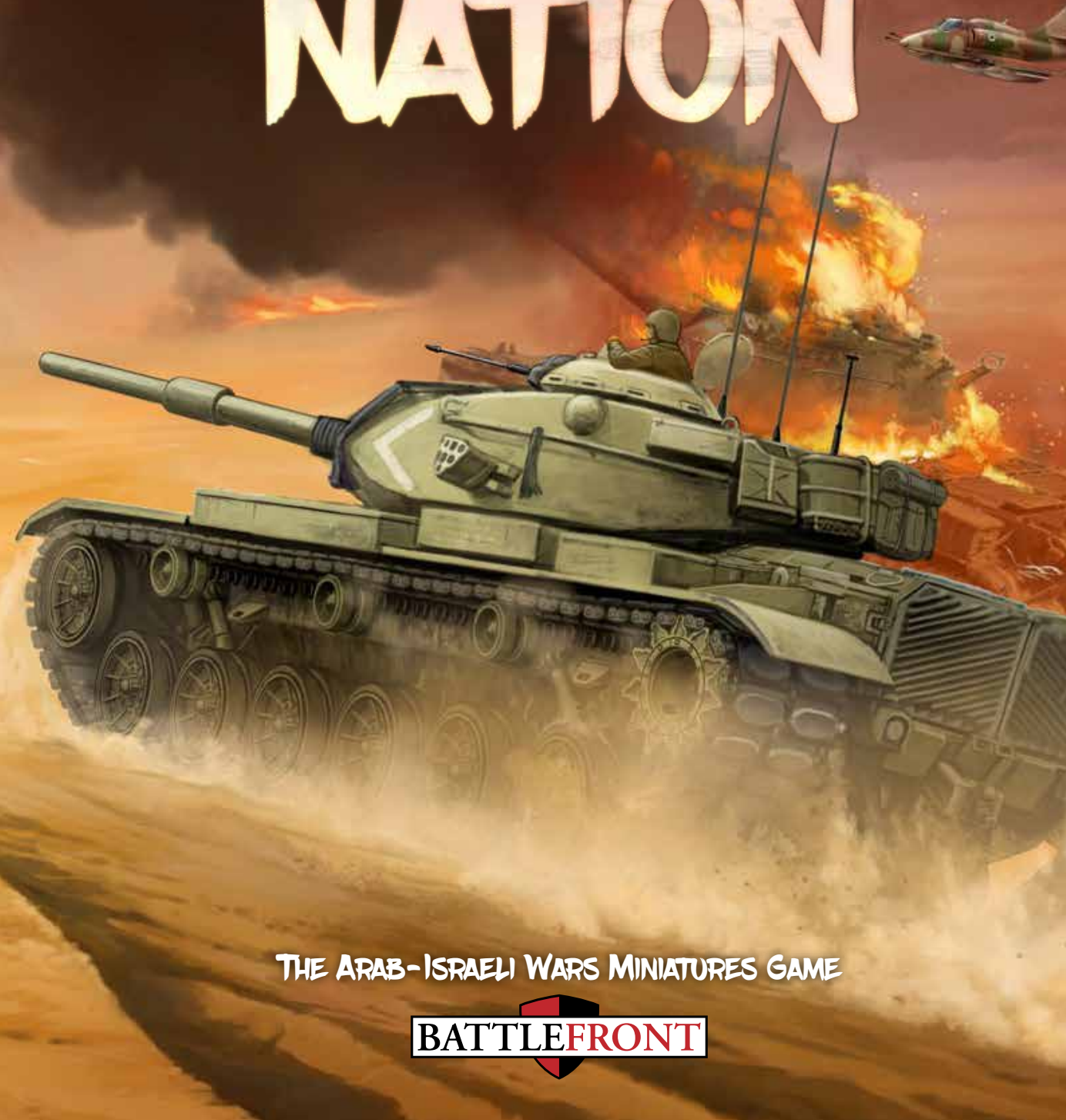


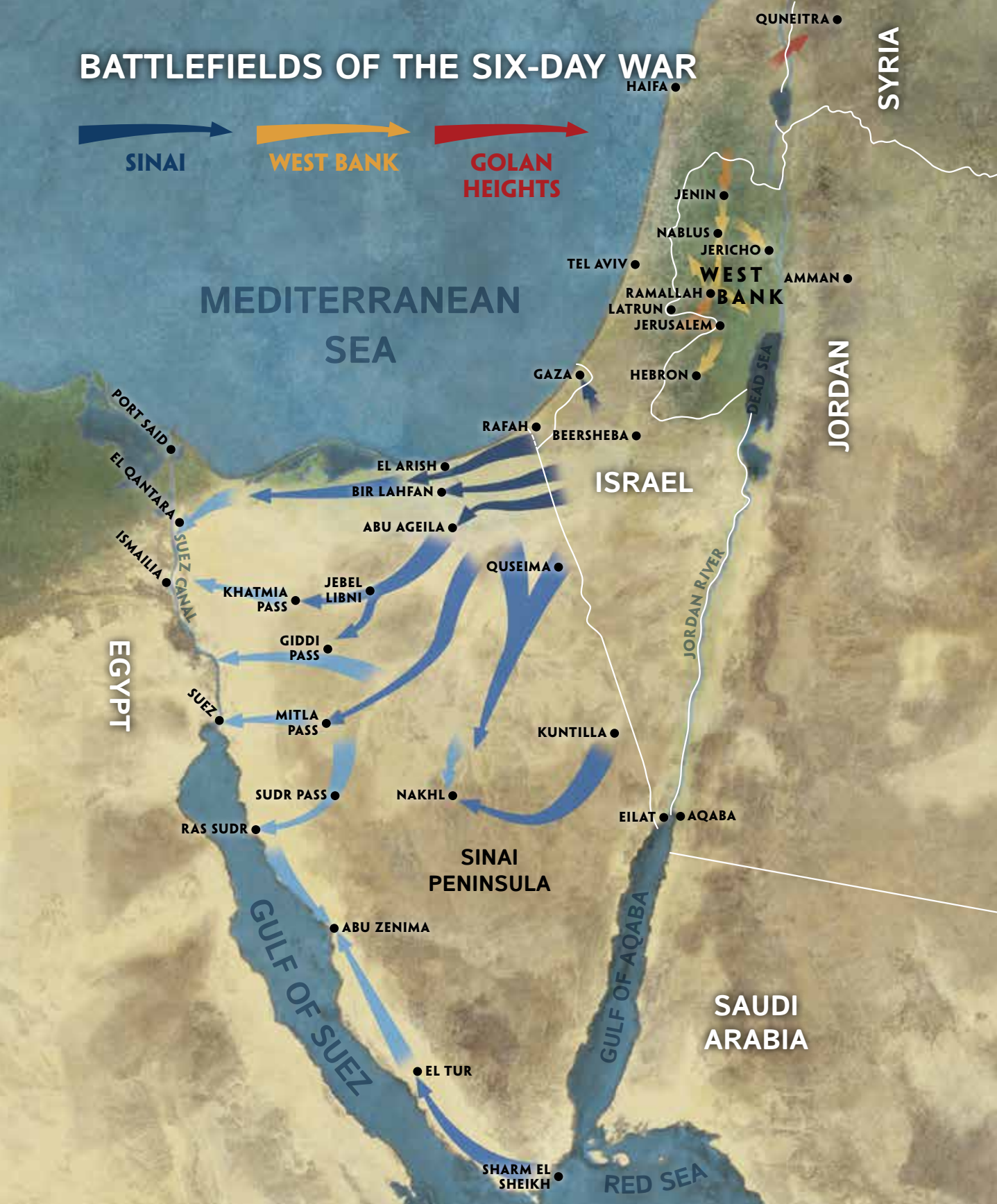
FATE OF A الصراع العربي الإسرائيلي NATION



THE ARAB-ISRAELI WARS MINIATURES GAME

BATTLEFRONT

BATTLEFIELDS OF THE SIX-DAY WAR



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Fate of a Nation is produced by the team at Battlefront Miniatures. They can provide you with everything you need to play the game other than a table and an opponent. Check out their website at AIW.Team-Yankee.com if you want to know more about the game and the associated range of products.

FATE OF A NATION

الصراع العربي الإسرائيلي

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FATE OF A NATION

A SHORT BRIEFING FOR NEWLY-ARRIVED OFFICERS

The Arab Israeli conflict represents a seventy year long struggle for control over the land area that is the state of Israel. The two largest conflicts were the Six Day War in 1967 and the Yom Kippur or October War in 1973. These intense wars saw the largest tank battles since World War Two. Their outcomes determined national borders to this day. This book allows you to recreate some of these battles on the tabletop using the popular *Team Yankee* miniatures wargaming rules.

Although the Arab Israeli Wars are often portrayed as a conflict of religions, they are much more a fight for land. The origins of the conflict started at the end of the First World War, with the collapse of the Ottoman Empire that had controlled Palestine. Both Arab and Jewish groups were promised control of land in conflicting agreements.

With the end of the Second World War, many of the long-standing European empires were dismantled with former colonies gaining independence. The post-war United Nations administered the transition of these colonies to new nation states in their own right. As a part of this process, in 1947 the United Nations recommended the adoption of a plan which would divide the British Mandate of Palestine into separate Jewish and Palestinian States.

While Jewish representatives accepted the plan, the Arab League vigorously opposed it, preferring instead the Mandate become a Palestinian state which promised to respect the rights of the Jewish minority. Civil War between the Jewish and Palestinian communities began immediately after the UN resolution was passed, eventually escalating to the 1948 Arab-Israeli War in which Israel won its independence. Unfortunately, the peace achieved would be only a brief respite as the Arab nations refused to accept the validity of the Israeli state and would continue to try and conquer the new nation over the next several decades.

In 1954 a second war began after the "Suez Crisis", when Egypt closed the Straits of Tiran to Israeli shipping, and then seized the Suez canal. Israel, with British and French sup-

BATTLEFIELDS FROM SINAI TO GOLAN

The popular image of the Arab Israeli Wars is of huge tank battles in the desert. In reality, the nature of the fighting and the battlefields was much more varied. Both sides had extensive infantry forces as well as armour. The Sinai saw fighting in open desert, on the escarpments of the Mitla and Gidi passes, and in urban areas in the Gaza strip. In the West Bank, fighting was in wooded valleys and villages along the Jordan River, and in the old city of Jerusalem. On the Syrian front, both sides battled for the key mountain heights and crossroad towns.



port, invaded the Sinai peninsula in response. The UN and United States brokered a ceasefire to return the status quo.

Natural resources, such as water, served as another point of contention in the region, especially between Israel, Syria, and Jordan. Because the Eastern Mediterranean is arid, the way its primary aquifer, the Jordan River, was tapped and diverted was of vital interest to all parties. Border clashes over water had been common after the 1949 armistice, but escalated in 1964 upon completion of Israel's National Water Carrier project. This project tapped the Sea of Galilee and reduced the downstream flow of water. In response, Syria and Lebanon created the Headwater Diversion Plan which diverted flow away from the Sea of Galilee which was in turn attacked repeatedly by Israeli Defense Forces and was ultimately abandoned.

Another constant source of tension in the region was the long-running guerrilla war between Israel and the Palestine Liberation Organization (PLO). While Egypt and Jordan did not permit the PLO to launch attacks from their territory, Syria had no such compunctions. Unfortunately some PLO raids began originating in Jordan in the Summer of 1966. The raids escalated, culminating in a land mine attack against Israeli Defense Force (IDF) forces, killing three and injuring several others. In retaliation, the Israelis attacked the town in the Jordanian West Bank, where the raid was believed to have originated, with armour and aircraft causing a major diplomatic incident.

ARAB ISRAELI WARS TIMELINE

- 1916-1918: Arab Revolt against Ottoman Turks.
- 1917: Palestine conquered by British forces.
- 1920: Franco-Syrian War; Battle of Tel Hai first battle between Jewish and Arab forces.
- 1922: Collapse of Ottoman Empire
- 1923: British Mandate of Palestine created
- 1948: Israeli War for Independence
- 1956: Suez Crisis: Egypt vs Israel, France and Britain
- 1964-1966: "Water War" Israel vs Syria.
- 1967: Six Day War Israel vs Egypt, Jordan and Syria
- 1967-1970: War of Attrition Egypt vs Israel.
- 1970: Black September: Jordan vs Syria and PLO
- 1973: Yom Kippur or October War. Israel vs Egypt, Jordan, Syria and Iraq.
- 1975: Lebanon Civil War starts.
- 1978: Camp David Accords: Sinai returns to Egypt
- 1978: Operation Litani Israeli raid in Lebanon
- 1982: Lebanon War: Israel vs Lebanon and Syria
- 1982-2000: South Lebanon Conflict

1967 BUILD UP TO WAR

Tensions in the region continued to escalate on 16 May, 1967 when Egypt demanded the withdrawal of UN Peacekeepers in the Sinai Peninsula, who had been in place since the end of the 1956 Suez crisis, and remilitarized the region. Israel was already threatening military action against Syria if they did not halt the PLO raids. In response, Syria and Egypt signed a mutual defense pact. Jordan's King Hussein

closed ranks with Egypt and Syria largely to avoid a popular uprising at home. Soviet intelligence reports provided to Syria and Egypt, which were ultimately incorrect, indicated that an Israeli invasion of Syria was already eminent. Sabre rattling, especially in the Arab world, reached the point of no return by the end of May when President Nasser of Egypt stated, "Our basic objective will be the destruction of Israel."



ISRAEL STRIKES FIRST

With the armed forces of three nations massed on its borders, Israel decided not to wait until attacked and launched pre-emptive strikes against the largest and most modern adversary facing them, the Egyptian Army and Air Force. At that point the Egyptians operated over 400 modern, mostly Soviet, aircraft including large numbers of MIG-21 aircraft and up to 30 Tu-16 "Badger" bombers capable of wreaking havoc on Israeli military and civilian targets. On 5 June, 1967, Israel commenced Operation Focus which was designed to cripple the Egyptian Air Force on the ground. Nearly all of Israel's operational jets split into two groups, which penetrated Egyptian airspace at low altitude from both the Mediterranean and Red Seas. The attack crippled Egypt's air force with the loss of over 330 planes versus Israel's losses of 19 aircraft. This secured Israeli control of the air for the duration of the war.

Israel's initial air strikes were directed only against Egypt, but President Nasser of Egypt convinced Syria and a reluctant Jordan that it was winning a crushing victory against Israeli forces. Jordan and Syria therefore both began offensive operations, with Jordan

attacking across the West Bank. Syria likewise began shelling Israel from the Golan Heights. With their planes returned from the Egyptian raids, Israel began to plan to ground any other Arab air power.

The small Jordanian Air Force moved first, and in conjunction with the Iraqi air force began to bomb and strafe the Israeli cities of Netanya, Kfar Sirkin and Kfar Saba shortly before noon on 5 June. Israel responded with attacks on both the Jordanian Air Force, knocking out their advanced fighters, and Iraqi Airbase H-3 knocking it out of action too.

That evening, the Israeli Air Force moved against Syria. Syria was unprepared for the aerial assault. As with Egypt, the Israelis attacked airfields across Syria destroying roughly two-thirds of the Syrian Air Force, including many top-of-the-line MIG-21 fighters. The remainder were withdrawn and played no further part in the war.

SINAI FRONT

Given they were attacking 100,000 men and 900 tanks with 70,000 men and 700 tanks, Israel hoped to surprise the Egyptians with a multi-pronged attack which would outflank key positions and mitigate the enemy's numbers.

Major General Israel Tal led the northernmost group and was tasked with taking the Rafah Gap to open the way to the Suez. The Egyptians had four divisions in the area in layered defenses. The advance, led by the 7th Armoured Brigade, quickly stalled under heavy defensive fire. Though the Israelis took heavy losses, Egyptian defenses were cleared opening the way to Rafah. The city itself was bypassed, and the IDF secured the coastal road to El Arish. On 8 June, 1967, the 7th Brigade linked up with the 79th Armoured Battalion which had the previous day stormed the Jiradi defile exiting just outside El Arish. The city was pacified after brutal fighting throughout the day.

The Southern axis of attack was spearheaded by the 38th Armoured Division commanded by Major-General Ariel Sharon. Um-Katef was defended by an entrenched infantry division under Major-General Sa'adi Nagib, with a tank destroyer battalion comprised of T-34/85 tanks and SU-100 tank destroyers. Sharon's arsenal consisted of Centurions, AMX-13's and M50 Super Shermans. The Egyptians used artillery to break up the Israelis' armoured assaults, but a night paratroop landing neutralised the artillery and a renewed Israeli tank assault cleared the town. Though they were slowed by mines, the northern defenses were now cleared.

With the Egyptian forces engaged both to the north and south, Brigadier-General Avraham Yoffe launched an attack with two Israeli reserve armoured brigades which found a gap in the Egyptian defenses. By midnight Yoffe had captured key crossroads, including Abu Ageila, destroying two Egyptian armoured brigades in the process. This attack completely disrupted what Egyptian resistance remained in the area and Sharon and Tal were finally able to complete their initial operations by the evening of 6 June, 1967.

When reports of the fall of Abu Ageila reached Egyptian Field Marshal Abdel Hakim Amer, he panicked and ordered a general retreat. Though they had taken losses and given ground, at this point the Egyptian Army was far from defeated. However, with the Egyptians now in full retreat, the Israeli ground units bypassed the enemy ground forces to secure the routes back into Egypt while the Israeli Air Force pounded the fleeing Egyptian columns. The remnants of the Egyptian Air Force tried to intervene, but to no avail. Many Egyptian soldiers managed to flee through the passes across the Suez Canal before they were cut off by the Israelis, but by 8 June the capture of the Sinai was complete.

THE WEST BANK

The Jordanians took the initiative in the West Bank on the morning of 5 June with an assault on Government House in East Jerusalem, where several UN observers were stationed. Israel initially launched a limited counter-offensive to clear Government House, but then launched a broader offensive with the goal of encircling all of Jerusalem. Fighting around the Mandelbaum Gate was particularly intense with Israeli paratroopers assaulting deeply entrenched Jordanians. The encirclement was ultimately successful with Israeli forces breaking through to the Jerusalem-Ramallah road where they engaged Jordanian armour in a running battle, eventually forcing them back. The Jordanians attempted to reinforce their positions, but their relief brigades were decimated by Israeli air power.

Israeli forces had avoided entering the Old City in the first two days of fighting, fearing damage to holy sites and international backlash. However, by 7 June with a UN imposed cease fire presumed to be eminent, Israeli paratroopers finally entered the Old City. They fought using small arms only, and without their supporting armour, to prevent damage to the city. Israeli forces also defeated a massed Jordanian tank charge in Jenin, though their losses were high. Fearing an Israeli invasion of central Jordan, King Hussein pulled back all of his forces across the Jordan River. Realizing that the way lay open, the Israelis completed the capture of the entire West Bank.

GOLAN HEIGHTS

Israeli operations against Syria commenced on 9 June. The Golan Heights was poor tank country and heavily fortified with bunkers, so Israel's offensive began with airstrikes, as sappers cleared paths through the minefields.

Once the ground offensive started, the fighting was brutal and often at very close range. Engagements with Syrian

armour were carried out at ranges of 100m to 500m. Israeli forces broke through the initial line of resistance and reached the Golan Plateau by the evening of the 9th. Fearful of a Syrian counter-attack, the Israelis continued their advance throughout the night. By the morning of 10 June, 1967 the Syrian forces were in full retreat after destroying their own bunkers.



WHAT'S IN A NAME?

The Arab and western worlds refer to the 1967 and 1973 Arab Israeli Wars by different names.

The short 1967 war is simply called "The Six Day War" in Israel and the west. In the Arab world it is called "The Setback" or "an-Naksah" in Arabic. This reflects the humiliating nature of the defeat.

The start of the longer 1973 war coincided with the Jewish holy day of Yom Kippur, (day of atonement) and so it is called the Yom Kippur War, or sometimes the War of Atonement in Israel and the west.

In the Arab world the 1973 war is called the Ramadan War or simply the October War. Running from October 6 to 25, the war coincided with the Muslim holy month of Ramadan. The Arab world viewed the 1973 war much more favourably, restoring pride in their armies.

AFTERMATH

On 11 June, 1967 a United Nations cease-fire agreement ended the Six Day War. Israel had captured the Sinai, West Bank, Gaza Strip, and Golan Heights. The international community hoped that Israel would return the captured territories back to the Arab world in exchange for a permanent peace, but in Israel demands for defensible borders won out. These fears were confirmed in August when Arab leaders made a commitment to no negotiations, no recognition, and no peace with Israel.

Israel set about fortifying its new borders in the Sinai and Golan Heights. In parallel, the Soviets began to resupply the Egyptians and other Arab states to make good their losses. The Arab powers were provided with surface to air missiles, including the advanced SA-6 and SA-7, and the AT-3 Sagger anti-tank guided missile which gave their infantry an extremely potent anti-armour capability.

