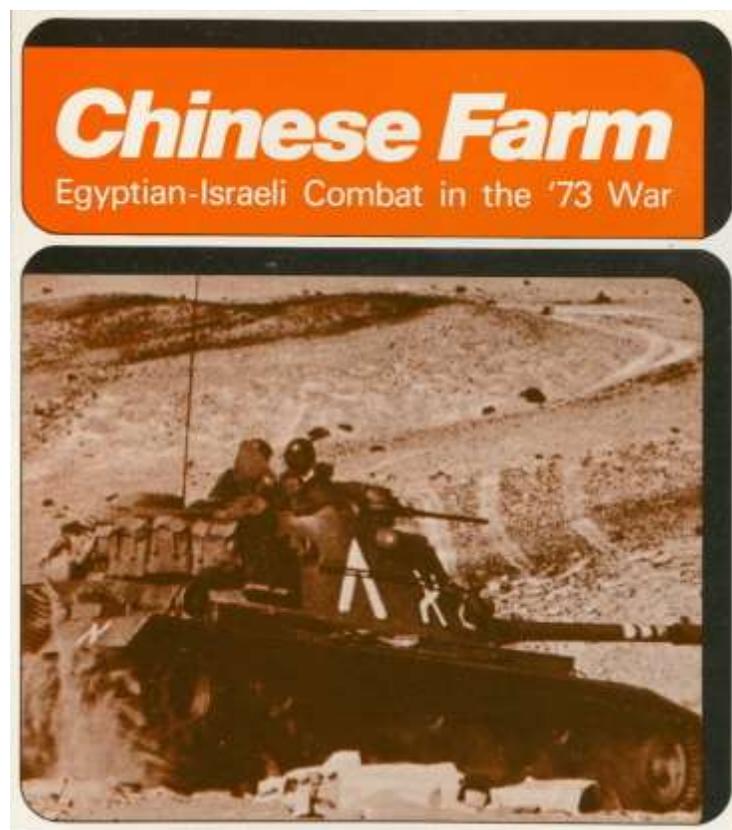

Chinese Farm by SPI

Scenario 1

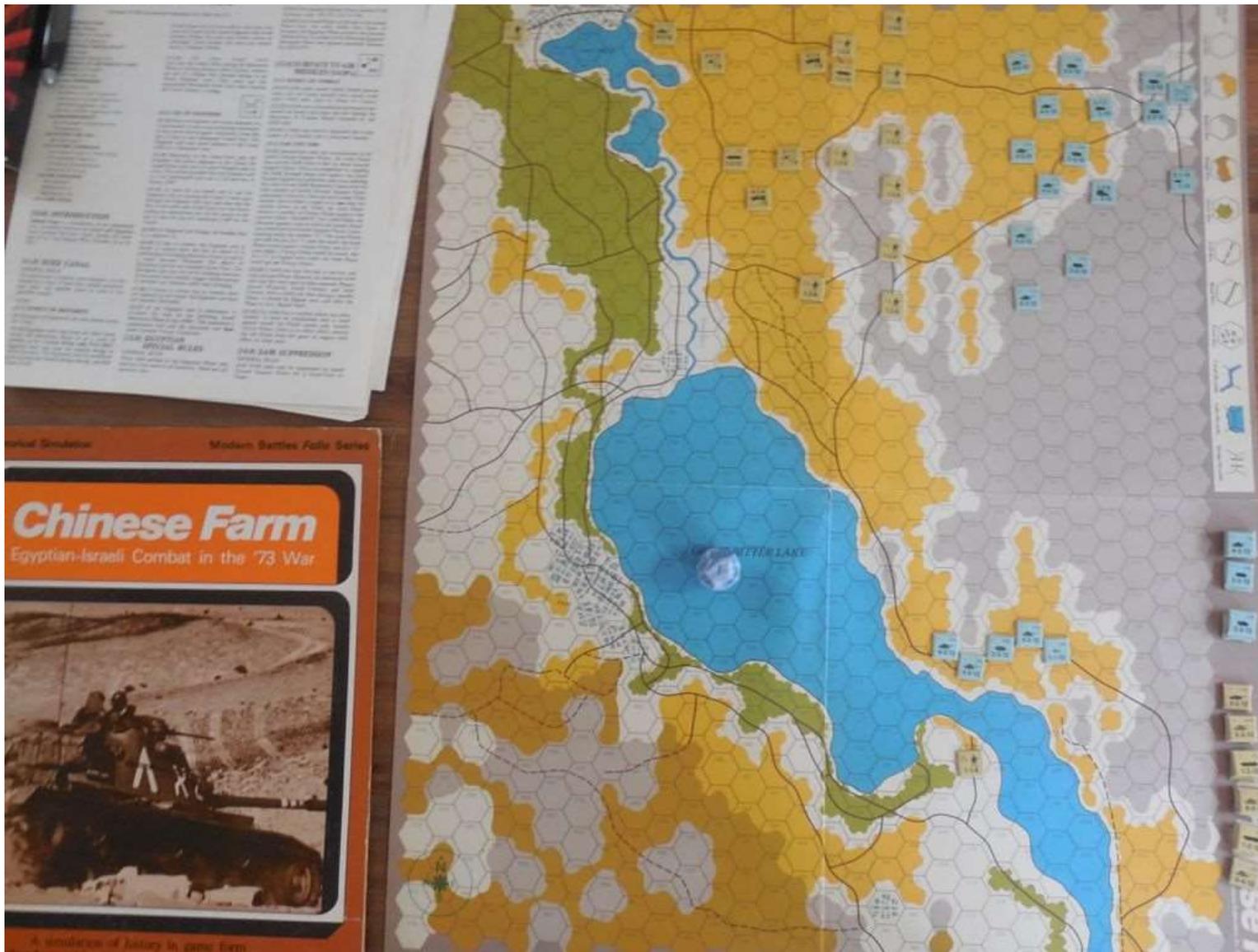
Replay by George Nap



Chinese Farm Scenario 1 – SPI Publications

This is a pretty impressive effort, putting out a game within a year of the conflict in the pre-internet era. OOB's are best guesses. This is an eight turn game with no air/SAM rules. The Israelis have the Egyptians, who have entirely too many units defending in sand hexes, outflanked. The goal is to eliminate all Egyptian units from the east bank of the Suez and attain a bridgehead on the west bank.





Standard IGO-UGO, locking ZoC's which are not nullified, cannot retreat through, no logistics. All attacks in this scenario are via the less bloody mobile CRT. Arty can fire offensively and defensively, Egyptian arty can only fire at units adjacent to Egyptian units, Israeli suffer no such restrictions.

Turn 1



Israeli: Striking head on and in the southern flank. Israel makes progress in the north, and have more difficulty in the south.



Some units are exposed to counterattack.

Egyptian: It is a matter of survival at this point. Protecting the Ismail bridge, delaying the engineers, seeking broken terrain. Israel loses 1/Nv Inf Bn, as it does 3/Ma both without retreat paths. We stabilize the line, but some units are exposed.

Turn 2

Israeli: Pushing through the coast road in the north, pivoting south to surround and attack exposed units. 2/16 in repels three units.



An exposed wheeled rocket launcher battalion dies. The entire Egyptian defense bends not breaking and the infantry digs into the rough.



Egyptian: No attacks, defensive positions in the rough and protecting the Ismail bridge and the canal.



Turn 3



Israeli: Attacks all along the line, the Egyptians weather the storm well.





Egyptian: Mixed success in the tank battles in the south. Only stabilizing attacks in the north.

Turn 4



Israeli: Pivoting to the south as the infantry can cross without bridge units. Bypassing the infantry in the rough pushing for the bridge. 3/16 infantry regiment dies.



Egyptian: The Israeli are vulnerable to attacks from both sides, but that would leave our units in the sand.



Israeli 3/AM cannot retreat and is eliminated on the Ismail road.



Turn 5

Israeli: Need to start crossing the Suez, game is only 8 turns long.



2/Ind Egy armor dies in the south.



We breach the canal in the south, but trigger the Ismail defense force in the north.



Egyptians: A violent attack on the bridgehead, we will keep our armor in the east out of contact.



