

Za'ura and Qala [Golan Heights], 1967 A *Flames of War* Mega-Game Scenario

As the Six Day War was winding down in the Sinai and the West Bank, Israel elected to assault the Syrian held Golan Heights, from which Syrian fire had been harassing Israeli settlements below for years.

The natural position was very strong, and the Syrian forces had plenty of time to fortify their positions overlooking the Israelis below. Israel secured air superiority prior to their assault, devastating the Syrian Air Force. This was followed by extensive airstrikes on Syrian positions, targeting artillery positions and minefields, and Israeli forces launched their assault on the morning of June 9th, 1967.

Syrian positions around the villages of Za'ura and Qala were critical, and the Israeli assault here would clear the way for follow up forces to move onto the heights. The Syrian forces fought hard, forcing the Israelis to pay for every yard gained.

This scenario uses a large tabletop to depict the battle. The Syrian forces start deployed with extensive fortifications, awaiting the Israeli bombardment. The Syrians must hold their ground, and hold or repulse the Israeli thrust, or the center of the Golan Heights will be open to Israeli attack.

Special Terrain rules:

- Buildings – any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Fields – the Jordan River Valley was intensively farmed. Fields count as low terrain for visibility or movement but stands on the very tall terrain of the heights ignore any cover provided by them.
- Olive Groves / Orchards – the valley has large numbers of orchards and olive groves. 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. Stands on very tall terrain ignore their cover effect unless the target is within the terrain.
- Tracks and Highways – are treated as roads.
- Golan Heights – these heights dominate the Jordan Valley below. Everywhere on the ridge is difficult going, and it provides concealment for vehicles on it from any fire originating in the valley.

Deployment - Syrian:

Each Syrian force should be assigned to one of the Syrian deployment zones (A-D). When deployed, Syrian forces (including any fortifications) must be placed within 36" of the table edge in their deployment zone.

All Syrian mobile units must begin the game in reserve (Exception - a Syrian player with only mobile units in their force may deploy a single unit on the table, leaving the remainder in reserve).

Deployment - Israeli:

Then the Israeli forces starting on the table are deployed. Each Israeli player may deploy up to 3 Sayur (recon) units on the table, each up to 12" from that Israeli player's 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.