INTERWAR

Within Jordan, radical elements of the Palestine Liberation Organization (PLO) sought to undermine Jordan's nominally pro-Western monarchy, including several assassination attempts on King Hussein. Hussein launched an offensive against the PLO on 15 September 1970 sparking the Black September conflict. Syria came to the aid of the PLO and invaded Jordan on 18 September. The Syrian advance was broken by the Royal Jordanian Air Force.

The Israelis and their Arab neighbors would fight several smaller conflicts over the course of the next several years, including the War of Attrition over the Suez Canal which resulted in a separate cease fire in 1970. With the death of President Nasser in September, 1970, there was pressure on his successor, Anwar Sadat, to recover the Sinai and avenge the humiliation of the Six Day War. By late 1972 Egypt and Syria were making firm plans for the upcoming attack.

Preparation for the 1973 war would be much better on the Arab side. Incompetent or illiterate officers were removed.

New tactics revolved around using Soviet supplied anti-tank and anti-aircraft missiles as an "umbrella" to protect against marauding Israeli tanks and aircraft. Egyptian Chief of Staff General Shazli prepared a detailed plan to cross the Suez canal and spent months training special "thunderbolt" assault units in assault techniques.

As in 1967, Israeli doctrine called for a pre-emptive strike against Arab forces, but because Sadat had drummed up the support of many in the international community for the return of the captured Arab territories, the United States pressured the Israelis not to attack first in any future conflict. Therefore, despite knowing an invasion was planned, Israeli intelligence failed to predict the actual timing of the attack. As a result, Israeli forces were unprepared when the Egyptians and Syrians conducted simultaneous invasions of the Sinai and Golan Heights on 6 October 1973 on Yom Kippur, the holiest of the Jewish holidays.



1973 SUEZ CROSSING

In the Sinai, the Egyptians launched Operation Badr to force a crossing of the Suez Canal. The operation opened with an artillery barrage and airstrikes by over 200 aircraft. These targeted Israeli anti-aircraft defences and airbases. Although the airfields at Refdim and Bir Tamada were put out of action for a time and the anti-aircraft battery at Ophir was damaged, Egyptian aircraft losses were heavy and additional large scale air attacks were canceled. The Egyptians utilized 2000 artillery pieces in the assault, with 10,000 shells falling on Israeli defences in the first minute.

Following the barrage, 32,000 Egyptian assault troops crossed the Suez Canal, mostly in rubber boats. These troops

were to secure a bridgehead while specialized engineering equipment in the form of water cannons broke down the Israeli sand walls to create breaches in the Bar-Lev line through which tanks and other mechanized infantry could attack. Over the next six hours several of the defensive fortifications along the line would fall as the Egyptians successfully kept Israeli reserves at bay. Egyptian armour began to cross the canal at 8:30 in the evening of the 6th and by the next morning they had 850 tanks across the canal. By the morning of the 7th, the Egyptians had secured bridgeheads several kilometres into the Sinai.

SINAI FRONT

Caught off balance during the first days of the war, the Israelis were forced to develop new tactics to deal with missile-equipped Arab infantry. The 252nd Division lost over 150 tanks in the Egyptian bridgehead areas, many to the new “Sagger” anti-tank missiles. Israeli air power attempted to destroy the Suez bridges, but losses to SAMs were unsustainable.

Shmuel Gonen, commanding the Israeli southern front, launched a counterattack toward the Bar Lev strong-

points near Ismailia on 8 October spearheaded by the 162nd Armored Division and a mechanized infantry brigade. Dug-in Egyptian infantry repulsed the Israeli attack, and advanced once again with armoured support capturing more territory on the eastern side of the Suez Canal. At this point, the front in the Sinai stabilized. The Egyptians were unable to advance past the range of their missile screen, and smaller attacks on 9 and 10 October were repulsed with losses.



On 14 October, over the objections of Chief of Staff General Shazly, the Egyptians attacked with over 800 tanks towards the Mitla and Gidi Passes. These were outside their SAM umbrella. Facing the Egyptians were 700 Israeli tanks. The Egyptians attacked head on with disastrous results. The advance was repelled with the loss of 250 Egyptian tanks against 40 Israeli.

Following the failed Egyptian attack on the 14th, General Ariel Sharon led an Israeli counterattack through a gap between the Egyptian 2nd and 3rd Armies at Deversoir. On 15 October, the Israelis crossed to the western banks of the Canal and wreaked havoc on Egyptian rear areas including SAM sites. With the weakened SAM umbrella, Israeli jets began to pound Egyptian ground units. By 16 October, strong bridgeheads on both the Eastern and Western sides of the canal had been secured.

The Egyptians attempted their own pincer counterattack on 16 October against the Israeli bridgeheads with both the 21st Armored Division and the 25th Independent Armored

Brigade – the latter of which was equipped with the T-62 tank. However, the Egyptians failed to perform adequate reconnaissance, allowing Adan's 162nd Israeli Armored Division to ambush each in turn. Adan's division destroyed 60 tanks of 21st Armored Division and 86 (of 96) tanks of the 25th Independent Armored Brigade while suffering negligible losses.

By 18 October the Egyptian 3rd Army was cut off on the eastern side of the Canal, and the Israelis were expanding their bridgehead on the western side. Over the next four days the two opposing forces would fight a series of bloody battles – often ending in hand to hand combat – as the Israelis advanced toward Ismailia. In parallel, separate Israeli offensives also attacked Port Said in the north, facing both Egyptian and Tunisian forces, and drove to Port Suez on the Gulf of Suez itself in the south. On 22 October, the U.N. Security Council passed a resolution negotiated between the U.S. and U.S.S.R. calling for a cease fire. Skirmishes continued after the official cease fire until a final halt in fighting on 24 October.

GOLAN HEIGHTS

The Syrians assaulted the Golan Heights with five divisions comprised of nearly 30,000 troops, 800 tanks, and 600 artillery pieces. Israel had assumed in a war their small army would be strengthened by mobilised reserves. Two Israeli brigades comprised of 3000 men, 180 tanks, and 60 artillery pieces faced the Syrian onslaught.

The Syrians used engineering equipment to cross Israeli anti-tank ditches. By the end of the first day they had crossed the Purple Line (the 1967 cease fire line), despite heavy casualties inflicted by the desperate Israeli defenders.

On the first night of the battle, the Syrians attempted to use their superior night-vision equipment to their advantage and break through the Israeli lines. The Israelis were forced to engage at point blank range, but despite the Syrian numbers and equipment, they held the line.

Israel lost 40 aircraft to SAM batteries on the first day. Attempts to knock out the SAMs on Day 2 failed until a the Israelis began outflanking instead of flying directly into their path.

The next few days saw critical tank battles to buy time. Israel gave priority to rushing reserves to the Golan front. In the north the rugged terrain provided cover for the defending tanks against Syrian anti-tank missiles. The 7th Armoured Brigade held the key crossroads of Nafakh, inflicting heavy casualties. In the "Valley of Tears" near Quneitra, they destroyed 300 Syrian tanks.

In the south the Barak Brigade was caught in open terrain and slowly forced back from Rafid. CO Colonel Shoham was killed. Yet the time they bought was enough. By 8th October Israeli reserves began to arrive.

On 9th October Israeli counter-attacks began. The Divisions of Eytan, Laner and Peled pressed the Syrians back to the Purple Line by 10th October. The Israeli high command decided to push on into Syria to have a better post-war bargaining position. The Golan Heights were cleared and Mt Hermon was recaptured. A counterattack was mounted by Syrian and allied Iraqi and Jordanian forces. But by the time of the ceasefire on 22 October, Israeli guns could reach Damascus.



AFTERMATH

Though Israel, Syria, and Egypt had essentially returned to their pre-war positions, there had been a paradigm shift in regional politics. Arab success early in the war healed the psychological blows of the 1967 Six Day War.

In Israel there was shock that Egypt and Syria were able to mount a serious military challenge to the IDF. The stage had been set for eventual peace between Egypt and Israel signed at the Camp David Accords in 1978.

PLAYING FATE OF A NATION

The captain scans the ridgeline ahead through his binoculars as he peers cautiously from the turret of his tank. He knows there are enemy forces behind the ridge. He needs to deploy the tanks in his unit quickly, to cover the ridge, and protect the advance of the following infantry...

That captain is *you*. What are your orders?

In *Fate of a Nation*, you get the chance to find out. You can set up a miniature battlefield with model tanks and soldiers representing the real-life troops that faced each other across the desert plains of Sinai, the mountains of the Golan, and the wooded valleys of the West Bank. You and your opponent assume the roles of their commanders, pitting your wits and cunning against one another to attain victory and, more importantly, to have fun.

THE CHALLENGE OF COMMAND

Fate of a Nation allows you to re-fight the battles of the 1967 Six Day War and the 1973 October War, and the skirmishes in between). Will the skill and precision of the Israeli forces be enough to overcome the numbers and nationalistic fervour of the Arab nations? *Fate of a Nation* lets you find out.

This rulebook is your guide to fighting these battles in miniature. With it you can take command of a company or battalion of soldiers and pit yourself against cunning opponents on the field of battle. Command an Egyptian Commando battalion as it storms across the Suez canal, Israeli Paratroopers capturing Jerusalem, or the tanks of either side. All of the major forces fighting in the Arab Israeli Wars of the 1960s and 70s are yours to command.

Fate of a Nation combines the joys of painting and modelling your own miniature army with the challenge of facing off against your opponent across a gaming table in a social setting, and you'll get to create history as it might have been!

GETTING STARTED

The easiest way of learning the rules is to visit a store or club where experienced players can run you through an introductory game and introduce you to other players.

If you don't have a store handy, you can teach yourself quite easily. Read through this book, don't worry about remembering it all, you can look it up again later, then play a small game with a friend.

The first scenario, Stand Up Annihilation Fight on page 167, is a great place to start. Set up the starting forces, grab their Unit Cards, and start playing. Take it slowly at first, looking up the rules as you go, and by the end of the game you'll pretty much know how to play *Fate of a Nation*. Add a few more teams for the next game, and slowly build up your experience as you go. Before you know it, you'll be a veteran tank commander!

ISRAELI AND ARAB FORCES

Fate of a Nation pits the forces of the Israeli Defense Force (IDF Armour, infantry, paratroopers and reconnaissance) against the Arab nation's forces (Egyptian Army, Jordanian Army and Syrian Army tanks and infantry).

COMPATIBILITY WITH 'NAM

Fate of a Nation forces are contemporary with the Vietnam War forces in the 'Nam game. The points systems are compatible so if players wish they can play games between the two.

WEBSITE

The *Fate of a Nation* website is the place to go to learn more about this game and the range of products available. There you will find information on all the armies, the miniatures, how to assemble and paint them, as well as all the latest news.

Go to www.AIW.Team-Yankee.com now!





WHAT YOU NEED

You don't need much to start a game of *Fate of a Nation*. Here's what you need.

AN OPPONENT

Fate of a Nation is a social game played by two or more players, so grab a friend and get started.

TWO ARMIES

The *Fate of a Nation* range of 15mm (1/100th) scale miniatures is specifically designed for the game and is available through all good hobby stores. A full catalogue of the range can be found on page 184.

A full range of Unit Cards detailing each Unit's capabilities in the game is available for purchase from your local hobby store or Battlefront Miniatures. More information can also be found on page 184.

THIS RULEBOOK

This rulebook contains all the rules you need to play *Fate of a Nation*.

A TEMPLATE

Artillery and aircraft are not precision weapons. Their shells and bombs blanket a wide area, possibly wiping out dozens of the enemy at a time. Artillery and Salvo Templates make it easy to work out who is hit, and who isn't when you introduce these weapons into your games (see page 50).

A BATTLEFIELD

Whether it's the kitchen table or a custom-built gaming table, you'll need a large flat surface to play the game.

A 6' x 4' (180cm x 120cm) board covered with a green or brown sheet or painted and flocked makes an ideal battlefield.

TERRAIN

You'll need a selection of terrain like hills, woods, hedges, buildings, and roads to create a realistic battlefield for your troops to fight over.

The pre-painted terrain in the Battlefield in a Box range makes setting up a battlefield easy.

DICE

Fate of a Nation uses ordinary six-sided dice. You can personalise your force with army-specific dice marked with your force's insignia.

TOKENS

Even though they are toy soldiers, your troops react to heavy fire like real soldiers. Sometimes they get Pinned Down or Bail Out of their tanks. They get stuck in rough terrain and go to ground, hiding from the enemy. Tokens help you keep track of the state of your troops.

TAPE MEASURE

You'll need a tape measure or ruler to measure movement and shooting ranges. You can use either Metric or Imperial measurements, whichever suits you best.

MINIATURES

Throughout this book you will find reference tabs like the one shown on the right. These are designed to help you find the right miniatures for each unit by listing the relevant Product Code and providing a page reference to the catalogue entry at the back of this book.

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HOW IT WORKS

Reality is immensely complex and rather messy. This game has the advantage of giving players virtually unlimited opportunities to fight new battles and collect new armies. However, it also requires rules to cover the many aspects of the battles of *Fate of a Nation*. The good news is that you don't need to know all of the rules to play the game. You can start with the basics and add things like artillery, aircraft, and even heli-borne assaults when you are ready.

To help you understand the rules, this section explains some of the concepts behind the game.

DIE ROLLS

Fate of a Nation uses the same standard six-sided dice that games like Monopoly and Yahtzee use.

When the rules say to roll a die, they give a number that you must equal or exceed, for example, 3+ (a roll of 3, 4, 5, or 6 means success), or 5+ (a roll of 5 or 6 means success). Any roll lower than the number means the attempt has failed.

In some cases, such as shooting at partly concealed targets, the number needed for success will be modified.

Add +1 to the required score for each of the modifiers that apply at the time. For instance, if you normally need a 3+ to hit the enemy, but the target was both (a) at long range and (b) concealed in a wood, the required score on each die would go up to 5+.

Sometimes the score required is shown as 'Auto'. This means that the roll will automatically succeed.

If the rules require you to roll more than one die, treat each roll as a separate success or failure.

RE-ROLLS

In some situations, where your first roll fails, you may be allowed a re-roll. A re-roll is just what the name says—you get to ignore the first attempt and roll the die again. The score on the second die roll is what counts. You never get more than one re-roll per situation.

MEASURING

Fate of a Nation gives game measurements in both inches (Imperial) and centimetres (Metric). You should agree on which system you and your opponent will use before the game begins—you must use one of these two systems, not switch between both. Generally, it's a good idea to use the system you are most familiar with.

You are allowed to measure any distances on the battlefield any time you want to. You can measure how far your weapons can shoot, how far the opponent's weapons can shoot, or even whether or not you have enough movement to assault at the end of the turn. After all, your soldiers have maps, range-finders, and binoculars to help them work these things out.

TALK TO YOUR OPPONENT

You can make your game flow more easily by letting your opponent know what your intention is when moving your forces. If you tell them you are intending to stay out of range, or that you think your troops are completely out of sight behind a wood, it reduces disputes if a model gets bumped later.

WYSIWYG

Fate of a Nation is a What You See Is What You Get, or WYSIWYG, game. One miniature represents one soldier or vehicle. In many cases you can resolve difficulties by remembering this and taking a look at the situation from a model's-eye view, down on the ground so to speak. Have a look at what your miniature could see from where they are or where they could go on the terrain as modelled.



SPECIAL RULES

To keep things simple, the main part of the *Fate of a Nation* rules only cover the more common cases. Rules that are specific to certain weapons, vehicles, units, or armies are given as special rules.

These special rules either add additional capabilities or allow the teams and platoons that use them to break the normal rules. When a special rule conflicts with the normal rules, apply the special rule.

WHEN THINGS HAPPEN

Normally turns in *Fate of a Nation* follow a straightforward sequence. However, some rules, particularly special rules, cause things to happen out of turn. An example of this would be anti-aircraft weapons engaging enemy aircraft when they appear in the enemy turn.

When this happens, interrupt the normal turn sequence, resolve the unusual activity, then return to where you were and continue the turn.

WHEN THINGS GET TRICKY

In a hobby such as wargaming, it's impossible to over-emphasise the importance of being a good sport. Whether you are crushing your opponent or you are on the receiving end of an almighty pummeling, it's always good to remember that whatever the outcome of the battle, playing is all about having fun.

Some good basic rules are to be fair, play to the spirit of the game, treat your opponents with courtesy and respect, and don't get too bogged down with the rules. Oh, that and don't give up! The odds may look grim with your army set

to be beaten, but hang in there. Some of the best stories are about heroic last stands and a few brave individuals turning the tide and holding out against the odds to finally snatch an unlikely victory.

Remember, whether you are facing a friend or a new opponent, treat them just the way you would like to be treated and you will get so much more from the hobby.

WORKING IT OUT

Sometimes it can be difficult to figure out how a rule should be applied to an unusual situation that has occurred in your game. If something unexpected happens, talk with the other players and try to come up with a good interpretation of what would happen. The best thing to do is to make a quick call that both you and your opponent can agree on.

If you can't come to an agreement quickly just roll a die:

- If you roll 4, 5, or 6, use your interpretation of the rule for the rest of the game.
- A roll of 1, 2, or 3, means that you have to accept your opponent's interpretation of the rule for the rest of the game.

After the game, when you have more time for discussion without holding up the battle, sit down and agree how you'll handle the situation in the future.

If you still aren't sure, you can always check out the *Fate of a Nation* discussion group on Facebook and ask other players how they would handle the problem.

HINTS AND TIPS

There are hints and tips in various places to help you learn the game. These are not rules, just ideas on how to play the game quickly and simply.



TEAMS AND UNITS

The military knows that the strength of a well-coordinated group of soldiers is far greater than the sum of its parts. *Fate of a Nation* reflects this by organizing your force into Teams, Units, and Formations.

TEAMS



TEAMS

Although the acts of a few individuals are always glorified by the media back home, in reality a soldier never does anything on their own. Soldiers are trained to operate as a Team, and it is this teamwork that keeps them alive. In *Fate of a Nation* your miniature soldiers also operate in Teams. There are four main types of Teams: Tanks, Infantry, Guns, and Aircraft.

TANK TEAMS

Tank Teams include all manner of military vehicles, from the Magach 6 (M60) main battle tank, down to the lowly jeep. Tank Teams are either Armoured or Unarmoured. Some Tank Teams are also Transport Teams designed to carry Infantry Teams as passengers or tow Gun Teams.

INFANTRY TEAMS

Infantry Teams include all troops fighting on foot. They are a group of miniatures all mounted on a single base (the size of the base depends on the number and size of the miniatures). They can be equipped with individual weapons like rifles and RPG anti-tank launchers, or crew-served weapons like the man-packed Sagger anti-tank missile. These crew-served weapons are classed as Heavy Weapons Teams.

GUN TEAMS

Gun Teams support your troops with long-range, large-calibre weapons like the reliable WWII-vintage M101A1 105mm howitzer.

AIRCRAFT TEAMS

Aircraft Teams include everything that flies and covers Strike Aircraft like the A4 Skyhawk.

UNITS



UNITS

Your Teams are grouped into Units, platoons in most cases, but sometimes companies, typically of three to ten tanks or 30 to 100 infantrymen. A Unit operates as one, manoeuvring across the battlefield together and engaging the same foes.

UNIT LEADERS

A Unit combines a group of Teams under the command of a Unit Leader: an Israeli or Jordanian Army Lieutenant or an Egyptian or Syrian Army Captain or Naqib (Company Leader). An Infantry Unit will normally have a small base with an officer on it as its Unit Leader. If the Unit does not have an obvious Unit Leader, you may pick any Team in the Unit as the Unit Leader at the start of the game.

ATTACHMENTS

Attachments are additional Teams associated with a Unit. Infantry or Gun Units containing Transport Teams as a

Tank Attachment (or vice versa) are split into two Units, an Infantry or Gun Unit and a Transport Unit (each with their own Unit Leader). Both parts of the Unit operate independently as separate Units, supporting each other, although they deploy as a single Unit.

INDEPENDENT UNITS

Small Units, such as an artillery observer, are Independent Units. These fight in support of larger Units. Independent Infantry Units often have a transport vehicle as part of their Unit, and unlike most transports, this remains as part of the Independent Unit. Independent units can use the Mistaken Target rule (see page 43) to reassign hits to nearby Units, but cannot Charge into Contact (page 55), nor take an Objective (page 164), and are ignored for Victory Points (page 163).

FORMATIONS



FORMATIONS

Units are gathered together into Formations, companies in most cases, but sometimes battalions. A Formation contains a number of combat Units, along with several Units of heavy weapons, scouts, and other troops to back them up.

While you must have at least one Formation in your Force, you can have as many as you like.

FORMATION COMMANDERS

Each Formation has an HQ Unit containing the Formation Commander: an Israeli Army Captain or an Egyptian or Syrian Army Major or Raid (Battalion Leader), and their staff. The Commander is the Unit Leader of the HQ Unit and commands all of the Units in the Formation.

