# Valley of Tears, 1973
## A *Fate of a Nation* Mega-Game Scenario

In the northern sector of the Golan Heights, the key axis of the Syrian advance was aimed at the valley between Mount Hermonit in the north, and the Booster Ridge just north of Kuneitra.

The terrain intensely favored the defense, but the Syrians applied overwhelming numbers and heavy artillery support. Israeli airpower attempted to intervene but lost heavily due to the Syrian SAM umbrella.

The actual assaults wound up disjointed and poorly coordinated but were on the point of breaking through numerous times, only to be stopped. In the end, just as the Israeli forces were ready to break, the Syrian assault lost heart and fell back.

This scenario uses a large tabletop to depict the Valley of Tears. The Israeli forces start in good defensive positions, but they must rely on their reserves to arrive and seal off any Syrian gains.

## Special Terrain rules:
- Buildings – any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Orchards – the valley has large numbers of orchards and olive groves. Orchards are difficult going, 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.
- Heights – the rugged heights dominate the terrain below. Height areas (the second higher elevations) are difficult tall terrain. The first level elevations are tall terrain but not difficult. All elevations provide concealment from teams on the same or lower elevation.

## Deployment - Israeli:
The Israeli forces starting on the table are deployed first. They may be deployed anywhere on the table, as long as they are within their specified deployment zone, up to 24" from their rear table edge.

Each Israeli player must have 40% of their points in reserve.

## Deployment - Syrian:
All Syrian units will arrive on turn one, from the table edge in their deployment zone. Each Syrian player may deploy one artillery unit off table but must have an observer on table to call in their fire.
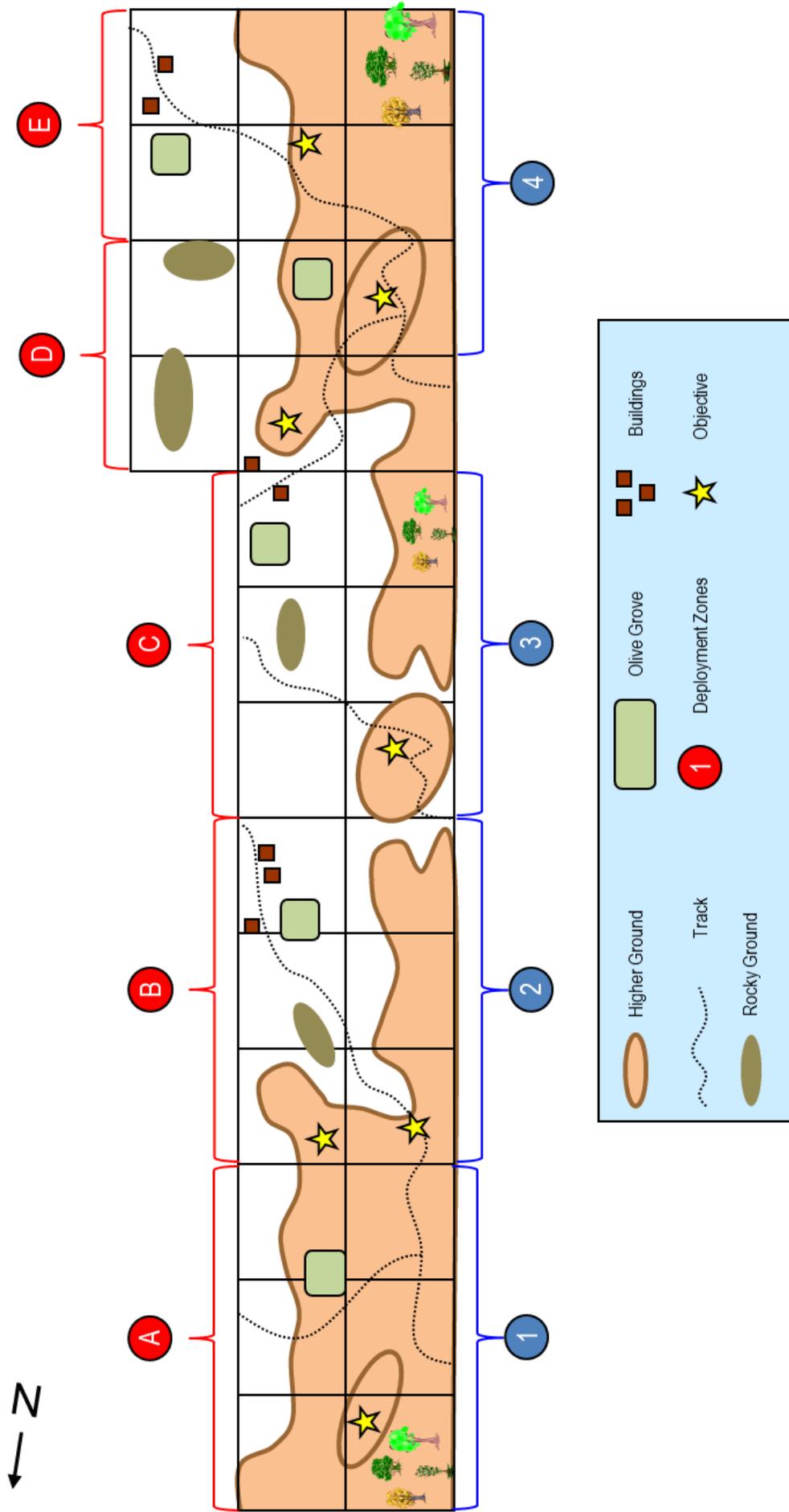
Once deployment is completed, the Syrian forces will take the first turn.

## Reserves:
Israeli reserve units will enter automatically on each Israeli turn, at a rate of one unit per player per turn.

Map:

# Mega-Game
## Valley of Tears – October, 1973

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Legend:

- Higher Ground
- Track
- Rocky Ground
- Olive Grove
- Deployment Zones
- Buildings
- Objective

## Forces:

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

*Israeli Force restrictions – the following units were not present during the fighting on the Golan in 1973:*
- *Magach or Magach 6 tank units*

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

*Syrian Force restrictions – the following units were not present during the fighting on the Golan in 1973:*
- *German tank units*

## Tank Ramps:
The Israelis built tank ramps to assist armor in supporting the Purple line defending the Golan. These played an important tactical role in this action.

Each Israeli player may deploy one unit that starts on table in tank ramps.

A tank ramp is tall terrain and up to one Israeli vehicle may occupy it. Any fire crossing the front or sides of a tank ramp must re-roll successful hits against a vehicle occupying it. Syrian units gain no benefit from occupying a tank ramp.

## Airpower:
This early in the war the Israeli Air Force suffered heavily against the new Syrian SAM network, until they finally developed effective countermeasures. The Syrian Air Force made several attempts to support the assault during the opening phase, but they were soon relegated to a defensive role.

To reflect this, each turn the Israeli CiC receives a flight of 2 Skyhawks. The Syrian CiC may drive off the Skyhawks with SAMs on a roll of 3+ on turns 1-2, and a 4+ on turns 3-6. Israeli airstrikes that get through may utilize napalm if desired.

On turns 1 and 2, the Syrian CiC receives a flight of 2 MiG 17s.

The air interception rules are not used for this scenario.

## Weather:
The weather throughout this battle was generally good. 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 after six turns have been played is the winner. If both sides control an equal number of objectives, then the game ends in a draw.