

Chinese Farm, 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”, after kanji characters on some machinery crates found there in 1967.

The area around the farm was stubbornly defended by Egyptian forces, and the terrain offered excellent positions, particularly the irrigation ditches near the farm itself. The fighting stretched over a period of days, involving infantry and armored forces, and culminating with a very large armored clash. This culminating action started after Israeli forces had seized part of the farm area, after heavy fighting, and faced a massive Egyptian armored counterattack.

This scenario uses a large tabletop to depict the battle, focusing on the massive tank action that occurred on October 17th. The Israeli forces start deployed in good positions, but heavily outnumbered by the counterattacking Egyptians. The Egyptians must seize ground quickly, as more and more Israeli reserves will arrive as the action continues. Failure will allow the Israelis a clear route across the Suez Canal, dooming the Egyptian 3rd Army to the south.

Special Terrain rules:

- Buildings – any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Fields – the area is generally barren, except for the farm area itself. Fields count as low terrain for visibility or movement, but they are surrounded by drainage ditches that require a cross check and offer bulletproof cover to infantry and gun teams within them.
- Orchards – the farm area also had some orchards nearby. They are difficult low terrain, 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.
- 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.
- Heights – these heights near the farm offered very good positions in the otherwise extremely flat landscape. Everywhere on the heights are terrain, and any slopes require a cross check to enter or move through. Teams on the heights are considered in cover from teams on lower ground.

Deployment - Egyptian:

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

Forces 3 and 4 may deploy any scout units, plus up to one non-scout infantry unit, within 24” of their deployment area. These forces are deployed before the Israeli on table forces are deployed.

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 Sayur (recon) units, plus any infantry units, plus up to one armor unit on the table at start. Each Israeli on table unit may be placed anywhere within 24” their deployment zone. Infantry and Sayur units start the game concealed and gone to ground, with the infantry in foxholes.

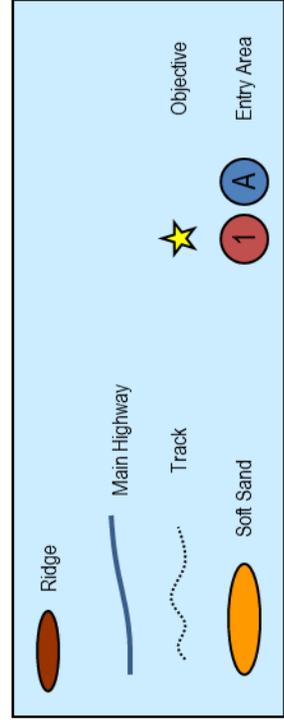
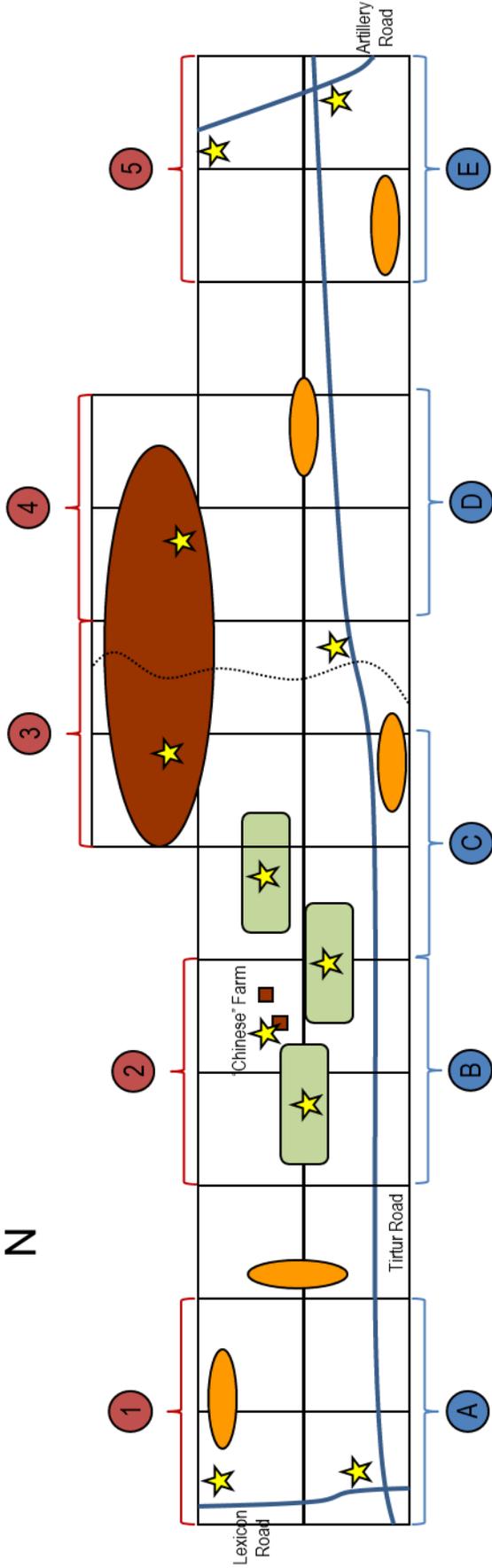
All remaining Israeli units arrive on turn one, from the table edge in their deployment zone.

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

Map:

Fate of a Nation Mega-Game Chinese Farm, 1973

↑ N



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.