You may choose any non-Transport Team from the HQ Unit as their Commander at the start of the game. Unlike other Units, Transport Teams from the HQ Unit remain as part of the Commander's Unit.

COMMAND LEADERSHIP

A Commander's presence can inspire troops to fight harder. When a Unit's Leader is within 6"/15cm and in Line of Sight of their own Formation Commander (including Commander's own HQ Unit), the Unit may re-roll failed Counterattack, Rally, Remount, and Last Stand rolls.

As Support Units don't have their own Formation Commander, any Formation Commander may lead them, granting them re-rolls.

UNIT CARDS

Unit and Formation cards play a key role in Fate of a Nation. Select the cards corresponding to the various components of your Force and use them for quick reference as you play the game. This section explains the layout of some typical cards and what the different ratings and information mean.

TANK UNITS

Combining speed, protection, and firepower, tanks are the core of any modern army. Tank units allow you to field tanks as part of your force. This page explains the core features of a Tank Unit Card.

UNIT NAME AND DESCRIPTION

This is the Unit's name and the main type of equipment it has.

NATIONAL SYMBOL

This symbol tells which country the card belongs to.

SPEED CHART

This shows how fast the Team can move Tactically while shooting, or while Dashing across Terrain, Cross-country in the open, or along a Road. See pages 28 to 35.


WEAPONS CHARACTERISTICS

This displays the performance of the weapons carried by the Team: how far they shoot, how many dice they roll, how well they penetrate armour and destroy targets, and any special rules. You may only use one type of weapon at a time, either the tank's main gun, or all its machine-guns. See pages 36 to 48.

UNIT STRUCTURE AND POINTS

This gives you the structure of the Unit, showing how many Teams are in the Unit and the Points cost of the Unit. It also includes Points for understrength Units, and any options that the Unit has. See pages 70 and 71.

FRONT



T-54 TANK COMPANY

EGYPTIAN

• TANK UNIT • INFRA-RED (IR) •

COURAGE 4+

MORALE 4+

REMOUNT 4+

SKILL 5+

ASSAULT 5+

COUNTERATTACK 4+

IS HIT ON 3+

FRONT	SIDE	TOP
13	9	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	4+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
100mm gun	32"/80CM	1	1	16	2+	HEAT, Slow Firing
12.7mm AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

T-54 TANK COMPANY

10x T-54	39 POINTS
9x T-54	35 POINTS
8x T-54	31 POINTS
7x T-54	27 POINTS
6x T-54	23 POINTS
5x T-54	19 POINTS
4x T-54	15 POINTS
3x T-54	11 POINTS

SPECIAL RULES

HEAT: Target Armour is not increased for range over 16"/40cm. Affected by Bazooka Skirts.

Infra-Red (IR): Roll two dice for Night Visibility and choose the highest score.

Slow Firing: +1 To Hit for Moving ROF.

CARD ID

Each card is uniquely identified by its card ID, and are referenced by this number through-out this book.

FNE104

BACK

MOTIVATION RATINGS

These show how likely the Unit is to pass a Courage test to do something brave, a Morale test to stay in the fight after heavy casualties (*page 60 and 61*), a Counterattack test to counterattack in an assault (*page 62*), or a Remount test to get back in a vehicle after Bailing Out (*pages 45*).

SKILL RATINGS

These show how likely the Unit is to pass a Skill test to do something difficult, or an Assault test to hit an enemy team in an assault (*page 58*).

IS HIT ON NUMBER

This number tells you how easy it is for the opponent to hit this Team when shooting at it. *See page 42 and 52.*

ARMOUR RATINGS

This shows how well protected an armoured vehicle like a tank is. *See page 44 and 45.*

Unarmoured Tank Teams have a single Save number instead. *See page 46.*

CROSS NUMBER


The Cross number shows how likely the Team is to cross Difficult Terrain without getting Bugged Down. *See page 30.*

SPECIAL RULES

The Unit's special rules are listed here. The back of the card has a short summary of the rules. *See pages 64 to 67.*

ARTILLERY UNITS

While most tanks are designed to tackle the enemy head on, artillery sits back at a distance shelling the enemy from long range.



M50/155 SP ARTILLERY BATTERY

ISRAELI

• TANK UNIT •

COURAGE 4+

MORALE 3+

REMOUNT 4+

SKILL 3+

ASSAULT 5+

COUNTERATTACK 4+

IS HIT ON 4+

FRONT **3**

SIDE **1**

TOP **0**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
155mm howitzer	104"/260cm	ARTILLERY			3	2+	Forward Firing, Smoke Bombardment
or Direct fire	20"/50cm		1	-	14	AUTO	
AA M...	16"/40cm	3	3	3	2	6	Brutal, Forward Firing, Smoke

ARTILLERY WEAPON

An Artillery weapon has the word 'ARTILLERY' or 'SALVO' instead of a number for its ROF. *See page 49.*

DIRECT FIRE

Most artillery weapons can shoot like a tank, directly at their target, rather than firing an artillery bombardment. Use this line instead when you do this.

INFANTRY UNITS

Infantry form an essential counterpart to your tanks. They are resilient and ideal for taking or holding villages and woods. Infantry cards are essentially the same as Tank cards, with a few changes shown on this page.

FRONT

M3 MECH INFANTRY PLATOON

ISRAELI

• INFANTRY UNIT •

COURAGE 4+
 MORALE 3+
 RALLY 4+

SKILL 3+
 ASSAULT 4+
 COUNTERATTACK 3+

IS HIT ON
4+

INFANTRY SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
FN FAL team or MECAR AT grenades	16"/40CM 4"/10CM	1 1	1 1	2 13	6 4+	HEAT, Slow Firing
FN MAG team	16"/40CM	5	2	2	6	Assault 5+, Heavy Weapon
Blindicide AT team	8"/20CM	1	1	14	4+	Assault 5+, HEAT, Slow Firing
M2 60mm mortar	24"/60CM	2	1	1	4+	Assault 5+, Heavy Weapon, Overhead Fire

RALLY NUMBER

The Courage and Skill box is the same for Tanks and Infantry, except rather than Remount, Infantry have a Rally number showing how likely they are to recover from being Pinned Down. See page 48.

INFANTRY SAVE

This shows the number that a Team from the Unit needs to survive a hit. See page 46.

WEAPONS CHARACTERISTICS

Infantry Unit cards show all of the weapons used by the Unit. Most Teams have a single line, although some versatile teams like the FN-FAL rifle team have a second-ary weapon that they can use instead, in this case MECAR AT grenades. See page 36.

BACK

M3 MECH INFANTRY PLATOON

ISRAELI

M3 MECH INFANTRY PLATOON

7x FN FAL team with MECAR AT grenades
 1x FN MAG team
 1x M2 60mm mortar
 1x Blindicide AT team
 5x M3A (FN116)

11 POINTS

5x FN FAL team with MECAR AT grenades
 1x FN MAG team
 1x M2 60mm mortar
 1x Blindicide AT team
 4x M3A (FN116)

9 POINTS

OPTIONS

- Add Blindicide AT team for +1 point.

SPECIAL RULES

Assault 5+: Team hits on 5+ in Assaults.

HEAT: Target Armour is not increased for range over 16"/40cm. Affected by Bazooka Skirts.

Overhead Fire: Can fire over friendly teams. Cannot fire at Aircraft.

Heavy Weapon: Team cannot Charge into Contact.

Slow Firing: +1 To Hit for Moving ROF.

FN115

TRANSPORT UNITS

Although purchased as part of an Infantry Unit, the transports operate as a separate Tank Unit.

These are shown on separate cards. For the Israeli M3 Mechanised Platoon, their M3A Half-track transport vehicles have their own Tank Attachment card showing their attributes. See page 19.

TRANSPORT UNITS

ATTACHMENTS

Attachments like the M3A Half-track transports of an Israeli Mechanised Infantry Platoon have their own Unit card. Rather than describing the structure of the Unit, the card refers you back to its parent Unit card.

M3A TRANSPORT

• TANK ATTACHMENT • PASSENGER



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	32"/80CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	Forward Firing



M3A TRANSPORT



M3A TRANSPORT

Transport Attachment to M3 Mech Infantry Platoon (FNI115), Paratrooper Platoon (FNI129), and Artillery Observer (FNI138)

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.

Passengers 3: Team can carry three Infantry Teams as Passengers.

Unit Transport: Unit Leader must end the Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit while on table.

FNI116

AIRCRAFT UNITS

Strike Aircraft give you the ability to project firepower anywhere on the battlefield. Aircraft cards are essentially the same as Tank cards, with a few changes shown below.

MIRAGE FIGHTER FLIGHT

ISRAELI

• STRIKE AIRCRAFT UNIT • FAST JET •



COURAGE 4+
MORALE 3+

SKILL 3+

IS HIT ON
4+

AIRCRAFT SAVE
5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
30mm DEFA gun	8"/20CM	-	3	7	5+	Anti-helicopter
1000lb bombs	6"/15CM	ARTILLERY		4	2+	Bomb

STRIKE AIRCRAFT

Aircraft Units do not remain on the battlefield. Instead these Strike Aircraft appear, make an attack, then leave the table. See page 67.

ABOVE THE MUD

Aircraft fly above the battlefield, taking no part in Assaults and cannot be Pinned Down. As a result, they have fewer ratings.

AIRCRAFT SAVE

This shows the number that a Team from the Unit needs to survive a hit. See page 46.

UNLIMITED SPEED

Aircraft fly so fast that they can move anywhere on the table. See page 28.

TERRAIN

The battles of the Six Day War and October War occurred in three distinctly different types of terrain. The huge tank battles of the Sinai Peninsula took place in the harsh desert terrain we all think of for Middle Eastern wars. It varied from flat marsh land along the Mediterranean coast to stony desert separated by steep hills and ridges around the Gidi and Mitla passes, with higher mountains in the south. Finally there were the urban areas of the Gaza strip.

In the centre Israel fought Jordan in Jerusalem and the West Bank. This was an area of lush farmland with scattered villages and wooded valleys watered by the Jordan River. Finally in the north the forbidding Golan Heights was the scene of fighting between Israel and Syria. This plateau contained high mountains like the snow-capped Mount Harmon. Gullies cut across the plateau with rocky slopes, scattered farms and villages and rolling foothills.

There are five types of Terrain that units can encounter:

ROADS

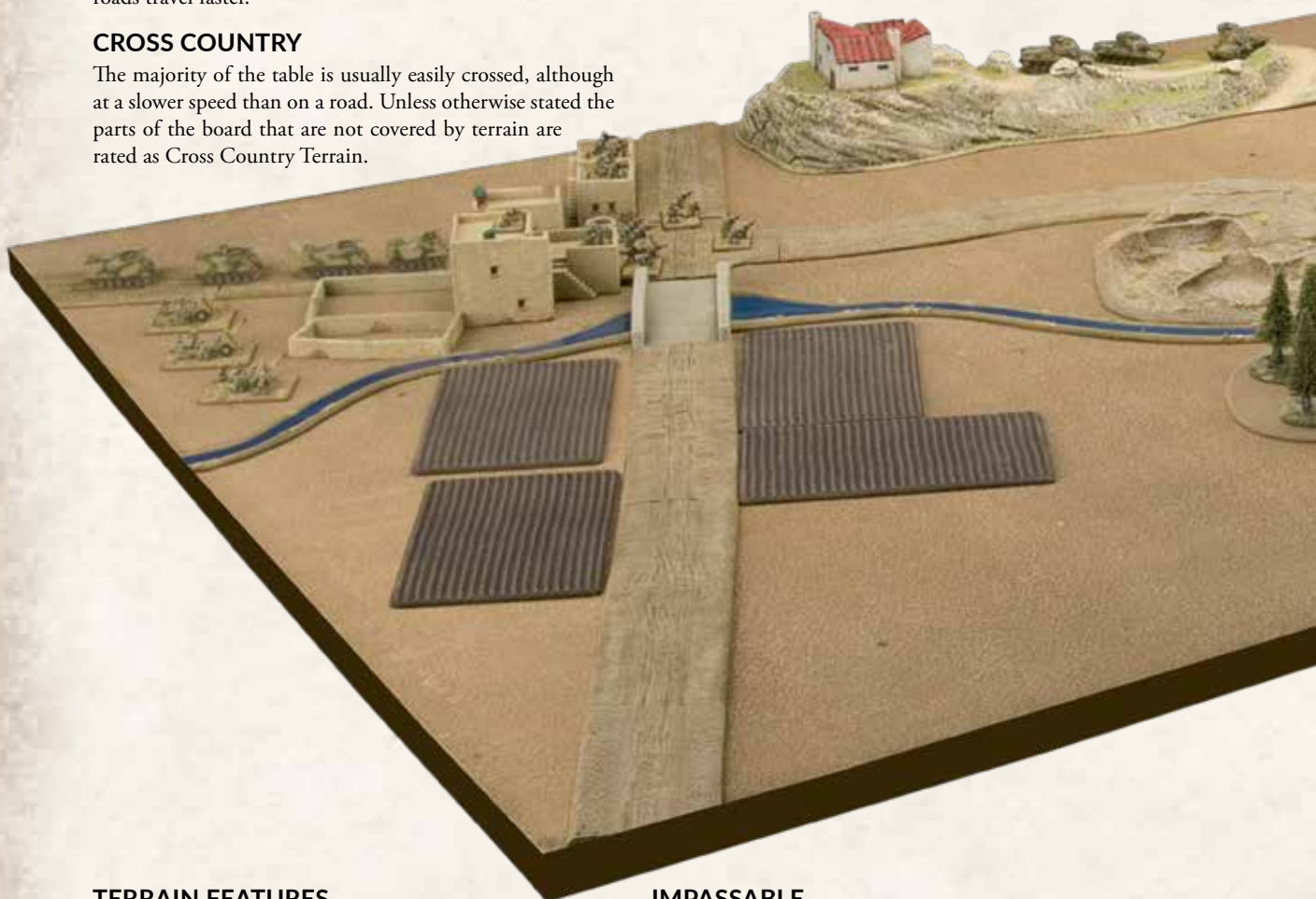
Whether concrete, brick, cobble, or dirt, a road provides a quick route from one place to another. Teams moving on roads travel faster.

CROSS COUNTRY

The majority of the table is usually easily crossed, although at a slower speed than on a road. Unless otherwise stated the parts of the board that are not covered by terrain are rated as Cross Country Terrain.

DIFFICULT TERRAIN

Difficult Terrain hinders movement. Vehicles attempting to move through this terrain risk getting stuck if the driver isn't careful.



TERRAIN FEATURES

Terrain features severely limit the speed at which vehicles can move. It ranges from ground that has been churned to mud to natural obstructions like woods.

IMPASSABLE

Some obstacles, such as deep rivers or sheer cliffs, are just so difficult that it's impossible to cross them. Impassable obstacles stop all movement, forcing you to look for an alternative route to the objective.

THE WEST BANK

FIELDS & CROPS

The valleys of the West Bank are fertile. The flat land on the valley floors is divided into numerous fields, sometimes surrounded by walls of stone cleared from the fields. Olive groves and barley grow alongside tomatoes and beans.

Standing crops and olive groves are Short Terrain. Concealing teams in and behind them.

ROCKY HILLS

The area known as the West Bank rises above the plains of Israel and the Jordan River. Fertile valleys are enclosed by ridges of steep, rocky hills.

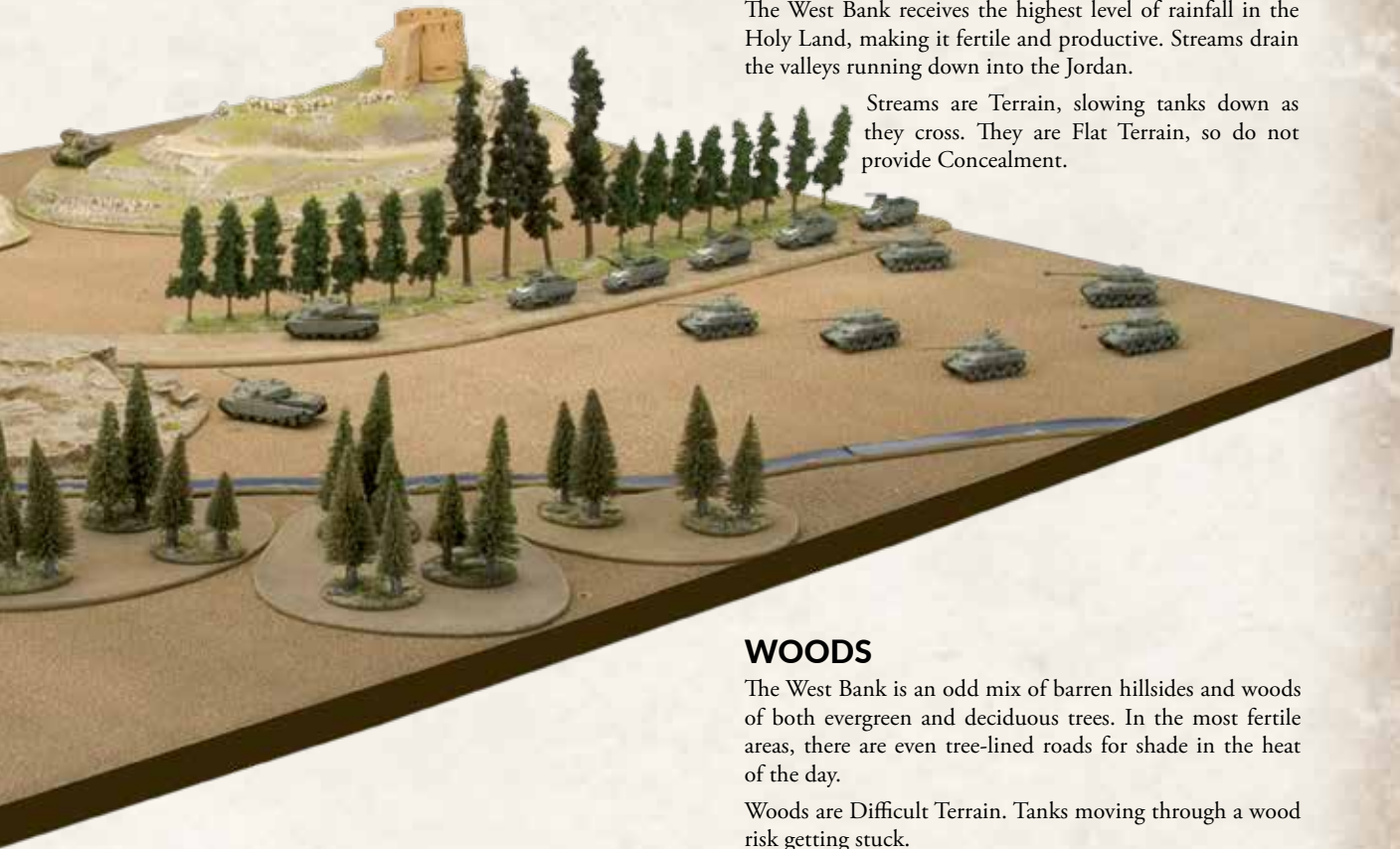
Rocky hills are Difficult Terrain. Tanks are likely to get stuck while crossing them.

Hills are Tall Terrain, so block line of sight. Teams half hidden by a hill are Concealed and in Bulletproof Cover.

STREAMS

The West Bank receives the highest level of rainfall in the Holy Land, making it fertile and productive. Streams drain the valleys running down into the Jordan.

Streams are Terrain, slowing tanks down as they cross. They are Flat Terrain, so do not provide Concealment.



TOWNS & BUILDINGS

The West Bank is a fertile land and has many villages, towns, and cities. Some, like Jerusalem and Jenin, saw extensive fighting. Houses stand side-by-side, usually touching or separated by narrow alleys, while the streets are often narrow and winding.

Buildings are Terrain that is Impassable to tanks and guns. Infantry can enter and exit them through openings like doors and windows.

Buildings are Tall Terrain. You cannot see past a building, although teams half-hidden by or in a building are Concealed. Buildings give troops inside Bulletproof Cover.

WOODS

The West Bank is an odd mix of barren hillsides and woods of both evergreen and deciduous trees. In the most fertile areas, there are even tree-lined roads for shade in the heat of the day.

Woods are Difficult Terrain. Tanks moving through a wood risk getting stuck.

Woods are Tall Terrain. Teams at the edge of a wood are Concealed.

ROADS

The West Bank settlements are linked with roads running along the valleys and ridges between them.

Roads allow troops to move much faster than they would cross-country if they are going to the right place.

TOMBS AND RUINS

The Holy Land has numerous tombs to saints of various religions and ruins of old churches. Many of these buildings are in isolated places, although some have villages nearby.

HEIGHT OF TERRAIN

As well as helping or hindering movement, terrain also provides concealment and cover for troops on the battlefield. Terrain comes in three heights: Flat, Short, and Tall.