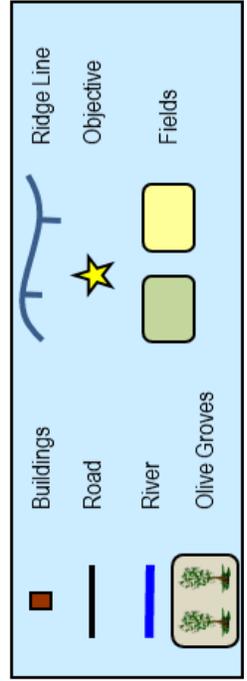
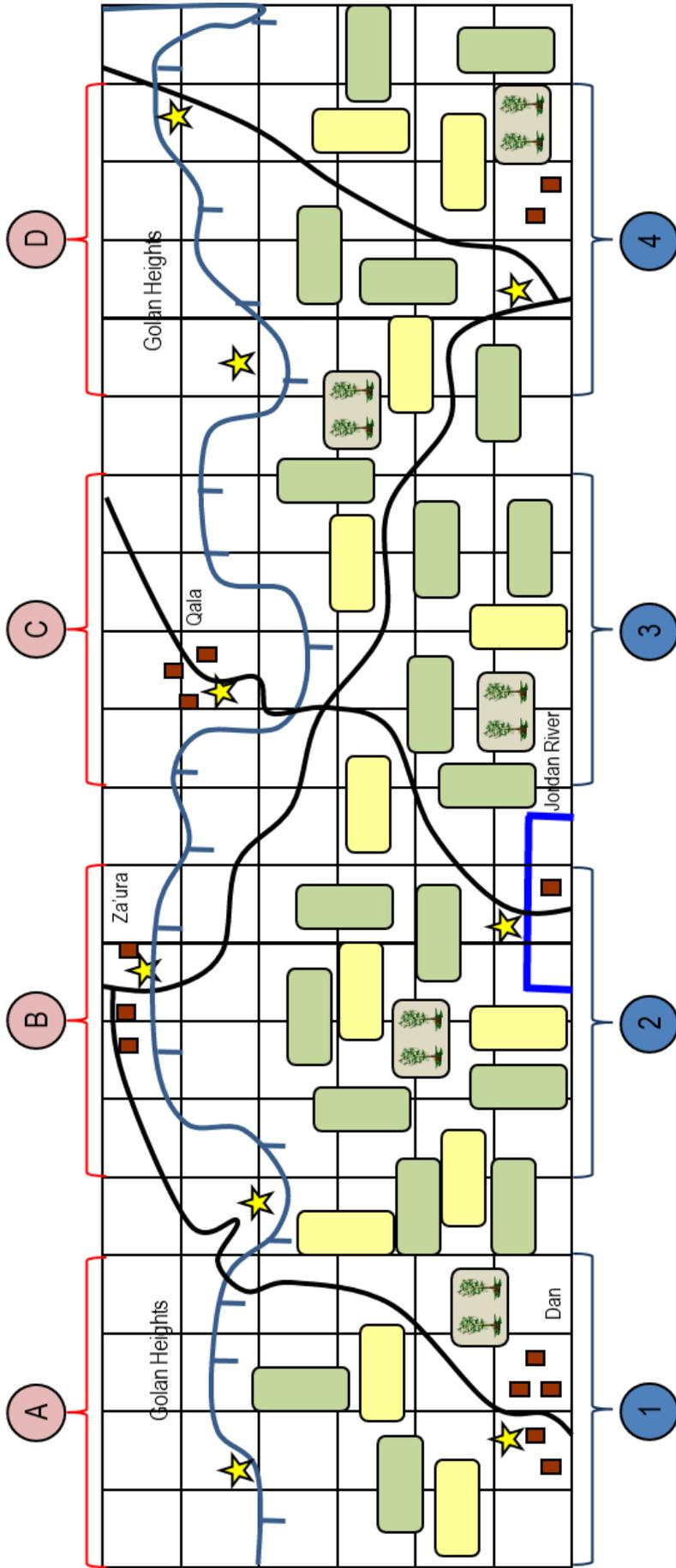
Reserves:

Syrian units in reserve are rolled for using the normal Fate of a Nation reserve rules, starting on turn 1.

Map:

Fate of a Nation Mega-Game Za'ura and Qala / Golan Heights, 1967

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Forces:

Israeli Forces - Each Israeli player may field a force of up to 125 points from the Fate of the Nation book.

Israeli Force restrictions – the following units were not present during the assault on the Golan in 1967:

- *Magach, Magach 6 or Tiran tank units*
- *TOW units*
- *M113 or M125 units*
- *Skyhawk 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 assault on the Golan in 1967:

- *T-62 tank units*
- *Shilka units*
- *BMP units or Sagger teams*
- *Hail Rocket batteries*
- *BTR-60 units*

Added Units –

Syrian forces in 1967 included some units not included in the Fate of a Nation book. The following may be added (cards provided at end of scenario):

- German tank units may be mobile or in bunkers, and the Panzer IVs may be replaced with StuG Gs or Jagdpanzer IVs, OR players may field a German Tank Battalion formation in place of the bunkers
- A single battery of 122mm artillery may be replaced with a Hummel Battery.

Airpower:

By this point in the war, the Syrian Air Force had been mostly driven from the skies, allowing the Israelis significant air superiority. Israeli air support was critical to their success in this action.

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

Die Roll	Outcome
1-3	Israeli CiC receives 1 flight of 2x Ouragon or Shahak
4-6	Israeli CiC receives 2 flights of 2x Ouragon or Shahak

Israeli airstrikes may utilize napalm if desired.

