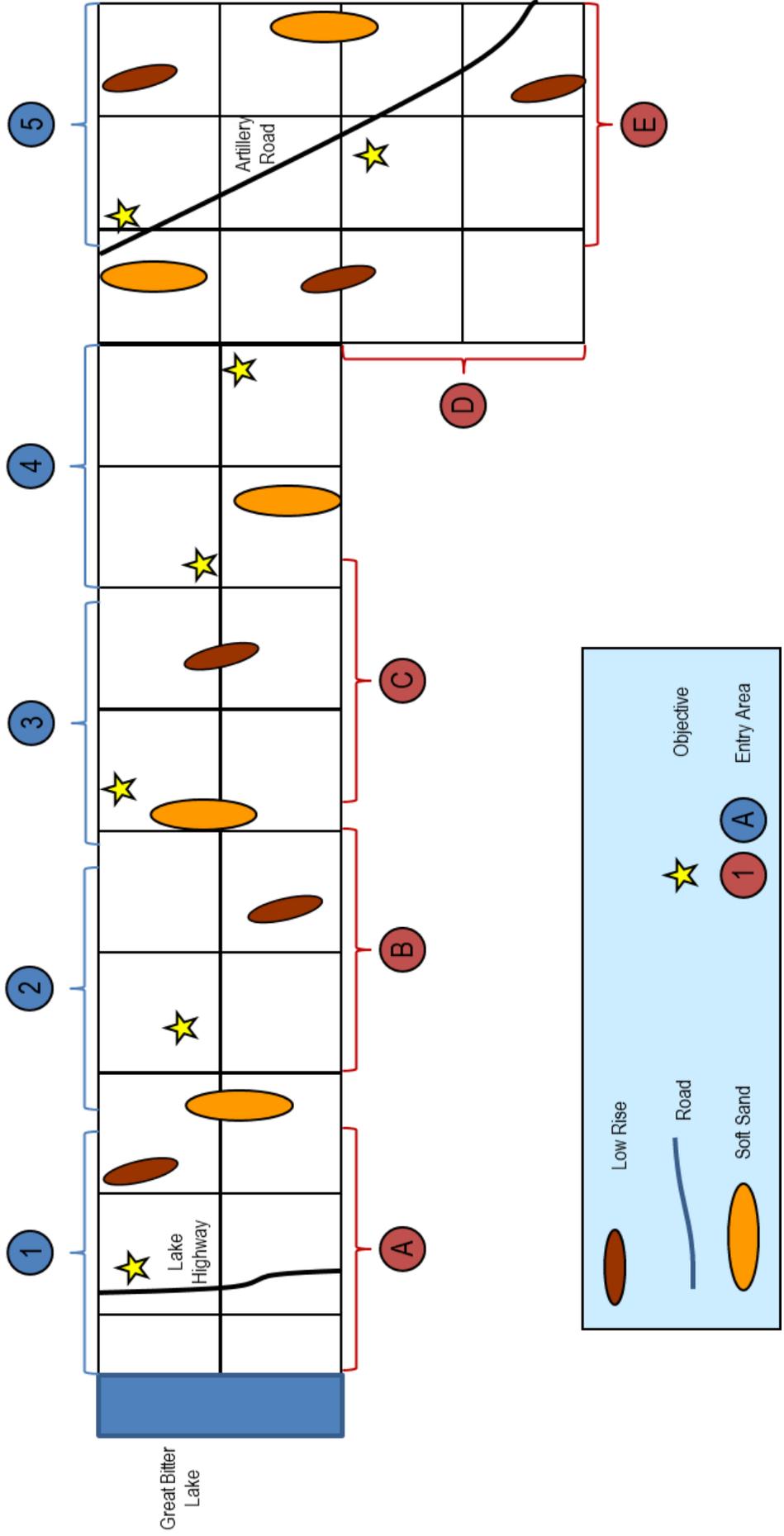
All remaining Israeli units arrive on turn one, from the table edge in their deployment zone.

Once deployment is completed, the Israeli forces will take the first turn.

Map:

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Forces:

Israeli Forces - Each Israeli player may field a force of up to 100 points from the Fate of the Nation book.

Egyptian Forces - Each Egyptian player may field a force of up to 100 points from the Fate of the Nation book.

Airpower:

By this point in the war, the Egyptian Air Force was mostly being held back to avoid losses, allowing the SAM umbrella to attrition Israeli aircraft used in close support roles. One purpose of the Israeli thrust over the canal was to disrupt the SAM network, and this was having increasing effect, allowing more and more Israeli air support through in this area. This Israeli air support was critical to their success in this action.

To reflect this, each turn the Israeli CiC rolls a d6 and adds the current turn number, and checks the results on the table below:

Die Roll	Outcome
1-5	Israeli CiC receives 1 flight of 2x Ouragon or Shahak
6+	Israeli CiC receives 2 flights of 2x Ouragon or Shahak

Israeli airstrikes may utilize napalm if desired.

The Egyptian CiC has access to a single flight of 2x MiG-17, which can be used for air interception or ground attack as normal. Any aircraft shot down reduce the maximum plane arrivals by one for each aircraft lost.

Off-Table Artillery:

Both sides may have artillery units deployed off table. They are spotted for as per the normal rules and measure their distance to targets from the table edge in their deployment area.

Weather:

Egyptian planning for the Yom Kippur 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 nine 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.