FLAT TERRAIN

Flat Terrain, like roads, rivers, and ploughed fields, offer neither concealment nor cover to troops.

SHORT TERRAIN

Short Terrain, like walls, hedges, crop fields and low rises, Conceal teams within or beyond them and may provide Bulletproof Cover (depending on what the terrain is).

TALL TERRAIN

Tall Terrain, such as woods and buildings, blocks line of sight, hiding whatever is behind them. Troops on the edge can be seen, but are Concealed.

WOODS

Woods are impractical if they are modelled realistically in a WYSIWYG fashion. It would be difficult to place models in them or move them around inside.

Instead, this type of Terrain is modelled as a base to show the limits of the terrain and what is inside and what is outside of it, with trees placed on top to indicate the type and height of the terrain. The trees can be moved around on the base to allow your teams to move within the area of terrain, but are always assumed to be uniformly distributed throughout the area.

BUILDINGS

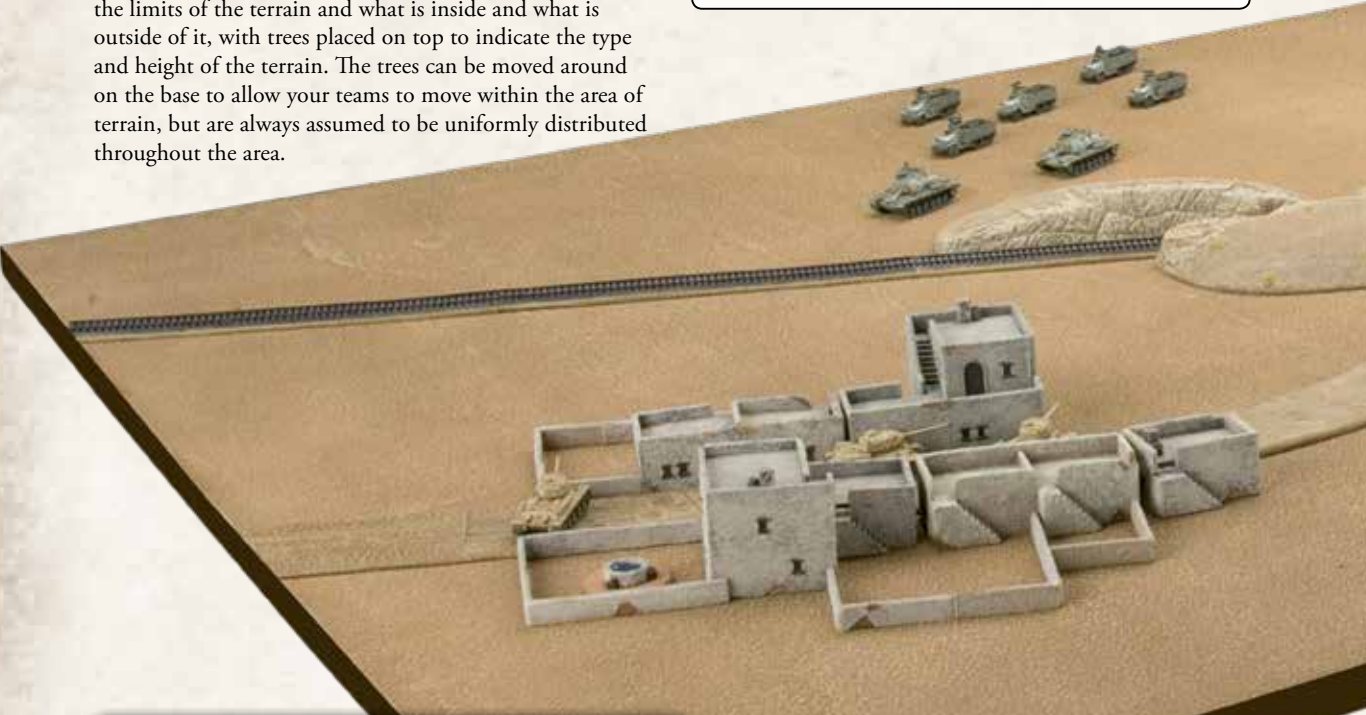
Man-made structures like buildings are different from natural terrain. They are solid, so troops can't be seen on the other side, but troops can enter them and fight through their openings, such as doors and windows.

Multi-storey buildings have one or more rooms on each level, making them, in effect, two buildings stacked upon each other.

Buildings more than about 6"/15cm across should be divided into rooms between 3"/7.5cm and 6"/15cm across. Treat each room as a separate building with openings into each adjacent room.

DISCUSS TERRAIN WITH YOUR OPPONENT

Everybody sees terrain slightly differently, so it is a good idea to discuss the terrain with your opponent before the game. Most of the terrain on your battlefield will be fairly obvious, but it is better to sort out questions like 'is that hill gentle or steep?', or 'is that river shallow or deep?', at the beginning of the game rather than discover that you and your opponent have different views when you attempt to drive across it!



The Battlefield in a Box range of pre-painted terrain is constantly evolving as new products are released and older products reproduced. Some of the items shown on these pages may not be available at the time of print, however they give you an idea of how to build your own battlefield. Contact your local retailer for more information.

OPEN SPACE

One of the most obvious features of the Gaza Strip is the amount of open space. The Terrain features are clustered together with houses cheek-to-jowl in the towns and villages. Vegetation clusters around water, sand hills form ridge lines, and wadis and escarpments generally extend into the distance.

Don't be afraid to experiment with open space and unbalanced Terrain layouts. They generally add new challenges for players as well as being quite appropriate for the area.

Most battlefields are Cross-country apart from specific Terrain features.

Stationary Infantry are Concealed in the open (and other Flat Terrain), but Tanks, Guns, and moving Infantry are in full view.

SCATTERED SCRUB

In places the desert has just enough water to support life. In these places it is covered in scattered low scrub with dry, barren soil between.

Scrub is Short Terrain, so it Conceals teams in and behind it.

SAND DUNES

Sand dune hills are low rises forming long ridges in the generally Flat Terrain.

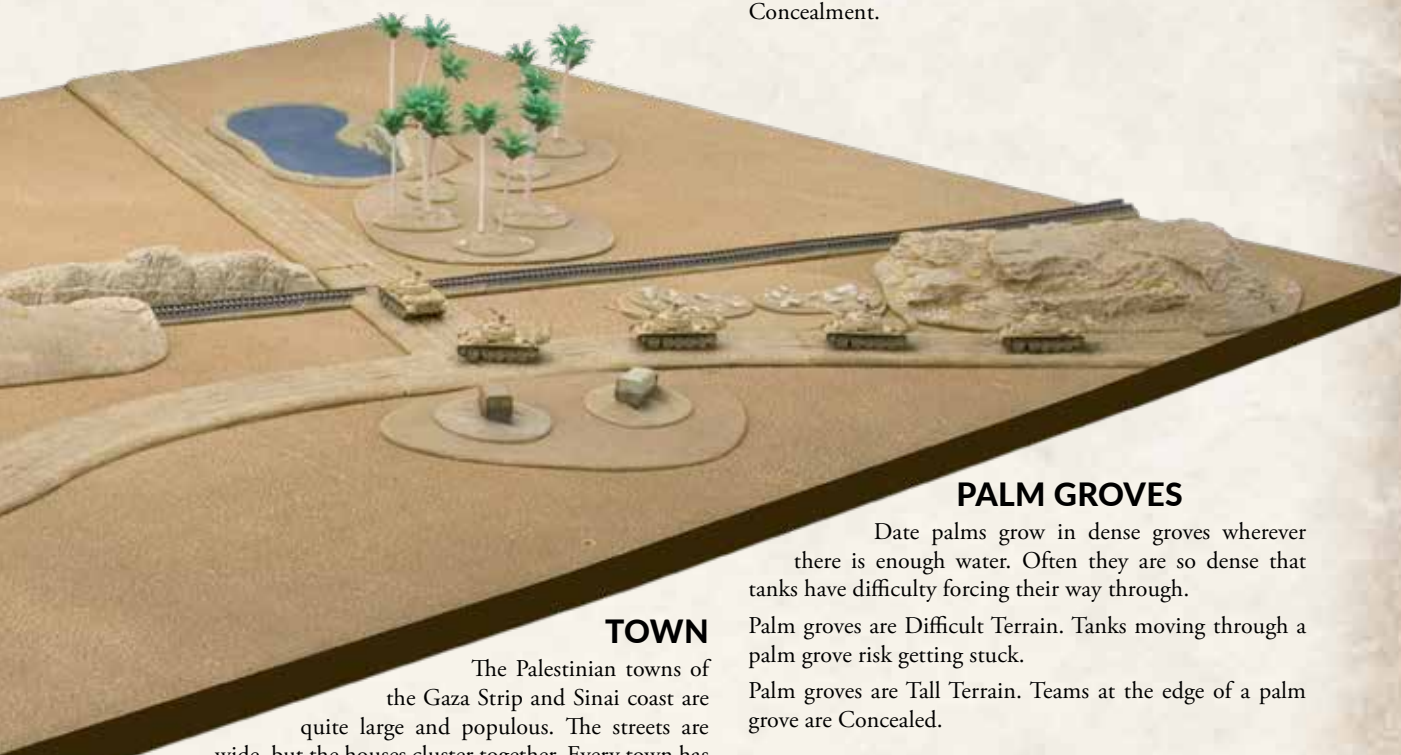
Sand dune hills are Terrain, but don't present any risk of tanks getting stuck.

DESERT OASIS

Water springs forth in the oddest of places creating a miniature Garden of Eden in the middle of the desert.

Oases are Impassable.

Water features are Flat Terrain, so do not provide Concealment.



TOWN

The Palestinian towns of the Gaza Strip and Sinai coast are quite large and populous. The streets are wide, but the houses cluster together. Every town has at least one mosque with its minaret, where the muezzin stands to call the faithful to prayer.

ESCARPMENTS AND WADIS

The hard desert does not absorb water, so despite the general lack of water, then when it rains, it usually floods creating steep escarpments and deep gullies called wadis.

Escarpmnts are hilly Terrain that is Impassable on the side with the vertical cliff.

PALM GROVES

Date palms grow in dense groves wherever there is enough water. Often they are so dense that tanks have difficulty forcing their way through.

Palm groves are Difficult Terrain. Tanks moving through a palm grove risk getting stuck.

Palm groves are Tall Terrain. Teams at the edge of a palm grove are Concealed.

ROADS AND RAILWAY LINES

The coastal area had numerous roads and railway lines running between settlements. Roads allow wheeled vehicles to move faster and provide an easy route through rough ground for tanks.

Roads allow troops to move much faster than they would cross-country if they are going to the right place.

Railway lines are Terrain, slowing troops as they cross them. They are Flat, so offer no concealment.

OPEN SPACE

Open space is even more of a feature of the Sinai Desert than the more populous Gaza Strip. Most of the fighting took place near defensible Terrain, after all that's where the Egyptians were deployed and where the Israelis set up road blocks to destroy retreating units, but don't over do it. These areas were defensible as much because they had good fields of fire as for the rough terrain protecting the flanks.

ROCKY GROUND

Much of the Sinai Desert is quite rocky, limiting the speed of wheeled vehicles off the formed tracks.

Rocky ground is Difficult Terrain. Tanks are likely to get stuck crossing it.

WALLS

Walls are Difficult Terrain, requiring care to avoid getting stuck while crossing.

Walls can be Short or Tall Terrain, Concealing and providing Bulletproof Cover for Teams behind them.

OLD DESERT FORT

At least one battle was fought over an old Turkish fort in the middle of the desert. While totally outdated as a fortification, an old fort can still be a useful feature to anchor a defence.

The walls of an old fort are Impassable to anything attempting to cross them, but allow Infantry to climb them from the inside as Terrain.

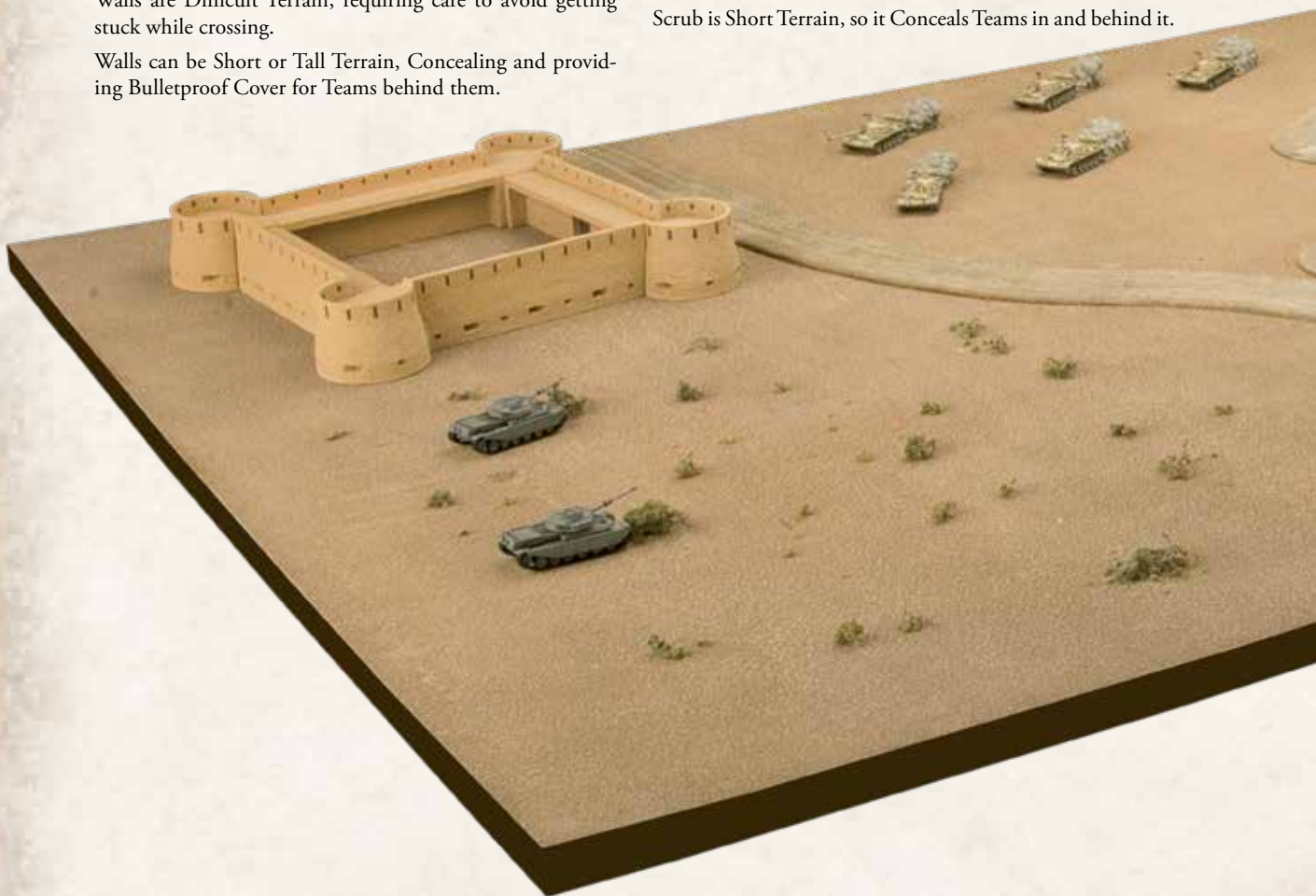
Fort walls provide Bulletproof Cover to Infantry on the battlements or manning the firing slits around the base.

The wooden gate is Difficult Terrain and Tall Terrain.

SCATTERED SCRUB

In places the desert has just enough water to support life. In these places it is covered in scattered low scrub with dry, barren soil between.

Scrub is Short Terrain, so it Conceals Teams in and behind it.



SAND DUNES

Sand dune hills are low rises forming long ridges in the generally Flat Terrain.

Sand dune hills are Terrain, but don't present any risk of tanks getting stuck.

ROCKY OUTCROPS

In places the ridges are scoured bare of sand, leaving rough rocky outcrops sculpted into strange shapes by the winds.

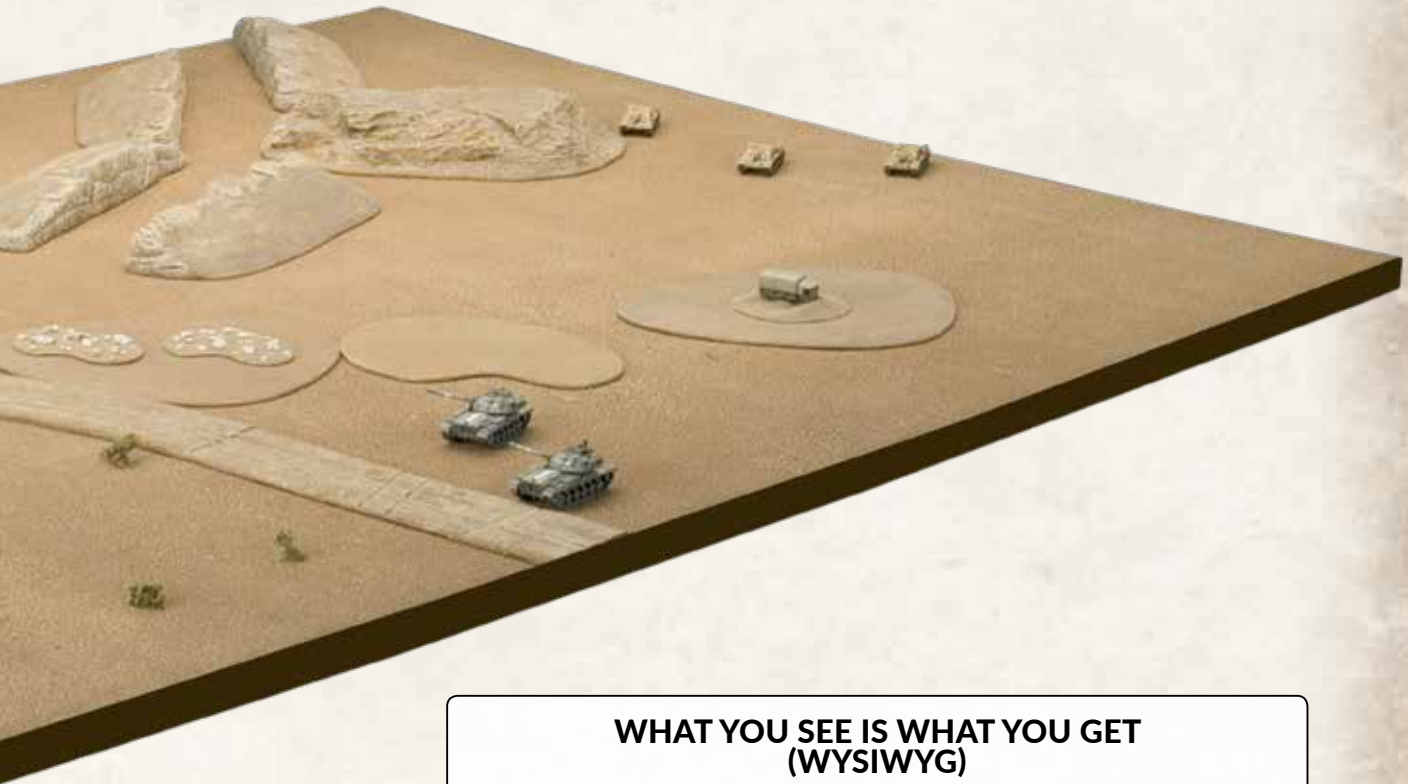
Rocky Outcrops are Difficult Terrain. Tanks are likely to get stuck while crossing them.

Hills are Tall Terrain, so block line of sight. Teams half hidden by a hill are Concealed and in Bulletproof Cover.

ESCARPMENTS AND WADIS

The hard desert does not absorb water, so despite the general lack of water, when it rains, it usually floods creating steep escarpments and deep gullies called wadis.

Escarments are hilly Terrain that is Impassable on the side with the vertical cliff.



WHAT YOU SEE IS WHAT YOU GET (WYSIWYG)

Most terrain features are represented quite literally on the table top. A house represents a house, exactly as it is shown. A hill represents a hill, exactly as shown. A wall represents a wall, exactly as shown.

This makes it easy to work out the answer to questions like 'Can my tank see over that wall?' by looking at the actual terrain feature placed on the table. Is the wall taller than your tank? If so, then it will probably have a great deal of difficulty seeing over it! Is the wall taller than the height of the gun barrel? If so, the tank will not be able to shoot over it. If its lower than that, the tank should have no problems seeing and shooting over the wall.

One exception to the WYSIWYG principle is bases on terrain. A lot of area terrain is based (usually on a base 1/8"/3mm thick) for manufacturing reasons. This raises terrain like roads and fields above the surrounding terrain, but should be ignored during play.

TURN SEQUENCE

You are in command. Your job is to make that attack. In *Fate of a Nation*, players take turns at moving, shooting, and assaulting with all of their units. Once you have finished your turn, your opponent moves, shoots, and assaults with their units.