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

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:

Israeli planning for the Six Day 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.

New Unit Cards:



German Tank Company



Special Rules

Forward Firing – may only target teams fully in front of the shooting team



German Tank Company:

- 5x PzKw IV 5 pts
- 4x PzKw IV 4 pts
- 3x PzKw IV 3 pts
- 2x PzKw IV 2 pts
- 5x StuG / JgdPz IV 5 pts
- 4x StuG / JgdPz IV 4 pts
- 3x StuG / JgdPz IV 3 pts
- 2x StuG / JgdPz IV 2 pts

Tank Unit

<u>Tactical</u>	10"	<u>Terrain Dash</u>	12"	<u>Xcountry Dash</u>	16"	<u>Road Dash</u>	18"	<u>Cross</u>	4+
<u>Weapon</u>	PzKw IV	<u>Range</u>	32"	<u>Halted</u>	2	<u>Moving</u>	1	<u>AT</u>	11
	StuG / JgdPz IV		32"		2		1		11
	12.7mm AA MG		20"		3		3		4
	MG		16"		1		1		2
								<u>FP</u>	3+
									3+
									5+
									6
								<u>Notes</u>	forward firing

<u>Courage</u>	4+	<u>Skill</u>	6
<u>Morale</u>	3+	<u>Assault</u>	5+
<u>Remount</u>	4+	<u>Counter</u>	3+

<u>Hit on 2+</u>		
<u>Front</u>	<u>Side</u>	<u>Top</u>
Pz IV 6	3	1
StuG 7	3	1



German Tank Company



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German Tank Company:

- 5x PzKw IV 5 pts
- 4x PzKw IV 4 pts
- 3x PzKw IV 3 pts
- 2x PzKw IV 2 pts
- 5x StuG / JgdPz IV 5 pts
- 4x StuG / JgdPz IV 4 pts
- 3x StuG / JgdPz IV 3 pts
- 2x StuG / JgdPz IV 2 pts



Hummel Battery



Special Rules

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Hummel Battery:

- 3x Hummel 3 pts

Tank Unit

<u>Courage</u>	4+	<u>Skill</u>	6
<u>Morale</u>	3+	<u>Assault</u>	5+
<u>Remount</u>	4+	<u>Counter</u>	3+

<u>Hit on 2+</u>		
<u>Front</u>	<u>Side</u>	<u>Top</u>
Pz IV 1	1	0

<u>Tactical</u>	10"	<u>Terrain Dash</u>	12"	<u>Xcountry Dash</u>	16"	<u>Road Dash</u>	18"	<u>Cross</u>	4+
<u>Weapon</u>	Hummel	<u>Range</u>	24"	<u>Halted</u>	1	<u>Moving</u>	1	<u>AT</u>	12
	bombarding		80"		ARTILLERY		3		2+
	12.7mm AA MG		20"		3		3		4
								<u>FP</u>	2+
									2+
								<u>Notes</u>	forward firing, slow firing



Hummel Battery



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Hummel Battery:

- 3x Hummel 3 pts

German Tank Bn HQ



German Tank Battalion HQ:

1x PzKw IV
1 pt

Special Rules

Forward Firing – may only target teams fully in front of the shooting team

Formation Units

- 1x German Tank Battalion HQ
- 2-3x German Tank Company

German Tank Bn HQ



Tank Unit



Courage 4+
Morale 3+
Remount 4+
Skill 6
Assault 5+
Counter 3+

Hit on 2+
Front 6
Side 3
Top 1
Pz IV

Tactical 10"
Terrain Dash 12"
Xcountry Dash 16"
Road Dash 18"
Cross 4+

Weapon	Range	Halted	Moving	AT	FP	Notes
PzKw IV	32"	2	1	11	3+	
12.7mm AA MG	20"	3	3	4	5+	
MG	16"	1	1	2	6	