3/Nv infantry dies and the bridgehead is eliminated. The engineers are disrupted. I am not sure how to handle Egyptians in EZoC across the canal. I will assume mandatory attacks, but not advance.



Turn 6

Israeli: Attacking the pocketed infantry, pushing towards Ismail, attacking across the canal in the south, although some of the attacking units will not be able to cross.



Some success, a breach of the canal at Ismail following the retreating Egyptian tanks.



Egyptians: At this point we need to have what units can hold on in the rough hexes hold on and we need to repel any canal crossings. The loss of the Ismail bridge is key, we must counterattack there. There are only two Israeli attack phases left to weather. 1/Nt Israeli tankers die but the bridgehead remains unoccupied following a Br. WE do generally well, but have several holes developing.

Turn 7

Israeli: Working to emplace and expand a bridgehead.



Since ZoC do cross canal hexes, the tanks protect the flanks while the infantry pour across. 1Tu is pushed back across the Ismail bridge A1. The eastern side of the Ismail bridge is cleared. 3/10 Israeli inf is repulsed and eliminated as it cannot retreat across a canal hexside per rule, same for 3/13. (Horrible die rolls and the lack of Israeli arty is telling.) The Egyptian pocket is reduced. One turn left, we are behind our timetable.

Egyptian: Need to disrupt that engineer unit and secure Ismail. Engineer unit disrupted. We successfully defend the canal, our infantry pocket on the east bank being further reduced.



Turn 8

Israeli: This is it, last turn.



Need a D4 to get a unit across the canal at Ismail. Attacking the tank unit near Ismail DE, needed a D4, damn. The infantry pocket is eliminated, but we are thrown back from the canal.



Egyptian: We will counterattack to get more units on the east side of the canal.



VP totals:

Egypt 4 units on east side of canal x 10 = 40 + 44 destroyed units = 88 points.

Israel zero points for geographic objectives (all of Ismail) + zero points for units on west side of canal. Israel does not receive points for eliminating Egyptian units (if they did it would be 54)

Decisive Arab victory. I could have played the Israelis better, but lacking a strong artillery arm I do not think they will be able to establish and maintain a serious bridgehead either in Ismail or across the Suez in this game with an Egyptian player who goes turtle and leaves the infantry force behind which will take a serious force 2-3 turns to reduce. Too much to do, too little time. The other scenarios add air power, which probably makes a huge difference.

Fun game.