Each turn is broken into four steps: *Starting Step*, *Movement Step*, *Shooting Step*, and the *Assault Step*.

YOUR TURN

THE STARTING STEP (PAGE 27)

In the Starting Step, you step back from the battle and check how your soldiers are handling the stress of combat, how close you are to winning, and attempt to bring forward more troops.

THE MOVEMENT STEP (PAGE 28)

In the Movement Step, you manoeuvre your troops into position to shoot or assault the enemy (or to avoid the enemy doing the same to you!).

THE SHOOTING STEP (PAGE 36)

After completing the Movement Step, your troops open fire on the enemy in the Shooting Step. During the Shooting Step you shoot or fire an artillery bombardment with any or all of your Units, one at a time.

THE ASSAULT STEP (PAGE 55)

Once the Shooting Step is completed, your troops charge the enemy in the Assault Step, attacking them with hand grenades, close-combat weapons, and rifle butts, up close and personal.

YOUR OPPONENTS TURN

STARTING STEP

THE STARTING STEP

In the Starting Step, you check and update the status of units under your command, rally your troops, and organise fire support and reinforcements for your embattled soldiers. During the Starting Step you:

- 1 Remount Bailed Out Tanks (*see page 45*)
- 2 Rally Pinned Down Units (*see page 48*)
- 3 Check Unit Last Stand (*see page 62*)
- 4 Check Formation Last Stand (*see page 63*)
- 5 Check Victory Conditions (*see page 163*)
- 6 Reveal Ambushes (*see page 165*)
- 7 Roll for Reserves (*see page 166*)
- 8 Roll for Strike Aircraft (*see page 27*)
- 9 Remove Friendly Smoke Markers (*see pages 48 and 54*)

ROLL FOR STRIKE AIRCRAFT

STRIKE AIRCRAFT

The air force has many tasks across the breadth and depth of the battlefield. Your battle is just one small part of the big picture to them, so the aircraft supporting you will often be called away to more urgent tasks.

STRIKE AIRCRAFT ARRIVE

At the start of each of their turns, the owning player may roll a die. On a score of 4+, the Strike Aircraft Unit arrives and will be placed anywhere on table in the Movement Step as long as the Aircraft stand can be placed flat on the table or suitable terrain.

Aircraft shoot or bombard as normal in the Shooting Step. Just before an Aircraft attacks, the enemy can shoot their Anti-aircraft weapons at it (*see page 37*).

STRIKE AIRCRAFT DEPART

All Strike Aircraft are removed from the table at the end of the Shooting Step. Any casualties they suffer carry over when the Unit returns to the table.

STRIKE AIRCRAFT IN RESERVE

If the Strike Aircraft Unit is held in Reserve (*see page 166*), do not start rolling until the Turn the Unit arrives from Reserve.

MOVEMENT

MOVEMENT SEQUENCE

In the Movement Step you can move any or all of your Units. When a Unit moves, move each of its Teams up to its Movement rating. A Team can move less than its maximum Movement rating if you wish, and a Team that does not move will often be more effective at shooting.

TACTICAL AND DASH SPEEDS

There are two basic types of movement: Tactical and Dash. Tactical movement is used while engaging the enemy, while Dash movement is a high-speed dash to close the range or get into cover, but prevents the Team from shooting that turn.

GOING TO GROUND

Teams that do not Move, Shoot, or Assault are Gone to Ground, making them harder for the enemy to shoot at if they are also Concealed.

AIRCRAFT MOVEMENT

Aircraft are sufficiently fast that they can Move anywhere on the table. Simply place the aircraft where you want it in each Movement Step.

GONE TO GROUND



Gone To Ground token

MOVEMENT

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH
14"/35cm	18"/45cm	28"/70cm

The leading T55 moves at Tactical speed, allowing it to shoot this turn.

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
14"/35cm	18"/45cm	28"/70cm	32"/80cm	2+

The second T55 moves at Dash speed, racing to catch up.

20"/50cm

10"/25cm

IN COMMAND



STAYING IN COMMAND

A Team that is In Command can Move, Shoot, and Assault normally.

- Any Aircraft Team, or any Team from a Unit with at least eight Teams is In Command if it ends its Move within 8"/20cm of its Unit Leader.
- A Team from a smaller Unit is In Command if it ends its Move within 6"/15cm of its Unit Leader.

A Team that does neither of these is Out of Command.

OUT OF COMMAND

A Team that will not end its Movement In Command (one that is Out of Command) must:

- remain in place with no penalty, or
- Move at Tactical speed, suffering a penalty of +1 to the score it needs to hit, or
- Move at Dash speed directly towards its Unit Leader, avoiding intervening obstacles.

MOVING THROUGH TEAMS

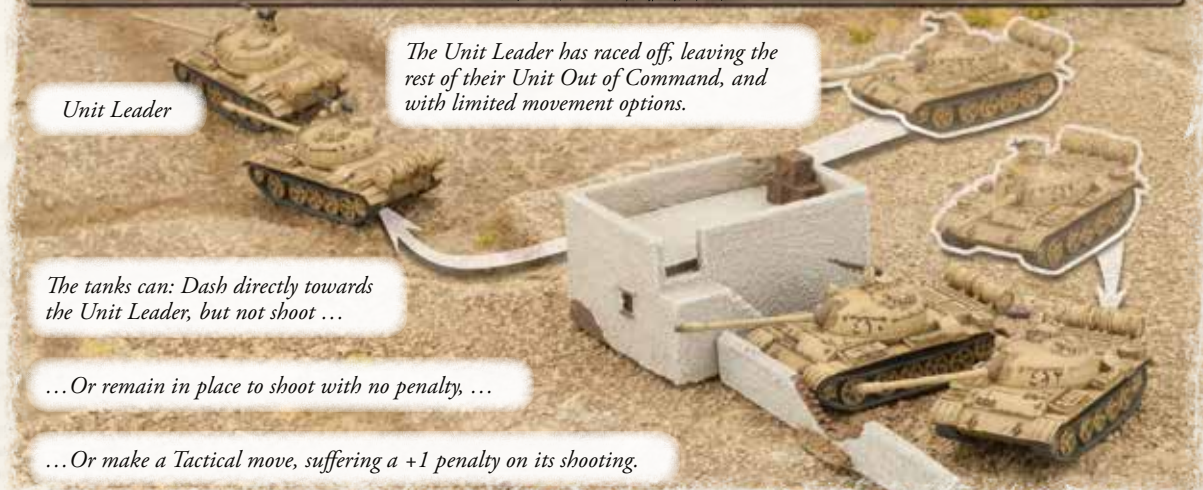
Tank, Infantry, and Gun Teams cannot Move at Dash speed within 8"/20cm of any enemy Tank, Infantry, or Gun Team.

Infantry or Gun Teams cannot move within 2"/5cm of any visible enemy Tank, Infantry, or Gun Team in the Movement Step.

Tank Teams cannot move within 2"/5cm of any visible enemy Infantry or Gun Team, in the Movement Step.

Tank and Gun Teams cannot move through other Tank or Gun Teams under any circumstances.

OUT OF COMMAND



MOVING THROUGH TERRAIN

This M-48 does not fit between the building and the woods.

...Or go around it at Tactical or Cross-country Dash speed.

It can either go through the woods at Tactical or Terrain Dash speed, taking a Cross Test, ...

MOVING THROUGH GAPS

A Team can move through any gap it will fit through (ignoring its base if it has one). If the gap is too small to pass through, the Team will have to move through the surrounding terrain.

MOVING THROUGH TERRAIN

A Team's Tactical movement speed is not affected by the terrain it is moving over. The Team is focussing on taking cover, so is moving slowly anyway.

A Team's Dash movement speed depends on the type of terrain it is crossing: Road, Cross-country, or Terrain. If a Team spends its whole Dash move on a Road, it can move rapidly at Road Dash speed. If it spends any of its Dash move in Terrain, it moves at its Terrain Dash speed. Otherwise, it moves at its Cross-country Dash speed.

DIFFICULT TERRAIN

Some terrain is also difficult to cross. Each time a Team attempts to enter or starts moving in Difficult Terrain, the player must roll a die

- If the score is greater than or equal to the Team's Cross number, it successfully crosses that piece of terrain.
- Otherwise, the Team stops moving immediately. Even if the team is still where it started, it has now moved.

If a Unit Leader fails a Cross Test, you may nominate another Team from the Unit within 6"/15cm as the new Unit Leader to allow the Unit to continue moving.

IMPASSABLE TERRAIN

Some terrain is Impassable to some or all types of Teams. This terrain cannot be entered or crossed by those Teams.

CROSS TEST

A pair of M-48 tanks attempt to enter a palm grove, so they have to pass a Cross Test.

On a roll of 4, the first M-48 will enter the grove without incident.

MIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
40CM	24"/60CM	32"/80CM	3+

On a roll of 1, the second M-48 gets stuck as it tries to enter the grove and must immediately stop moving.

TERRAIN	DASH SPEED	CROSS TEST	HEIGHT	BULLETPROOF COVER
Open Spaces				
Grass or Open Desert	Cross-country Dash	No	Flat	No
Firm Sand	Cross-country Dash	No	Flat	No
Soft Sand or Mud	Terrain Dash	No	Flat	No
Vegetation				
Ploughed Field	Terrain Dash	No	Flat	No
Crop Field or Scrub	Terrain Dash	No	Short	No
Vineyard or Olive Grove	Terrain Dash	Yes	Short	No
Orchard, Wood, or Palm Grove	Terrain Dash	Yes	Tall	No
Hedges and Walls				
Fence	Terrain Dash	No	Short	No
Hedge	Terrain Dash	Yes	Short	No
Bocage Hedge	Terrain Dash	Yes	Tall	Yes
Line of Trees	Terrain Dash	Yes	Tall	No
Stone or Brick Wall	Terrain Dash	Yes	Short or Tall	Yes
Hills				
Low Rise	Cross-country Dash	No	Short	Yes
Gentle Hill	Terrain Dash	No	Tall	Yes
Steep or Rocky Hill	Terrain Dash	Yes	Tall	Yes
Banks, Gullies, & Cliffs				
Wadi or Gully Access or Floor	Terrain Dash	No	Flat	No
Wadi or Gully Side	Terrain Dash	Yes	Tall	Yes
Steep Bank or Low Seawall	Terrain Dash	Yes	Short	Yes
Cliff, Cutting, or High Seawall	Impassable	Impassable	Tall	Yes
Water				
Brook or Stream	Terrain Dash	No	Flat	No
Creek or Shallow River	Terrain Dash	Yes	Flat	No
Ford across a Creek or River	Terrain Dash	Yes	Flat	No
Deep River or Canal	Terrain Dash for Infantry Impassable to Tanks and Guns	4+ Cross Test	Flat	No
Soft Ground	Terrain Dash	Yes	Flat	No
Oasis, Swamp or Lake	Impassable	Impassable	Flat	No
Roads and Railway Lines				
Road or Airfield	Road Dash	No	Flat	No
Ruined City Streets	Terrain Dash	No	Flat	No
Railway Line	Terrain Dash	No	Flat	No
Low Embankment	Terrain Dash	Yes	Short	Yes
High Embankment	Impassable	Impassable	Tall	Yes
Buildings				
Doors and Windows	Terrain Dash for Infantry Impassable to Tanks and Guns	No	Short	Yes
Exterior Walls	Impassable	Impassable	Tall	Yes
Inside Buildings	Terrain Dash	No	Short	Yes
Rubble or Craters	Terrain Dash	Yes	Short	Yes
Fort Walls	Impassable	Impassable	Tall	Yes
Fort Gate or Ruined Walls	Terrain Dash	Yes	Tall	Yes
Wrecks				
Wrecked Tanks	Terrain Dash	No	Short	Yes

MOUNTING TRANSPORTS

The Mech Platoon moves into its M3 halftracks to mount up.

Since the M3 hasn't moved yet, it can now make a Dash move.



TRANSPORTS AND PASSENGERS

Transport vehicles can carry infantry and tow guns, giving them protection from enemy fire and getting them across the battlefield faster.

PASSENGERS IN TRANSPORTS

Some Tank Teams (known as Transport Teams), including infantry fighting vehicles and personnel carriers, can carry passengers. The Passengers special rule has a number after it indicating how many Infantry Teams the Team can carry. While being carried as passengers, a Team cannot Shoot or Assault.

PASSENGERS ON TANKS

Up to three Infantry Teams can ride on the top of any Armoured Tank Team as Passengers, although they are more vulnerable to enemy fire (see page 33).

MOUNTING TRANSPORTS

An Infantry Team can Mount a Transport Team from their Transport Unit by Moving to it in the Movement Step.

If the Transport Team has not yet Moved, it can then Move at Dash speed (it cannot Shoot or Assault). Once mounted, a Team cannot Shoot or Assault.

DISMOUNTING FROM TRANSPORTS

An Infantry Team can Dismount from a Transport Team by Moving from its passenger compartment in the Movement Step before the Transport Team Moves.

A Team cannot Mount and Dismount in the same turn.

DISMOUNTING TRANSPORTS

Arriving at the town, the Mech Platoon moves out of their M3 half-tracks to dismount.

Once the passengers have dismounted, the M3 moves onto the flank to cover them.



SHOOTING AT PASSENGERS

While Mounted in or on a Tank Team, Passengers cannot be targeted.

PASSENGERS IN TRANSPORTS

If a Transport Tank Team or Landed Aircraft is Destroyed by Shooting or an Artillery Bombardment, roll an Infantry Save for each Passenger Team. Place the surviving Infantry Teams as close as possible to the Destroyed Transport on the side away from the Team that Destroyed it, facing in any direction. The surviving Teams of the Unit are automatically Pinned Down (page 48).

If a Transport Team is Destroyed multiple times by an enemy Unit's shooting, each Passenger Team still only rolls one Infantry Save to see if they survive.

If a Transport Team is Destroyed in an Assault, all of its Passengers are also Destroyed.

PASSENGERS ON TANKS

Each time a Tank Team is hit by Shooting or an Artillery Bombardment or in an Assault, any Passengers riding on top of it are automatically hit as well. Teams hit in this way are not in Bulletproof Cover (the tank attracts too much fire from all angles to protect the infantry) and take Infantry Saves (see page 46) and can be Pinned Down (see page 48) as normal.



BLITZ MOVE

SKILL 5+
ASSAULT 5+
COUNTERATTACK 4+

The Unit Leader issues a Blitz Move Order, trying to sneak the infantry up to the edge of the woods. They roll a Skill Test.



On a roll of 5+, the infantry can sneak 4"/10cm forward, not counting as having moved, shooting with their halted ROF.

Otherwise, the whole Unit is Out of Command. It can still move at Tactical speed. However, because it is Out of Command, it suffers an additional +1 penalty to its shooting.

MOVEMENT ORDERS

A Unit Leader may issue one Movement Order each turn. These allow their Unit to use clever tactics, cross terrain, dash ahead, or dig in.

Gun teams can only be issued Dig In and Cross Here Movement Orders.

BLITZ MOVE – SKILL

The Unit Leader can issue a Blitz Move Order in the Movement Step before its Unit Moves. If it does this, roll a die:

- If the score is greater than or equal to their Skill rating, the Unit Leader and any Teams that are In Command may immediately Move up to 4"/10cm before making a normal Tactical Move.

If a Team Moves using Blitz Move, but does not Move any further, it is not considered to have Moved and can Shoot at its Halted ROF.

- Otherwise, Teams from the Unit can only Move at Tactical speed and automatically suffer the +1 to hit penalty as if they had Moved Out of Command (see page 42).

SHOOT AND SCOOT – SKILL

A Unit Leader that did not move in the Movement Step can issue a Shoot and Scoot Order in the Assault Step instead of Assaulting. If it does this roll a die:

- If the score is greater than or equal to the Unit Leader's Skill rating, the Leader and any Teams that are In Command and that did not Move in the Movement Step may immediately Move up to 4"/10cm.
- Otherwise, the Unit remains where it is.

DIG IN – SKILL

The Unit Leader can issue a Dig In Order instead of Moving in the Movement Step. If it does this, any of the Unit's Infantry and Gun Teams may attempt to dig Foxholes instead of Moving. Roll a die:

FOLLOW ME

COURAGE 4+
MORALE 3+
RALLY 3+

The Unit Leader issues a Follow Me! Order to get into cover and immediately moves another 4"/10cm forward. They then roll a Courage Test.



If they pass, the other T-55 tanks within 6"/15cm move forward as well. If they fail, the rest of the Unit remains where it is.

Either way, none of the T55's within 6"/15cm of the Unit Leader can shoot.

SHOOT AND SCOOT

A Centurion ambushes the enemy. To avoid return fire, the Unit Leader issues a Shoot and Scoot Order to try to duck back across the wooded hill. They roll a Skill Test.

Passing the Skill Test, the M1 can move 4"/10cm instead of assaulting (taking a Cross Test for the Difficult Going).

Otherwise, it stays right where it is and face the enemy's return fire.

- If the score is greater than or equal to the Unit's Skill rating, mark the selected Infantry Teams as being in Foxholes.
- Otherwise, the Unit failed to dig in.

Whether or not they succeeded in digging Foxholes, the selected Teams cannot Move, but Shoot with their Moving ROF, and cannot fire an Artillery Bombardment this turn. If they do not Shoot or Assault, they are Gone to Ground.

Once they have dug Foxholes, Infantry and Gun Teams have Bulletproof Cover (see page 46) and are Concealed (see page 40) until they Move.

FOLLOW ME – COURAGE

In the Movement Step after their Unit has finished moving, a Unit Leader can issue a Follow Me Order. If it does this, the Unit Leader Moves directly forward up to an additional 4"/10cm and rolls a die:

- If the score is greater than or equal to the Unit Leader's Courage rating, Teams in its Unit that are In Command may immediately Move directly forward up to an additional 4"/10cm remaining in Command.
- Otherwise, the rest of the Unit remains where it is.

Whether they succeed or not, all Teams from the Unit that are In Command cannot Shoot this turn.

CROSS HERE

The Unit Leader can issue a Cross Here Order in the Movement Step before its Unit Moves. If it does this, any Teams (including the Unit Leader) from the Unit rolling to Cross Difficult Terrain within 6"/15cm of where the Unit Leader crosses improve their chance of crossing safely, reducing their Cross Test by 1. Teams using this order cannot Shoot or Assault this turn.

CROSS HERE

Not wanting to take chances with his tracks bogging down, the Mech Platoon's M3 Unit Leader issues a Cross Here Order.

Any tracks from the platoon that cross within 6"/15cm of the Unit Leader pass their Cross Test on a 2+ instead of a 3+.

Unit Leader

SHOOTING

SHOOTING SEQUENCE

In the Shooting Step, you Shoot with any or all of your Units one by one. When a Unit Shoots, each Team that wants to Shoot in the Unit picks an enemy Team as its target and Shoots its weapons.

Once you've finished Shooting with one of your Units, move on to the next until all of the Units that you want to Shoot with have shot.

- 1 Check Range (see page 38)
- 2 Check Line of Sight (see page 38)
- 3 Check for Concealment (see page 39)
- 4 Declare Targets (see page 41)
- 5 Rotate to Face (see page 41)
- 6 Roll to Hit (see page 42)
- 7 Assign Hits (see page 43)
- 8 Roll Saves (see page 44)

WHICH WEAPONS CAN FIRE

A Tank or Aircraft Team may either fire:

- all of its Machine-guns (MG), or
- one other weapon.

An Infantry or Gun Team may only fire one of its weapons.

SHOOTING AT TANKS, INFANTRY, AND GUNS

You can shoot at Tank, Infantry, and Gun Teams with any weapon in the Shooting Step.

WEAPON CHARACTERISTICS

Each weapon in a Unit has a line in its card describing its performance and effectiveness.

WEAPONS

This lists all of the weapons in the unit

RATE OF FIRE (ROF)

The maximum number of shots the weapon can take in one turn. Each weapon has a Halted ROF and a Moving ROF.

NOTES

Special abilities or rules of the weapon.

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER	NOTES
		HALTED	MOVING			
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF 1
PKM LMG team	16"/40CM	7	2	2	6	Assault 6, Heavy Weapon
Blindicide anti-tank team	8"/20CM	1	1	14	4+	Assault 6, HEAT, Slow Firing
82mm recoilless gun	20"/50CM	2	1	14	3+	Assault 6, HEAT, Recoilless

RANGE

The maximum distance the weapon can shoot.

ANTI-TANK

The armour penetration of the weapon.

FIREPOWER

The ability of the weapon to destroy a tank after penetrating its armour or to knock out a dug-in position.

SHOOTING AT TANKS AND INFANTRY



Any weapon can be used to shoot at Tanks and Infantry.

Tanks can fire all of their machine-guns or one other weapon. Each Infantry Team can fire one of their weapons.

