

Battle of Jerusalem, 1967

A *Flames of War* / Team Yankee Mega-Game Scenario

When the Six Day War started, Israel was hoping to avoid conflict with Jordan, and focusing on the greatest threat, the Jordanian forces in the Sinai. It proved politically impossible for King Hussein of Jordan to remain neutral, and after fighting broke out south of Jerusalem, and with Jordanian artillery shelling Israel from other areas of the West Bank, Israel decided to act. The key goal for the Jewish state would be the capture of East Jerusalem.

Israeli mechanized and paratroop forces fought the most critical actions of the campaign in the areas north of the Old City, clearing away Jordanian support and ensuring its fall. Israeli forces were supported by armor, provided by the Harel Brigade and the Jerusalem garrison. Jordanian forces were dug in and well-fortified, and supported by strong armored forces of the 60th Armored Brigade. The fighting in this area would determine the fate of the Old City.

This scenario uses a large tabletop to depict the battle. The Jordanian forces feature an interesting mix of fortified infantry and armor units. The Israeli forces had access to very few of their better tanks, but featured lots of elite infantry.

Special Terrain rules:

- Buildings – this region is a mix of open spaces and neighborhoods, with more buildings present closer to Jerusalem. Buildings are impassable to vehicles and are tall terrain. 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 terrain.
- Walls – many fields are walled. Walls are difficult going, requiring care to cross to avoid bogging down. They are short terrain, concealing teams behind them, and provide bulletproof cover to teams immediately behind them.
- Main Roadways and Unimproved Roads – are treated as roads.
- Elevated Areas – a series of rocky ridges and hills were present around Jerusalem, and they are critical features allowing control of roadways and movement to and from the city. Elevated areas are difficult going, and tall terrain. All teams on an elevated area may see and be seen in all directions, but they block line of sight beyond them.

Deployment:

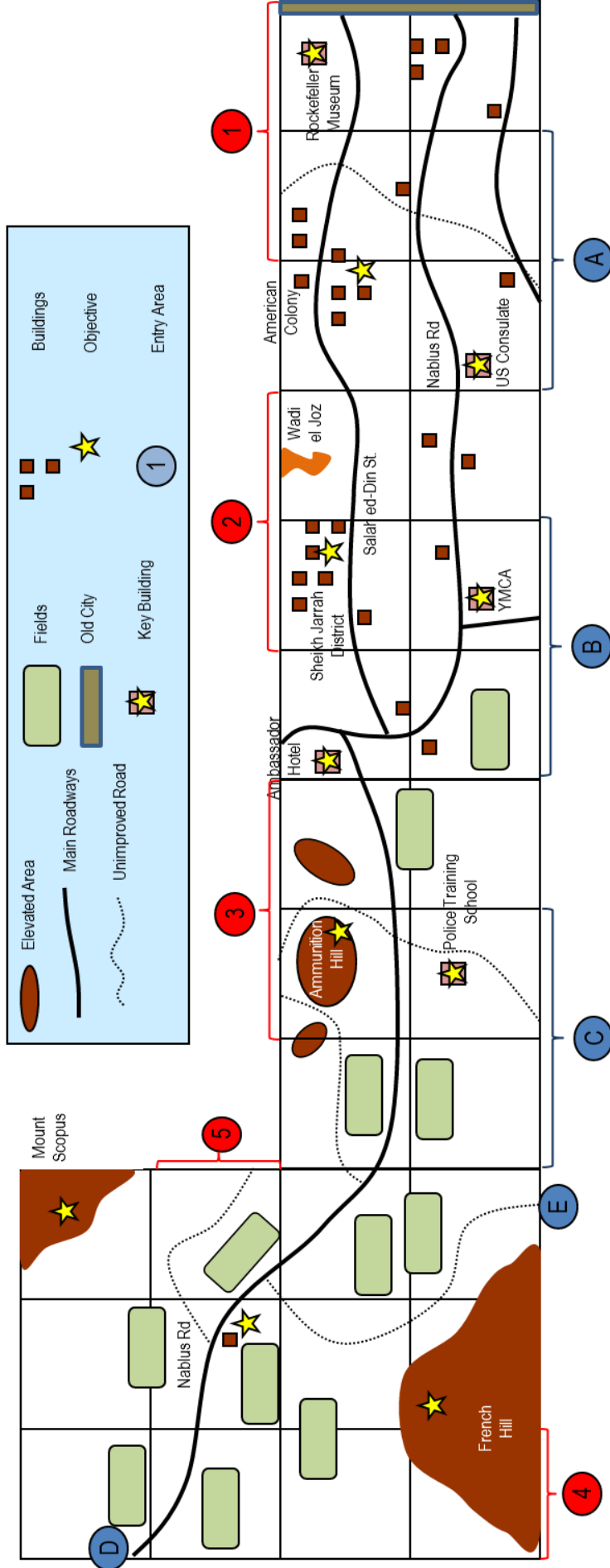
The Jordanian forces starting on the table are deployed first, in their specified deployment zone. Then the Israeli forces starting on the table are deployed, in their specified deployment zones. Once deployment is completed, the Israeli forces will take the first turn.

Reserves:

Both sides may have forces that will arrive from reserve. Each reserve player will roll for reserves as normal for immediate reserves in Team Yankee, with 1d6 needing a 5 or 6 on turn one and adding a die each turn thereafter. Any turn a player is rolling 3 or more dice for reserves they receive at least one unit from reserve. Reserve forces enter from the deployment zones specified.

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Forces:

Israeli Forces - Each Israeli player may field a force of up to 1600 points from Fate of the Nation. A player fielding a Paratrooper or Motorized Infantry company without halftracks may field an extra 100 points.

The Israelis fielded only second line armor in this action. Israeli forces may not include any Sh'ot or Magach tanks. Only one Israeli force may field Centurion 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 enters on turn one within 12" of deployment point D. Force receives a Ch'ir Mamochan platoon with two rifle squads and no halftracks, which must deploy on Mount Scopus, and starts the game dug in and gone to ground. Any other units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Israeli Force E] _____

Entire force enters on turn one on any level ground within 12" of deployment point E. 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 1500 points from Fate of the Nation. A player fielding a Fortified Infantry company may field an extra 100 points.

[Jordanian Force 1] _____

Entire force deploys on table anywhere within 24" of deployment zone 1. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Jordanian Force 2] _____

Entire force deploys on table anywhere within 24" of deployment zone 2. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Jordanian Force 3] _____

Entire force deploys on table anywhere within 24" of deployment zone 3. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Jordanian Force 4] _____

Entire force deploys on table anywhere within 24" of deployment zone 4 and on French Hill. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Jordanian Force 5] _____

Entire force deploys on table anywhere within 24" of deployment zone 5 but no closer than 12" from Mount Scopus. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

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 (the gun positions were well known to both sides) and will place 2 guns under the template in each attack. Resolve these attacks using the normal airstrike rules.

Airpower:

By this point the Jordanian Air Force had been chased from the sky, allowing the Israelis total air superiority.

To reflect this, only Israeli commanders may purchase air support. Priority Air Support provides three of that aircraft, while Limited Air Support provides two.

Israeli airstrikes may utilize napalm if desired with no point cost. Napalm may not be used within 6" of East Jerusalem, or any key building.

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 Jordanian 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 eleven 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 completely isolate East Jerusalem before the UN imposed a ceasefire. If the Israelis control the majority of the objectives, and if the Israelis control both Ammunition Hill and the Rockefeller Museum, then the Israeli players win a strategic victory.