SHOOTING AT AIRCRAFT

Aircraft can only be shot at by Anti-aircraft (Dedicated AA, Guided AA, or AA MG) weapons.

You Shoot at Aircraft in the enemy Shooting Step immediately before the Aircraft Shoots.

A weapon that shoots at Aircraft in the enemy Shooting Step cannot:

- Shoot at another Aircraft in this Shooting Step.
- Shoot in Defensive Fire in the Assault Step.
- Shoot in their own Shooting Step next turn.

In addition, the Team may not Assault in their Assault Step next turn and cannot be Gone to Ground until the end of the enemy's next turn.

You may find it useful to mark a Team that Shoots at Aircraft in your opponent's turn.



Anti-aircraft token

SHOOTING AT FLYING AIRCRAFT



Anti-aircraft weapons like the ZSU-57 SPAA can shoot at Aircraft in the enemy turn immediately before the Aircraft shoot.

Tanks cannot normally shoot at Aircraft, except when they are armed with AA MGs.

LINE OF SIGHT AND RANGE

A team must be in Range of, and be able to draw a Line of Sight to the target to shoot.

Missiles have a Minimum Range. Targets within this range cannot be shot at.

Tanks measure Range from any part of the Hull, but trace Line of Sight from the weapon mount.

1) CHECK RANGE

A weapon can only Shoot at a target within its Range. Measurements to and from an Infantry or Gun Team are made from the nearest edge of its base. Measurements to and from a Tank Team are made from the nearest part of its hull (ignoring weapons). Measurements to and from an Aircraft are made from the nearest part of its fuselage (ignoring wings, tails, and any weapons).

Weapons with a Minimum Range cannot hit a target where any part of it is within that distance.

2) CHECK LINE OF SIGHT

A Team can only shoot at a target within its Line of Sight. To establish Line of Sight, a player must trace an imaginary line from the shooting Team to any point on the target Team. The best way to do this is to get down to the level of the miniature and see what it could see.

Line of Sight is measured from:

- the weapon mounting of a Tank or Gun Team,
- any part of the base of an Infantry Team, or
- any point on the flight stand of an Aircraft.

Line of Sight is measured to:

- any point on a Tank Team (excluding weapons),
- anywhere on the base of an Infantry or Gun Team, or
- any point on the flight stand of an Aircraft.

Treat all the space that would be occupied by a standing figure anywhere on the base (as if the figures on the base stood up and moved around) as part of an Infantry Team. In essence, it is a block as tall as a standing miniature.

NO LINE OF SIGHT

Line of Sight is blocked by Tall Terrain (including Buildings and Hills) and friendly Teams (other than stationary Infantry Teams). A Team cannot shoot at a target if all (or practically all) of the Lines of Sight are blocked.

LINE OF SIGHT THROUGH GAPS

Gaps of less than $\frac{3}{4}$ "/20mm between two terrain pieces or friendly Teams (other than stationary Infantry Teams) give Concealment and block Line of Sight in the same way that the terrain or Teams do.

Use a tape measure as a guide as to whether a gap is wide enough to see through.

NO LINE OF SIGHT

The gap between the buildings is wider than the $\frac{3}{4}$ "/20mm tape measure, so does not block Line of Sight.

Only part of a soldier from this Team is visible, which is not enough to shoot at.

$\frac{3}{4}$ "/20mm

Only the track and mudguard of this Tank are visible, which is not enough to shoot at.

LINE OF SIGHT THROUGH TALL TERRAIN

The M48 Magach can see the T55 within 2"/5cm of the edge of the palm grove, but it is Concealed.

This T55 and the M48 Patton cannot see each other as they are Magach than 6"/15cm apart through Tall Terrain.

Visible at edge

Not visible over 6"/15cm

Visible within 6"/15cm

The M48 Magach can see this T55 as it is within 6"/15cm of it. Both are concealed to each other.

LINE OF SIGHT THROUGH TALL TERRAIN

Line of Sight to a target Team is Blocked if it is more than 2"/5cm through Tall Terrain, unless the Range is 6"/15cm or less.

LINE OF SIGHT THROUGH HILLS & BUILDINGS

Buildings and Hills block Line of Sight, so Teams completely behind them cannot be seen.

LINE OF SIGHT TO AND FROM AIRCRAFT

Terrain never blocks Line of Sight to or from Aircraft.

3) CHECK FOR CONCEALMENT

Teams that are concealed by terrain are harder to hit.

CONCEALED BY TALL OR SHORT TERRAIN

Short and Tall Terrain, other than Hills or Buildings, provides Concealment for Teams seen through it with the following exceptions:

- If the Shooting Team is within 2"/5cm of the edge of the Terrain, target Teams outside the terrain seen through that edge are not Concealed.
- If the Shooting Team is on higher ground, such as on a Hill or in the upper floor of a Building, or is an Aircraft, target Teams within or through Short Terrain are not Concealed.

CONCEALED BY TERRAIN

All three Arab teams are Concealed as they are seen through Terrain.

CONCEALED

VISIBLE

CONCEALED

VISIBLE

CONCEALED

The M48 Patton is Concealed to the infantry team as it is looking through more than 2"/5cm of Terrain.

The M48 Patton is not Concealed to the two T55 tanks as they are within 2"/5cm of the edge of the Terrain concealing them, so can see across it unhindered.

LINE OF SIGHT AND BUILDINGS



CONCEALED IN FLAT TERRAIN

Flat Terrain does not provide Concealment, except for Infantry Teams that did not move (even if they Dug In) and Gun Teams that are in Foxholes. These Teams are Concealed from all enemy Teams except Aircraft.

CONCEALED BY BUILDINGS

Buildings provide Concealment for Teams within them and for Teams at least half behind them.

CONCEALED BY HILLS

A Team half hidden by a Hill is Concealed to Teams on the other side, for example a tank with its hull hidden by the hill and its turret poking over ('hull down' as the military calls it). If it is high enough up the Hill, it will be able to see Teams on the other side clearly. The easiest way to determine Line of Sight and Concealment to and from a

Hill is to physically get down to the level of the miniature and take a look at what the miniature could see from its current position.

CONCEALMENT AND AIRCRAFT

Only target Teams seen through Tall Terrain (including Buildings, Hills, and Smoke) within 4"/10cm of the target Team are Concealed from Shooting Aircraft.

Aircraft are only Concealed if seen through Tall Terrain (including Buildings, Hills, and Smoke) within 4"/10cm of the Shooting Team.

LINE OF SIGHT AND HILLS



LINE OF SIGHT TO AND FROM AIRCRAFT



4) DECLARE TARGETS

After checking the Range and Line of Sight to potential targets, a player must declare an enemy Team as the target for each Team in the Unit. Multiple Teams can target a single enemy or you can spread your fire out as you wish.

A Team may only declare a single target Team, and all of its weapons will engage this target (although if it scores more than one hit, the additional hits may be placed on nearby Teams instead).

LIMITED FIELDS OF FIRE

Some weapons have a limited Field of Fire (see Forward Firing on page 64 as an example). They may only target or allocate hits to a Team within their Field of Fire.

Units can end their movement facing any direction, so when you move Units that have a limited Field of Fire, point them at their intended target.

AIRCRAFT SAFETY DISTANCE

Aircraft cannot target or allocate hits to a Tank, Infantry, or Gun Team within 8"/20cm of a friendly Team.

5) ROTATE TO FACE

Rotate the Team to point its main weapon or weapons at the declared target Team. If the main weapon is mounted in a turret, you may rotate the whole model up to a quarter turn (90 degrees) to point at the target Team, rotating the turret, the rest of the way. Otherwise rotate the whole Team to point at the target Team. This is a free rotation as part of Shooting, and is not Movement.

6) ROLL TO HIT

Once you have declared targets for the Teams in a Unit, roll to hit the targets.

HOW MANY DICE?

Roll one die for each point of ROF. As shown on the Unit card, the ROF of a weapon changes depending on whether the Team is halted or Moved in the Movement Step.

If a Team is Pinned Down (page 48) or wishes to Assault later in the turn (page 55), it must Shoot with its Moving ROF.

A Team cannot Shoot if it moved at Dash speed, or used a Follow Me or Cross Here order (pages 34 to 35).

ANTI-AIRCRAFT FIRE

Dedicated AA, Guided AA, and Strike Aircraft weapons use their full ROF when shooting at Aircraft. Other weapons shooting at flying Aircraft have ROF 1, and if they would normally have ROF 1, they suffer an additional +1 on their score to hit.

GONE TO GROUND

Teams that did not Move, Shoot, or Assault in their own turn and have not shot in this turn are Gone to Ground. Scouts can Move and still be Gone to Ground, but are not Gone to Ground if they Shoot or Assault (page 55). In addition, all Teams are Gone to Ground at the start of the game unless otherwise specified.

If a Team is Gone to Ground and is also Concealed from a Team Shooting at it, the Team is harder to hit.

SCORE TO HIT

The score To Hit is shown as the Is Hit On number on the target Team's Unit Card, modified as follows:

Add +1 to the score to hit for each of the following:

- The range to the targeted Team is over 16"/40cm.
- Target Team is Concealed (but not Gone to Ground).
- Shooting Team moved Out of Command.
- Shooting through Smoke.
- Shooting at Night.

Add +2 to the score to hit if:

- Target Team is Concealed and Gone to Ground.

TARGETS REQUIRING 7 OR MORE TO HIT

If the score needed to hit is 7 and the die roll is 6, then the shot scores a hit on a further roll of 5+.

If the score needed to hit is 8 and the die roll is 6, then the shot scores a hit on a further roll of 6.

If the score needed to hit is 9 or more, then the shot cannot hit.

SHOOT THE EASIEST TARGET

While the rules allow you to get clever and target different teams with each of yours, in most cases all you need to do is state that the whole Unit is shooting at the Team in the middle of the enemy Unit. If you do this, in most cases hit allocation comes down to placing one hit on the target Team, then giving each of the Unit's Teams a hit until you run out of hits.

The only time you need to get more specific is when intervening terrain gives some of your teams better shots at some of the enemy than at others.

SCORE TO HIT

A T54 platoon has moved into range of a Magach 2, which opens up with its .M41 90mm gun's Halted ROF.

RANGE	ROF HALTED	MOVING	ANTI-TANK	POW
40"/1000cm	2	1	16	5

Is Hit On
TO HIT 3+

Is Hit On
Concealed
TO HIT 4+

Is Hit On
Over 16"/40cm
TO HIT 4+

Is Hit On
Over 16"/40CM
Concealed
TO HIT 5+

IS HIT ON 3+		
FRONT	SIDE	TOP
13	9	2

The Magach needs to equal or exceed the targeted T34's modified Is Hit On number in order to hit it. With four teams to choose from, it targets the closest one as the easiest to hit.

ASSIGN HITS

1 The Israeli player must assign the first hit against the targeted tank.

The Israeli Magach scores two hits on the T54 company. All of them targeted at the closest tank.

2 The Israeli player must assign the remaining hits evenly to tanks from the platoon within 6"/15cm of the target.

3 The fourth tank is too far away from the targeted tank to be assigned any hits.

7) ASSIGN HITS

Once all of the Unit's Teams have rolled to hit, the shooting player assigns the hits from the shooting Unit. The hits must be assigned to Teams that are:

- a valid target for the Team that scored the hit,
- part of the same Unit as the target Team,
- of the same type (Tank, Infantry, Gun, or Aircraft) as the target Team, and
- within 6"/15cm of the target Team.

A target Team must be assigned at least one hit from the Team or Teams that targeted it. Hits from a weapon must be assigned evenly so that each Team has (as close as possible) the same number of hits from that type of weapon. The combined Hits from a Unit must also be assigned evenly.

HQ UNITS AND INDEPENDENT TEAMS

When an HQ Unit or Independent Team (such as an Observer) has been targeted, the Shooting player may select another Unit and assign hits between them as if they were the same Unit. Hits must still be assigned using the normal rules, and Teams from the other Unit must be of the same Type (Tank, Infantry, Gun, or Aircraft) as the target Team in order to be assigned a hit.

MISTAKEN TARGET

The targeted player may attempt to protect valuable Teams like heavy weapons by reassigning hits to other Teams representing misidentification of their target by the Shooting Team.

The player selects a Team that was hit and another Team of the same Type (Tank, Infantry, Gun, or Aircraft) that could have been assigned hits (whether it was or not) and rolls a die.

- On a roll of 3+, the player swaps all of the hits on each Team to the other Team. The hits must still be allocated according to the Assign Hits rule (page 43) after the swap. Once a hit has been swapped it cannot be swapped again. Any hits that cannot be legally swapped remain on the original Team.

If the player succeeds, they can then attempt to swap hits between a different pair of Teams, and continue to do so as long as they make the 3+ roll required. If they fail in any attempt to swap, all remaining hits stay where they were allocated.

TOO CLOSE FOR ERROR

The target player cannot use the Mistaken Target rule if the Shooting Team is:

- within 4"/10cm of either of the selected Teams, or
- within 8"/20cm if the selected Teams are Tank Teams.

HQ UNITS AND INDEPENDENT TEAMS

When an HQ Unit or Independent Team (such as an Observer) is hit, the owning player may select another Unit and use the Mistaken Target rule to swap hits between them as if they were the same Unit.

MISTAKEN TARGETS

As the third tank is at long range, so less vulnerable to penetration (see Roll Saves on page 44), the Arab player attempts to swap its hits with those on the second tank, needing to score 3+ to do so.

With a roll of 5, the Soviet player can swap all of the hits on the second tank for all of the hits on the third tank.

FRONT OR SIDE ARMOUR - TURRETLESS VEHICLES

This Isherman (105mm) is entirely in front of a line drawn across the front of the T-55, which will use its Front armour rating for its Armour Save against its shooting.

This Isherman (105mm) is at least partly behind the front of the T-55, which will use its Side armour rating for its Armour Saves.

8) ROLL SAVES

The targeted player rolls a save for each hit.

ARMoured TANK TEAM SAVES

When the shooting player hits a turreted Tank Team, they first roll a die to determine whether the shot hits the hull or the turret.

- On a score of 4+, the shot hits the turret, if it has one.
- Otherwise, it hits the hull.

If the firing Team is entirely in front of a line drawn across the front of the hull or turret (whichever was hit), the opponent uses their Team's Front armour rating when rolling their Armour Save. Otherwise they use the Side armour rating.

If the firing Team is in the front or side of both the hull and turret, there is no need to roll to see which was hit.

ROLL SAVE

When an Armoured Tank Team is assigned a hit, the owning player takes an Armour Save. They roll a die and add:

- The Team's Armour rating.
- An additional +1 if the range between the Team that scored the hit and the Team making the save is over 16"/40cm.

EXCEEDS ANTI-TANK RATING

If your opponent's Armour Save roll is greater than your weapon's Anti-tank rating, their Armour Save is successful. The shot has no effect, having bounced harmlessly off the tank's armour.

FRONT OR SIDE ARMOUR - TURRETED VEHICLES

This T54 is behind the front of both the turret and the hull of the Centurion, which will use its Side armour rating against it.

This T54 is in front of the Centurion's turret, but to the side of its hull, so the Israeli player rolls a die. On a score of 4+, the Centurion will use its turret's Front armour rating as the shot has hit the turret. Otherwise it will use its Side armour as the shot hits the hull.

This T54 is in front of both the Centurion's turret and its hull. It will use its Front armour rating against the attack.

EQUALS ANTI-TANK RATING

If your opponent's Armour Save roll exactly equals your weapon's Anti-tank rating, they failed their Armour Save. Although your shot didn't penetrate the tank's armour, it might still do some damage.

To determine the effect of the hit you must take a Firepower Test. Roll another die.

- If the roll equals or exceeds your weapon's Firepower rating, the crew panic and Bail Out.
- If the roll is lower than your weapon's Firepower rating the shot has no effect and the tank continues in action unharmed.

LESS THAN ANTI-TANK RATING

If your opponent's Armour Save roll is less than your weapon's Anti-tank rating they failed their Armour Save.

To determine the effect of the hit you must take a Firepower test. Roll another die.

- If the roll equals or exceeds your weapon's Firepower rating, the tank is Destroyed.
- If the roll is lower than your weapon's Firepower rating the shot failed to do significant damage to the tank but the crew still Bails Out of the tank fearing that the next shot might do worse.

ARMoured VEHICLE SAVES

ROF	MOVING	ANTI-TANK	FIREPOWER
2	1	16	3+

Accurate, HEAT

The Magach's 90mm gun has an Anti-tank rating of 16 and a Firepower rating of 3+. The Soviet player rolls an Armour Save for each hit.

IS HIT ON 3+	
FRONT	SIDE
13	9

The first T-54 rolls a 5 and adds its armour rating of 13 for a total of 18. This is more than the Magach's 90mm gun's Anti-tank rating of 16, so the shot bounces off.

If the hit was still assigned to the second T-54 the roll of 2 would only be added to the tank's front armour of 13, giving a total of 15. This is less than the Magach's Anti-tank rating, so the shot penetrates. If the Magach scores its Firepower of 3+, the tank is Destroyed, otherwise it is Bailed Out.

The third T-54 rolls a 2. Adding the armour rating of 13 and an additional +1 for range over 16"/40cm, this gives it a total of 16. This is equal to the Magach's Anti-tank rating, so the shot may be effective. If the Magach scores its Firepower of 3+, the tank is Bailed Out. Otherwise it is unharmed.

BAILED OUT TANK TEAMS

Bailed Out Tank Teams may not move (including issuing Blitz Move, Shoot and Scoot, or Follow Me orders) or fight (including Shooting, firing Artillery Bombardments, and fighting in Assaults) until the crew Remount the tank.

BAILED OUT LEADERS AND COMMANDERS

If a Unit Leader or Formation Commander is Bailed Out they may, at the start of any Step, swap to another Tank Team within 6"/15cm that is under their command. Their Bailed Out Tank then replaces their new one in its original Unit.

BAILED OUT AGAIN

Each time a Tank Team that is already Bailed Out would be forced to Bail Out again (whether from Shooting or from Assault or any other reason), roll a die instead of placing another marker.

- If the score is greater than or equal to the Team's Remount, the shot has no additional effect on the tank.
- Otherwise, the crew decides that it's too dangerous to hang around, and the Team is Destroyed.

REMOUNTING BAILED OUT TANK TEAMS

During the Starting Step (page 27) at the start of your turn, roll a die for each Bailed Out Tank Team.

- If the score equals or exceeds the Tank Team's Remount rating, the crew Remounts their tank. The Team can now act as normal this turn.
- Otherwise, the Team remains Bailed Out.

COMMANDER'S LEADERSHIP

Re-roll all failed attempts to Remount for Tanks (including the Commander's own Tank) whose Commander is within 6"/15cm and in Line of Sight (ignoring friendly Teams).

INFANTRY SAVES

INFANTRY SAVE

3+

The Infantry Platoon took three hits. The Infantry teams roll an Infantry Save of 3+ for each hit.

The Blindicide team fails its save and is Destroyed.

One of the FN Rifle teams fails its save. As it is in Bulletproof Cover, the Arab player needs to roll the shooting weapon's Firepower number or higher to Destroy it.

INFANTRY AND GUN SAVES

For each hit on an enemy Infantry or Gun Team, the owning player rolls a die.

- If the result is at least the Team's Infantry Save, the Team survives largely unharmed.
- Otherwise, unless the Team is in Bulletproof Cover, it is Destroyed.

BULLETPROOF COVER

An Infantry or Gun Team that is in Foxholes or Concealed by a Building, Crater, Trench Line, Stone Wall, Bocage Hedgerow, Hill, or similar bulletproof terrain is in Bulletproof Cover.

The shooting player must roll a die for each unsaved hit on an Infantry or Gun Team in Bulletproof Cover.

- If the roll equals or exceeds the weapon's Firepower rating, the target Team is Destroyed.
- If the roll is lower than the weapon's Firepower rating, the cover protects the Team from harm.

UNARMoured TANK SAVES

When an Unarmoured Tank Team (one with a Tank Save value instead of an Armour value) is assigned a hit, the owning player rolls a die.

- If the result is at least the Team's Unarmoured Tank Save, the tank survives unharmed apart from some holes in the bodywork.
- Otherwise, it is Destroyed.

AIRCRAFT SAVES

When an Aircraft is assigned a hit, the owning player rolls a die.

- If the result is at least the Team's Aircraft Save, the aircraft survives unharmed apart from some holes in the wings.
- Otherwise, the shooting player must roll a die for each unsaved hit.
 - If the roll equals or exceeds the weapon's Firepower rating, the target Aircraft is Destroyed.
 - Otherwise, the Aircraft survives unharmed and continues its attack.

AIRCRAFT SAVES

AIRCRAFT SAVE

4+

The Mirage takes a hit from the T54's 12.7mm AA MG. The Israeli player rolls an Aircraft save. On a roll of 4+, the Mirage would be unharmed.

Otherwise, the Arab player must roll against the Firepower of 5+ to Destroy it.

DESTROYED TEAMS

Leave Destroyed Tank Teams on the table as Wrecks. Remove all Destroyed Infantry, Gun, and Aircraft Teams from the table.

Mark a wreck by placing a plume of smoke on the model representing smoke and flame from internal fires. Wrecks are Terrain, slowing down tanks dashing across them, but are not Difficult Terrain. Wrecks (ignoring the smoke plume) provide Concealment as Short Terrain. Armoured Tank team Wrecks are Bulletproof Cover.

PASSENGERS IN DESTROYED TRANSPORTS

When a Team carrying Passengers is Destroyed, consult the rules on page 33 to find the effect on the Passengers.

REPLACE DESTROYED UNIT LEADERS

When a Unit Leader is Destroyed, the next in line for command takes over.

If a Unit Leader is Destroyed, nominate another Team of the same Type from the Unit within 6"/15cm as the new Unit Leader Team.

If there are no suitable Teams close enough, the Unit remains leaderless until the Leader is replaced. A Formation Commander may appoint another Team from the Unit within 6"/15cm and in Line of Sight as the new Unit Leader at the start of any of their turns.

KILLING COMMANDERS

When a Formation Commander is Destroyed the owning player can nominate another Team of the same type from the HQ Unit within 6"/15cm as the new Formation Commander.

If they cannot do this, the owning player rolls a die.

- On a roll of 3+, the Commander survives and switches to another Team if there is one available. If there are no Teams of the appropriate Type within 6"/15cm, the Commander is killed.
- Otherwise, the Commander is killed.

SWITCHING TO ANOTHER TEAM

If your Infantry Commander survives, remove another friendly Infantry Team from their Formation within 6"/15cm and replace it with the Commander's Team.

If your Tank Commander survives, nominate another friendly Tank Team from their Formation within 6"/15cm as the new Commander. The Commander now uses the characteristics from the new Tank Team's card.

ONLY ROLL ONCE

If a Commander is Destroyed multiple times by a Unit's Shooting, the Commander still only needs to roll once to see if they survive.

KEEPING TRACK OF LEADERS

It is a good idea to make your leaders easy to identify with different markings or a commander model for tanks. For infantry it is easier since the Unit Leader is on a smaller base.

If your leader is Destroyed, it is usually a good idea to pick a team with the same characteristics to be the new

leader and then just swap the old leader for it. That way they are still easy to identify.

If your new leader is in a different type of tank or is armed with a different weapon, you can use a Leader token to keep track of them instead if you want.

DESTROYED ARMoured VEHICLES

Mark Destroyed Tanks as Wrecks.

Wrecks are Short Terrain, so slow movement and provide Concealment. Wrecks of Armoured Tanks are also Bulletproof Cover.

PINNED DOWN PLATOONS



The Infantry Unit took seven hits. As an Infantry Unit, it is Pinned Down because it took at least five hits.

Until the Unit Rallies, its Teams cannot move toward visible enemy Teams, but they can move further away.

Teams that shoot while Pinned Down must do so using their Moving ROF, whether they move or not.

PINNED DOWN

Even if you don't manage to kill the enemy with your Shooting, the weight of fire may pin them down. For soldiers under such intense fire, forward progress is impossible, and even shooting is difficult.

- A Unit becomes Pinned Down if it takes at least five hits in a single Shooting Step. These hits can be from any source or combination of sources, as long as all of the hits were inflicted in the same Shooting Step.
- A larger Unit that started the Shooting Step with at least twelve Teams needs to take at least eight hits in the Shooting Step to become Pinned Down.

INFANTRY, GUN, AND UNARMoured TEAMS

Infantry, Gun, and Unarmoured Tank Teams in a Pinned Down Unit may not Move closer to any enemy Team in Line of Sight, nor Move into Line of Sight of any other enemy Team. However, they may Dig In or retire away from visible enemy Teams.

A Pinned Down Infantry, Gun, or Unarmoured Tank Team Shoots using its Moving ROF, whether it Moved or not.

ARMoured TANK TEAMS AND AIRCRAFT

Armoured Tank Teams, Passenger Teams mounted in an Armoured Transport, and Aircraft cannot be Pinned Down.

RALLYING FROM PINNED DOWN

If your Unit is Pinned Down, you may attempt to Rally it in the Starting Step at the start of your turn. Roll a die to do so:

- If the score is greater than or equal to the Rally rating, the Unit recovers fully and is immediately ready to continue the battle.
- Otherwise, the Unit remains Pinned Down.

COMMANDER'S LEADERSHIP

Re-roll all failed attempts to Rally from Pinned Down for Units (including the Commander's own HQ Unit) whose Commander is within 6"/15cm and in Line of Sight (ignoring intervening friendly troops) of the Unit Leader.

FIRING SMOKE

Before Shooting normally, a Unit may elect to fire Smoke, rather than armour-piercing or explosive ammunition, with any or all of its weapons that have this capability. These Teams cannot Shoot after doing this.

When a Team fires Smoke, each hit places a 2"/5cm Smoke marker (or ball of cotton wool) on the Team rather than causing any direct damage. Hits by Smoke cannot be reallocated with the Mistaken Target rule.

All Smoke fired by a player is removed at the start of their next turn.

EFFECTS OF SMOKE

Teams Shooting into, through, or out of a Smoke ball always suffer an additional +1 penalty on the score needed to hit, both for Shooting and Bombardments.

If a Team that has been hit by Smoke moves, the Smoke remains in place, allowing the Team to Shoot as normal.

ARTILLERY

ARTILLERY SEQUENCE

Artillery weapons are designed to bombard an area with a deluge of explosive shells rather than attempting to hit a particular target directly.

- | | |
|--|---|
| 1 Pick Spotting Team (<i>see page 49</i>) | 5 Roll to Range In (<i>see page 51</i>) |
| 2 Check Range (<i>see page 49</i>) | 6 Roll to Hit (<i>see page 52</i>) |
| 3 Select Aiming Point (<i>see page 50</i>) | 7 Roll Saves (<i>see page 52</i>) |
| 4 Rotate to Face (<i>see page 51</i>) | 8 Pin Down Target (<i>see page 52</i>) |

WHO CAN BOMBARD

Any Team that has an Artillery weapon (indicated by a ROF of 'ARTILLERY' or 'SALVO') may fire a Bombardment instead of Shooting. A Unit with Artillery weapons is an Artillery Unit. Most Artillery weapons have both a normal shooting line and an artillery line on their Unit Card. You must choose to use one or the other each turn. Some, like rocket launchers, can only fire bombardments and cannot shoot normally.

Teams cannot fire a Bombardment if they Moved (unless they are Aircraft), failed a Blitz Move order, attempted to Dig In, are in a Building, or are Pinned Down. Teams that fire a Bombardment cannot Assault this turn.

If a Unit fires a Bombardment, all of its Teams with Artillery weapons must either fire as part of the Bombardment, or not fire at all. Other Teams can still Shoot as normal.

1) PICK SPOTTING TEAM

An Artillery Bombardment needs a Team to Spot the fall of shot and correct the guns on to target. A Spotting Team can be one of the firing Teams, an Israeli Unit Leader, any Formation HQ Team, or a specialist Observer.

A Spotting team must not have Moved or attempted to Dig In, cannot Shoot or Assault, but can fire in the Bombardment it is Spotting for.

SPOTTING FOR AIRCRAFT

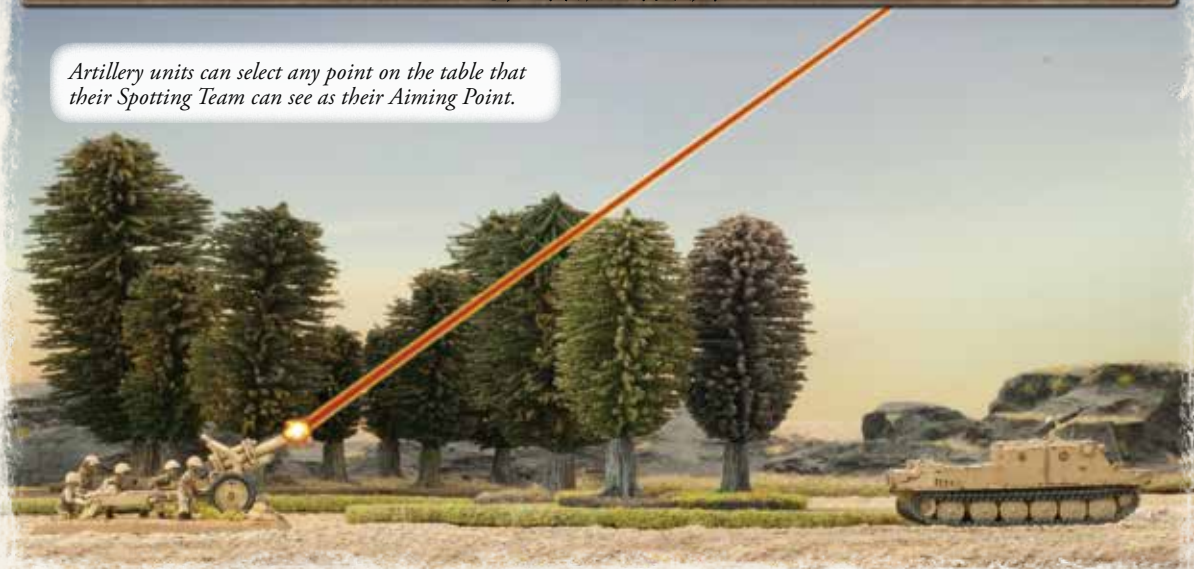
An Artillery Bombardment from an Aircraft Unit can only be Spotted for by one of the Aircraft in the Unit. Aircraft can spot for their own Bombardment while moving.

2) CHECK RANGE

Weapons can only fire a Bombardment at an Aiming Point within their Range and in their Field of Fire.

SPOTTING TEAM

Artillery units can select any point on the table that their Spotting Team can see as their Aiming Point.



SELECT TEMPLATE SIZE AND AIMING POINT

A 25pdr Field Battery is going to bombard the Sherman Tank Platoon using an Artillery Template.

The Jordanian player places the Aiming Point in the centre of the target to catch as many Sherman (105mm) tanks as possible.

The sides of the Template point back to the bombarding unit.

3) SELECT AIMING POINT

Pick a point on the table within Line of Sight of the Spotting Team and place the firing Unit's Ranged In marker on it to mark it as the Aiming Point of the Bombardment.

Centre the Template over the Aiming Point with the sides pointing towards the Bombarding Unit.

TEMPLATE SIZE

The Artillery Template is 6"/15cm square, while the Salvo Template is 10"/25cm square.

DANGER CLOSE

The Jordanian player can't place the Template to hit the right-hand Sherman (105mm) tank because that would bring the Template within 4"/10cm of their own infantry.

RANGING IN

The 25pdr guns fire a single template that covers three Sherman (105mm) tanks.

The 25pdr Field Battery has a Skill of 5+. It may make up to three attempts to Range In.

COURAGE 4+

MORALE 5+
RALLY 4+

SKILL 5+

ASSAULT 5+
COUNTERATTACK 4+

The more attempts it takes to Range In, the less accurate its bombardment will be (see Roll To Hit on page 52).

First attempt

Second attempt

Third attempt

DANGER CLOSE

To reflect the danger of dropping shells too close to your own positions, you may not place an Artillery Template within 4"/10cm of friendly Teams, nor a Salvo Template within 6"/15cm of friendly Teams.

Aircraft may not place an Artillery Template within 8"/20cm of friendly Teams, but do not restrict the placement of their own Template.

4) ROTATE TO FACE

The Artillery Teams Rotate to Face the Aiming Point. This is a free rotation as part of Shooting, and is not Movement.

If the Aiming Point is outside of the weapon's Field of Fire, it cannot fire as part of the Bombardment, but it still rotates to point at the Aiming Point.

5) ROLL TO RANGE IN

A Spotting Team can make up to three attempts to Range In the artillery on its Aiming Point. Roll a die for each attempt:

- If the score is greater than or equal to the Artillery Unit's Skill rating, it has successfully Ranged In.
- Otherwise, the ranging attempt missed, go on to the next attempt.

If the Spotting Team fails all three attempts to Range In, remove the Ranged In marker. The Artillery Unit that was attempting to Range In cannot Shoot, Assault, or fire an Artillery Bombardment this turn, and are not Gone to Ground.

Once a Spotting team has made their three attempts to Range In, they cannot make further Ranging In attempts this turn.

RANGING IN WITH A LESS-SKILLED TEAM

If the Spotting Team and the Artillery Unit have different Skill ratings (or Ranging ratings if they have them), use the worse rating to Range In.

RANGING IN AN ADDITIONAL BATTERY

If the Spotting Team successfully Ranges In in less than three attempts, it may use its remaining attempts to Range In another Artillery Unit that it can Spot for on the same or a different Aiming Point. This Artillery Unit will suffer the normal penalty for Ranging In on the second or third attempt.

RANGING IN NEAR TERRAIN

Add +1 to the score required to Range In if the Aiming Point is placed so that the Template will cover any Short or Tall Terrain features or any part of a Smoke Screen.

RANGING IN AT NIGHT

A Spotting Team does not need to roll on the Night Visibility Table (page 178) when Spotting for a Bombardment at Night, but does add +1 to the score required to Range In. This is in addition to any penalty for Ranging In near Terrain.

ROLL TO HIT AND ROLL SAVES

IS HIT ON 4+		
FRONT	SIDE	TOP
 6	 4	 1

The 25pdr Field Battery Ranges In on its third attempt.

The Jordanian player rolls one die for each Isherman (105mm) tank under the Template.

The score to Hit is the Isherman (105mm) tanks' Is Hit On number of 4+, with +2 penalty for taking two attempts to Range In, giving a score needed of 6.

If there were only two guns firing, the Jordanian player would have to re-roll any successful rolls To Hit.



The Isherman (105mm) tanks use their Top armour for their Armour Saves against Artillery.

6) ROLL TO HIT

Roll a die for each Tank, Infantry, or Gun Team caught at least partly under the Template.

The score To Hit a Team under the Template is shown as the Is Hit On number on the target Team's Unit Card, modified as follows:

- Add +1 if Ranged In on the Second Attempt.
- Add +2 if Ranged In on the Third Attempt.

1 OR 2 WEAPONS FIRING

If the Artillery Unit only has one or two weapons firing, you must re-roll successful rolls To Hit.

5 OR MORE WEAPONS FIRING

If the Artillery Unit has five or more weapons firing, you must re-roll failed rolls To Hit.

SPEEDING THINGS UP

Although the rules suggest rolling individually for each Team under an Artillery Bombardment, you can often (with your opponent's agreement) roll the dice for all Teams of the same type at the same time, and assign the hits in any manner agreeable to both players.

In cases such as where it matters which Team is hit, taking it slowly and rolling for one Team at a time makes complicated situations easier to handle.

Either way, specialist Teams such as light machine-guns and anti-tank weapons should always be rolled for separately.

7) ROLL SAVES

Roll Saves for Teams that have been hit in the same way as for Shooting (pages 44 to 46), except that Armoured Tank Teams use their Top armour rating and do not have a bonus for ranges over 16"/40cm.

BULLETPROOF COVER AND BOMBARDMENTS

An Infantry or Gun Team that is in Foxholes or in a Building, Crater, or similar bulletproof terrain is in Bulletproof Cover. Teams behind Stone Walls, Bocage Hedgerows, and similar linear terrain are not in Bulletproof Cover from an Artillery Bombardment.

The shooting player must roll a die for each unsaved hit on an Infantry or Gun Team in Bulletproof Cover.

- If the roll equals or exceeds the weapon's Firepower rating, the target Team is Destroyed.
- If the roll is lower than the weapon's Firepower rating, the cover protects the Team from harm.



Ranged In Marker

8) PIN DOWN TARGET

Infantry, Gun, and Unarmoured Tank Units hit by an Artillery Bombardment are automatically Pinned Down (page 48).



REPEATING BOMBARDMENTS

An Artillery Unit may Repeat a Bombardment in a later turn using its current Aiming Point. Because the Artillery Unit is already Ranged In on that Aiming Point, it automatically Ranges In on its first attempt for the Repeated Bombardment, so will not suffer the penalty for Ranging In on the second or third attempt.

SPOTTING FOR A REPEAT BOMBARDMENT

The Repeated Bombardment still requires a Spotting Team, but it may be a different Team from the one that originally Ranged In on the Aiming Point and doesn't need to be able to see the Aiming Point.

If the Spotting Team cannot see the Aiming Point, all rolls To Hit will suffer a +1 penalty to the score required To Hit as if the Spotting Team had Ranged In on the second attempt.

RE-ROLL INFANTRY AND GUN SAVES

Infantry and Gun Teams must re-roll successful Saves when hit by a Repeat Bombardment.

MOVING REMOVES RANGED IN MARKER

If an Artillery Unit moves (including when it uses a Blitz Move or Shoot and Scoot), it immediately removes its Ranged In marker from the table. Since Aircraft must move every turn, they will always remove their Ranged In marker between Bombardments.

PRE-PLANNED ARTILLERY TARGETS

An Artillery Unit that is not in Reserve may place its Ranged In marker anywhere on the table at the start of the game after Objectives and Minefields have been placed, but before Deployment. This Ranged In marker indicates the Artillery Unit's current Aiming Point at the start of the game.

If both sides have Artillery, the Defender places their Ranged In markers first.



SMOKE BOMBARDMENTS

SMOKE BOMBARDMENTS

Some Artillery Units can fire a Smoke Bombardment instead of a normal Artillery Bombardment. Each such Artillery Unit may do this once per game.

Smoke Bombardments must be fired at the beginning of the Shooting Step before all other fire.

Use the normal Artillery rules to Range In, except that there is no modifier for Ranging In near Terrain and no Danger Close restriction. If the Bombardment is successfully Ranged In, place a Smoke Screen on the Aiming Point. The Bombardment has no other effect. If the Unit fails to Range In, they may attempt to fire a Smoke Bombardment again later in the game.

All Smoke fired by a player is removed at the start of their next turn.

SMOKE SCREENS

When a Unit fires a Smoke Bombardment, place a line of 2"/5cm Smoke markers (or balls of cotton wool) that is 4"/10cm long for each weapon firing as a Smoke Screen. So two guns will produce a line 8"/20cm long, while four guns will produce a line 16"/40cm long. The line starts at the Aiming Point and may be placed on any angle. You may fire fewer weapons to produce a shorter screen if you wish.

EFFECTS OF SMOKE SCREENS

Lines of Sight into, through, or out of Smoke Screens are blocked unless the Range is 6"/15cm or less.

Teams shooting through or into a Smoke Screen always suffer an additional +1 penalty on the score needed To Hit for Shooting and on the score needed to Range In Bombardments.

SMOKE SCREENS

A 120mm Artillery Battery of three guns fires a Smoke Bombardment to screen the Magach 2 (90mm) tanks from flanking fire by the T-54 tanks.

12"/30cm for three weapons

The 120mm mortars successfully Range In, so the Israeli player places 12"/30cm (4"/10cm per gun) of Smoke Screen on the table.

Because the Range is more than 6"/15cm, the T-54 tanks will have to move if they want to shoot at the Magach 2 (90mm) tanks.

ASSAULTS

ASSAULT SEQUENCE

In the Assault Step, you assault with any or all of your Units one by one. When a Unit Assaults, its Teams move into contact, the enemy shoots defensive fire, then both sides take turns at fighting at close quarters with hand grenades and close-combat weapons.

Once you've finished assaulting with one of your Units, move on to the next, until all of the Units have made their assaults.

- 1 Charge into Contact (*see page 55*)
- 2 Opponent's Defensive Fire (*see page 57*)
- 3 Roll to Hit (*see page 58*)
- 4 Roll Saves (*see page 59*)
- 5 Check if the Assault is Over (*see page 59*)
- 6 Test to Counterattack (*see page 59*)
- 7 Counterattack or Break Off (*see pages 60 to 61*)

An Assault is the only time an Infantry Team can Move within 2"/5cm of the enemy, or that a Tank Team can Move within 2"/5cm of enemy Infantry or Gun Teams.

SHOOTING BEFORE ASSAULTING

A Team can shoot in the Shooting Step (but not fire an Artillery Bombardment) before Assaulting in the Assault Step. If it does so, it must use its Moving ROF (whether it moves or not), and must target a Team within 8"/20cm of the Team it will Charge into Contact with when it Assaults.

WHO CAN ASSAULT

In the Assault Step, an Armoured Tank Team or an Infantry Team can Assault if it is not:

- Pinned Down, or
- a Heavy Weapon,

and it did not:

- Move at Dash speed,
- Move more than 10"/25cm at Tactical speed,
- Use a Movement Order other than Follow Me,
- Shoot at its Halted ROF,
- Spot for or Fire an Artillery or Smoke Bombardment, or
- Shoot at Aircraft in the previous enemy turn,

and its Unit has not already Assaulted this turn.

LEADING FROM THE FRONT

A Formation Commander and their HQ Unit can combine with a Unit from their Formation to conduct a joint assault. To do this, the Formation Commander and the Unit Leader must be of the same Type (Tank or Infantry) and must start the Assault Step within 6"/15cm and in Line of Sight of each other. For the duration of the Assault Step, the combined Unit is treated as a single Unit having the worse of the two Units' Counterattack values.

1) CHARGE INTO CONTACT

An Assaulting Unit Moves any of its Tank or Infantry Teams up to 4"/10cm into Contact with an enemy Team by the shortest route. These Teams are now Assaulting Teams.

A Team is in Contact with an enemy Team if:

- its front edge is as close as it can get to the enemy Team, or
- it is an Infantry Team and its front edge is as close as it can get to another Infantry Team from its own Unit that is directly in Contact with an enemy Team.

Tank Teams cannot Assault other Tank Teams, so they cannot Charge into Contact with enemy Tank Teams. Heavy Weapons, Independent Teams, Gun Teams, and Unarmoured Tank Teams cannot Charge into Contact at all.

Teams that can't Contact an enemy Team cannot Assault.

CHARGE INTO CONTACT

To launch an Assault, move your Teams in two steps.

Heavy Weapons cannot Charge into Contact.

First, move all Assaulting Teams that can directly contact enemy teams up to 4"/10cm into Contact, or as close as they can get.

An Assaulting Team must use its Moving ROF in the Shooting Step, and must Contact a team within 8"/20cm of the team it shot at. Teams that cannot make contact cannot charge and remain out of the assault.

Then, move any other Assaulting Infantry Teams that can Contact an Infantry Team in direct Contact up to 4"/10cm.

ASSAULTING THROUGH TERRAIN

If a Tank Team fails a roll to Cross terrain while moving into contact with the enemy, they halt their movement. If a Team was within 2"/5cm of an enemy Team when they failed the roll, move it back 2"/5cm from the enemy to indicate that it did not succeed in Charging into Contact.

Teams cannot Assault enemy troops that are in or across terrain that is Impassable to them.

If the Assaulting Team successfully Charged into Contact, but cannot be placed into Contact with an enemy Team because of a line of terrain, place it immediately across the terrain from the enemy and treat it as being in Contact.

ASSAULTING IN TERRAIN

Two T-54 tanks need to take Cross tests when they launch an Assault against Israeli infantry across a wall.

This T-54 failed its Cross test, so stops 2"/5cm away from the obstacle.

This T-54 passed its Cross test and moves into Contact.

This T-54 does not need to make a Cross Check as it is able to get around the side of the obstacle to contact the enemy team.

DEFENSIVE FIRE

The Mech Company shoots at the Magach 2 (90mm) tanks as they Charge into Contact. Each team shoots at a tank within 8"/20cm using their Halted ROF.

One T-54 is within 8"/20cm of the Assaulting tanks, so it can shoot in Defensive Fire, the other one cannot.

Defensive Fire always hits Side armour, so the infantry's Blindicide anti-tank weapons can stop the Magach 2 (90mm) tanks despite their thick armour.

2) OPPONENT'S DEFENSIVE FIRE

After the Assaulting Unit Charges into Contact, the opposing player conducts their Defensive Fire as the Assaulting Teams close into contact with them.

Each enemy Team within 8"/20cm of an Assaulting Team (one that is in Contact with an enemy Team) is a Defending Team and Shoots as if it was their Shooting Step.

Defending Teams shoot at their Halted ROF unless they are Pinned Down, in which case they shoot at their Moving ROF. Defending Teams must target an Assaulting Team within 8"/20cm, and can only allocate hits to Assaulting Teams within 8"/20cm.

Defending Teams cannot fire Artillery Bombardments as Defensive Fire.

As they are stationary, Defending Infantry Teams do not block Line of Sight for Defensive Fire.

NO MISTAKEN TARGET

In an Assault the enemy is too close to mistake, so the Assaulting player cannot use the Mistaken Target rule.

CLOSING WITH THE ENEMY

If an Infantry Team was in Contact with the enemy through a friendly Infantry Team that is Destroyed, the Team immediately occupies its place, remaining in Contact with the enemy.

SNEAKING UP ON TANKS

A Tank Team cannot conduct Defensive Fire (although other Tank Teams in the Unit may) if any Assaulting Infantry Team that is in Contact with it:

- did not Move in the Movement Step,
- did not use any Movement Orders,
- did not Shoot in the Shooting step, and
- started its Charge into Contact Concealed by terrain.

SNEAKING UP ON TANKS

Because they are Concealed within 4"/10cm and did not move or shoot this turn, the Rifle/MG teams can sneak up on the tanks.

The remaining Magach 2 (90mm) tank can still shoot in Defensive Fire.

The Rifle/MG teams Charged into Contact with two Magach 2 (90mm) tanks. These two tanks cannot shoot in Defensive Fire.

FORCING THE ASSAULT TO FALL BACK

An Israeli M113 Mech Infantry Platoon launched as Assault against a Syrian Infantry Company. Unfortunately, the Syrians manage to score five hits in Defensive Fire.

The M113 Mech Platoon is Pinned Down and the Assaulting Teams must Fall Back until they are more than 2"/5cm from the Defending Teams.

DEFENSIVE FIRE HITS SIDE ARMOUR

Tanks use their Side armour rating for any Armour Saves against Defensive Fire, even when the front of the vehicle is facing the shooting Team.

NO BULLETPROOF COVER

Assaulting Teams are never in Bulletproof Cover from Defensive Fire, but may be Concealed.

FORCING THE ASSAULT TO FALL BACK

A Unit that takes at least five hits from Defensive Fire becomes Pinned Down and its Teams Fall Back the shortest distance necessary until its Teams are more than 2"/5cm from the enemy, and the Assault is over. A larger Unit with at least twelve Assaulting Teams needs to take at least eight hits to become Pinned Down and Fall Back.

If all of the Assaulting Teams are Tank Teams with Top armour 1 or 2, they only Fall Back if two or more of them (or all of them if fewer), are Bailed Out or Destroyed by

Defensive Fire, regardless of the number of hits they take. When a Unit Falls Back, any Tanks that were Bailed Out by the Defensive Fire also Fall Back to reflect being hit while closing to contact.

3) ROLL TO HIT

If the Assaulting Unit was not forced to Fall Back by Defensive Fire (and still has Teams in Contact with the enemy), roll one die for each Team in Contact with the enemy. The score To Hit is the Assault rating on the Assaulting Team's Unit Card.

If the score is greater than or equal to the Assaulting Team's rating, they have scored a hit on the Team they are in Contact with. If they are in Contact with several Teams, the Defending player chooses which one is hit. Since Tanks cannot Assault Tanks, a hit from a Tank cannot be assigned to another Tank.

A Unit hit in an Assault is immediately Pinned Down.

ROLL TO HIT

COURAGE 4+

MORALE 4+
REMOUNT 4+

SKILL 4+

ASSAULT 5+
COUNTERATTACK 4+

The two T-54 tanks in Contact roll a die to hit, comparing it against their Assault number.

One T-54 rolls a five, destroying the Infantry Team it is in Contact with. The other T-54 rolls a two, so the enemy Teams survives.

HIT TOP OR SIDE ARMOUR

An RPG-7 team scores a hit on a Magach 2 (90mm).

The player can choose to use the RPG-7's Anti-tank rating of 14 against the tank's Side armour, or use grenades to have Anti-tank 2 against its Top armour.

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER	
		HALTED	MOVING			
AK-47 assault rifle team	8"/20CM	3	3	1	6	P
RPG-7 anti-tank team	12"/30CM	1	1	14	4+	A

They choose to use the RPG-7's Anti-tank rating, so the Magach 2 (90mm) will make an Armour Save using its Side armour.

4) ROLL SAVES

The target player rolls Saves for each hit.

HIT TOP OR SIDE ARMOUR

When a hit is scored on an Armoured Tank Team, the Assaulting Team has two options:

- It can use the Anti-tank rating of one of its normal weapons against the Tank's Side armour rating (as long as the Tank is in its Field of Fire and the weapon does not have a Minimum range).
- It can use hand grenades and other improvised anti-tank weapons, giving it an Anti-tank rating of 2 and Firepower 1+ against the Tank's Top armour.

ROLL SAVES FOR ARMoured TANKS

The targeted player rolls a save for each hit on an Armoured Tank Team in the same way as hits from Shooting are saved (see pages 44 and 45) with the same consequences for failed Saves.

NO SAVES IF NOT ARMoured

Infantry, Gun, and Unarmoured Tank Teams hit in an Assault are automatically Destroyed. If a Transport Team is Destroyed, all of its Passengers are also Destroyed.

5) CHECK IF THE ASSAULT IS OVER

The Assaulting Unit has won if all Defending Teams that could be Contacted by the Assaulting Teams with a further 4"/10cm Move have been Destroyed or are Bailed Out. If the Assaulting Unit has won, the Defending Teams must now Break Off (see page 61).

6) TEST TO COUNTERATTACK

If the Assaulting Unit did not win the Assault, the opponent rolls a single die and compares it with the Counterattack rating of each Defending Unit in turn.

- If the score is greater than or equal to the Unit's Counterattack rating, that Unit may Counterattack or Break Off as the player chooses.
- Otherwise, that Unit must Break Off.

COMMANDER'S LEADERSHIP

If one or more Units failed to Counterattack, re-roll the die and apply the new result to Units that failed to Counterattack and whose Commander is within 6"/15cm and in Line of Sight of the Unit Leader (including the Commander's own HQ Unit).

HAS THE ASSAULTING UNIT WON

As there are no surviving Infantry Teams within 4"/10cm of the Assaulting T-54 tanks, the Egyptians win the Assault.

4"/10cm

Tanks can't Assault tanks, so the M3A transport does not stop the Egyptians winning the Assault.

7) COUNTERATTACK...

When the defender Counterattacks, all Teams from the Assaulting Unit become Defending Teams, and vice versa.

The Assaulting Teams (previously Defending Teams) that are not in Contact with a Defending Team can Charge into Contact with a Defending Team (even if Pinned Down). Even if a Tank Team doesn't move, it must still roll to Cross any Difficult Terrain between it and the Defending Team.

Any Teams that can't Contact an enemy Defending Team do not Assault.

The counterattacking player then continues with the Assault in the same manner as the original Assaulting player, except that there is no Defensive Fire against a Counterattack.

If the counterattacking teams do not win the Assault, the original Assaulting player then Tests to Counterattack. The assault continues back and forth like this until one side or the other wins.

TEST TO COUNTERATTACK

The Israeli player rolls to Counterattack, scoring 2.

Formation Commander

PARATROOPER PLATOON

COURAGE 3+

MORALE 2+
RALLY 3+

SKILL 3+

ASSAULT 3+
COUNTERATTACK 2+

The Paratrooper Platoon has a Counterattack rating of 2+, so passes and can choose whether to Counterattack or Break Off.

SHERMAN TANK PLATOON

COURAGE 4+

MORALE 3+
RALLY 3+

SKILL 3+

ASSAULT 4+
COUNTERATTACK 3+

The Sherman Tank Platoon has a Counterattack rating of 3+, so fails to Counterattack. As the Formation Commander is within 6"/15cm, they can re-roll the die. Scoring a 5 they now pass and can also choose whether to Counterattack or Break Off.

COUNTERATTACK

The infantry of the Paratrooper Platoon Counterattack, becoming the Assaulting side. Any teams that can do so now Charge into Contact with Egyptian Infantry Teams.

Teams that cannot reach the enemy do not Charge into Contact and remain where they are.

The tank fighting across the wall must take a Cross test. If it fails, it will fall back 2"/5cm.

...OR BREAK OFF

A Unit that Breaks Off is Pinned Down. All Teams from the Unit immediately Move at Tactical speed the shortest distance needed to be further than 6"/15cm away from all Assaulting Teams. If the Team cannot Move more than 6"/15cm from all Assaulting Teams (or fails a roll to Cross terrain while attempting to do so), it immediately surrenders and is Destroyed.

Once a Unit has Broken Off, it is no longer a Defending Unit. If all Defending Units Break Off, the Assaulting Unit automatically Wins the Assault and can Consolidate.

CONSOLIDATING

The victorious Unit may now Move up to 4"/10cm in any direction, but cannot Charge into Contact. This Move may not bring them within 2"/5cm of an enemy Team.

If the Move takes a Team back to a Foxhole occupied by one of its Unit's Teams at the start of the Assault, it may reoccupy it. Any remaining unoccupied Foxholes are removed.

BREAK OFF

The Egyptians Break Off from the Assault.

Each team moves at Tactical speed until it is more than 6"/15cm away from the assaulting Infantry Teams.

One of the tanks fails its Cross test, halting where it is, so can't get far enough away from the Assaulting infantry and surrenders.

The other tank successfully Breaks Off.

Having won the Assault, the Israeli infantry now Consolidate 4"/10cm, preparing for the inevitable Egyptian response.

UNIT LAST STAND

IN GOOD SPIRITS

A Unit is In Good Spirits if:

- it does not have any Teams Bailed Out or Destroyed, or
- it still has at least:
 - two Tank Teams that are not Bailed Out.
 - two Gun Teams,
 - three Infantry Teams, or
 - one Aircraft Team.

Only count Teams that are In Command (page 29). If the Unit Leader has been Destroyed and not replaced, the unit is not In Good Spirits.

UNIT LAST STAND TEST

A Unit that is *not* In Good Spirits needs to take a Last Stand Test at the start of the player's turn after testing to Remount Bailed Out tanks.

When a Unit takes a Last Stand Test, roll a die:

- If the score is greater than or equal to the Unit's Morale rating, the Unit fights on.
- Otherwise, the Unit is Destroyed.

DESTROYED UNITS

When a Unit is Destroyed, all Destroyed and Bailed Out Armoured Tank Teams remain in place as Wrecks (page 47), while all remaining Teams are removed.

If a Transport Unit fails its Last Stand Test, its Passengers are Pinned Down and Dismount before the Unit is removed.

COMMANDER'S LEADERSHIP

Re-roll all failed Last Stand Tests for Units whose Commander is within 6"/15cm and in Line of Sight of the Unit Leader.

COMMANDERS ALWAYS STAND AND FIGHT

Being heroic, HQ Units never have to take a Unit Last Stand Test.

ATTACHMENTS

A Unit that has an Attached Unit (page 15) treats the Attached Unit as a separate Unit for Unit Last Stand Tests. However, if an Infantry or Gun Unit is Destroyed or fails its Last Stand Test, its Transport Attachment is removed from the game, but is not Destroyed.

Other types of Attached Units, such as an Infantry Attachment to a Tank Unit, continue to fight if their core Unit is Destroyed.

UNIT LAST STAND



An Israeli Sherman (75mm) Sherman Tank Platoon has lost a tank and has two Bailed Out. Having failed to Remount the Bailed Out tanks, it doesn't have the required two tanks still active, so is not In Good Spirits and needs to take a Unit Last Stand Test.

If it fails, the crews of the Bailed Out tanks will Destroy their tanks and flee the battlefield with the surviving tank.

FORMATION LAST STAND

IN GOOD SPIRITS

A Formation is In Good Spirits if it has at least two Units (including the HQ Unit, but not any Transport Units) from the Formation on the table or in Reserve (page 166). Remember, Support Units are not part of any Formation, so will not keep them In Good Spirits.

FORMATION LAST STAND

A Formation that is *not* In Good Spirits at the start of a turn, after taking any required Last Stand tests, is automatically Destroyed and all of its remaining Units are Destroyed (page 62).

NO FORMATIONS LEFT

If a player has no Formations In Good Spirits (other than Allied Formations), they lose the game and their opponent takes all Objectives (page 164).

FORMATION LAST STAND



The Israeli Sherman Tank Company has suffered severe casualties with just the HQ Unit of Sherman (75mm) tanks and the supporting artillery troop still on table in Good Spirits, and nothing in reserve. Since Support Units don't count, it doesn't have the required two Units on table in Good Spirits, so is Destroyed.

WEAPON SPECIAL RULES

AA MG

Machine-guns need high-angle mountings and rapid traverse to track fast-moving aircraft.

AA MG weapons can Shoot at Aircraft with a ROF of 1 (see page 37).

ACCURATE

Weapons with range finders or ranging machine-guns are very accurate at long range, but need time to use properly.

Accurate weapons do not suffer the usual +1 to hit penalty if the targeted Team is more than 16"/40cm away and the Shooting Team did not Move.

ANTI-HELICOPTER

Some automatic cannons, while unsuitable for attacking other types of aircraft, can engage helicopters.

Anti-Helicopter weapons can shoot at Helicopters.

BOMB

Aircraft sometimes simply drop high-explosive bombs on targets to destroy them.

An Aircraft Unit using Bombs suffers no penalty for having only 1 or 2 weapons firing (target Teams roll saves as normal as if hit by 3 or 4 weapons).

Only Aircraft Teams from the Unit can Spot for an Artillery Bombardment using Bombs.

BRUTAL

Large-calibre guns pack enough explosive to destroy any unprotected target outright.

Infantry, Gun, and Unarmoured Tank Teams (including when Passengers) re-roll successful Saves against Brutal Weapons.

DEDICATED AA

Units on air defence constantly scan the skies. They react quickly and lethally whenever enemy aircraft appear.

Dedicated AA weapons can Shoot at Aircraft using their Halted ROF.

FORWARD FIRING

Hull-mounted weapons and most towed guns cannot traverse to track targets to the side of the weapon.

Forward-firing weapons can only target Teams fully in front of the shooting Team, and can only fire an Artillery Bombardment if the Aiming Point is fully in front of the shooting Team.

GUIDED

The Missile Age heralded weapons that could be guided on to the target giving a high probability of hitting targets at any range. They are expensive though, so aren't wasted on targets better handled by other weapons.

Guided weapons do not suffer the usual +1 to hit penalty if the targeted Team is more than 16"/40cm away. Guided weapons cannot hit Infantry Teams unless the Infantry are stationary and in Bulletproof Cover. Teams firing Guided weapons cannot be Concealed if they Shot in the previous Shooting Step.

GUIDED AA

Anti-aircraft missiles are specialised for shooting down aircraft, making them useless against ground targets.

Guided AA weapons are Guided weapons that cannot target Tank or Infantry Teams. Guided AA weapons use their full ROF when firing at Aircraft.

HEAT

High Explosive Anti-Tank (HEAT) rounds form a jet of metal that can punch through a tank's armour. Since it doesn't rely on velocity, it is effective at any range.

The target Team's Armour rating is not increased if the targeted Team is more than 16"/40cm away when hit by HEAT weapons, but these weapons are also affected by Bar Armour and Bazooka Skirts (see page 65).

NAPALM BOMB

The Israelis used napalm against Arab columns and troop concentrations.

Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves if hit by an Aircraft Unit firing an Artillery Bombardment using Napalm Bombs.

Armoured Tank Teams use Top armour for Saves when hit by Napalm Bombs.

ONE SHOT

Many weapons systems are one-shot weapons. Once they are fired, that's it for the battle.

One Shot weapons can only fire once per game.

OVERHEAD FIRE

Light mortars sit back firing over the heads of the advancing troops to knock out enemy machine-gun nests.

Grenade launchers and light mortars capable of Overhead Fire can fire over friendly teams.

PINNED ROF 1

Submachine-gun and assault rifle-type weapons are very effective on the move, but lose their effectiveness when Pinned Down.

These weapons have a ROF of 1 when Pinned Down.

RADAR

Anti-aircraft radars make tracking fast-moving aircraft much easier, especially at long range.

Weapons equipped with Radar increase their Range by +12"/30cm and do not suffer the usual +1 penalty To Hit for range over 16"/40cm when Shooting at Aircraft.

RECOILLESS

Recoilless weapons are light enough to be carried by their crew or mounted on a jeep. The downside is the huge backblast that makes them easy to spot.

A Team firing a Recoilless weapon cannot be Concealed if it shot in its previous Shooting Step.

SLOW FIRING

Large calibre guns are slow to reload at the best of times, severely limiting their ability to hit anything while moving.

Slow Firing weapons add +1 to the score needed To Hit when moving.

SMOKE

Blowing the enemy up is always a good option, but sometimes blinding them is better.

Smoke weapons can Shoot Smoke ammunition (page 48).

SMOKE BOMBARDMENT

Artillery delivered smoke screens allow you to cover the flank of your advance or blind the enemy defences as you advance.

Smoke Bombardment weapons can fire a Smoke Bombardment once per game (page 54).

EQUIPMENT SPECIAL RULES

AMPHIBIOUS

Many light tanks can swim, slowly, if needed, allowing them to cross rivers without the need for a bridge.

Amphibious Teams treat Impassable Water as Difficult Terrain.

BAZOOKA SKIRTS

After seeing the effectiveness of German 'bazookas' in the Second World War, the British fitted their post-war battle tanks with 'bazooka skirts', spaced armour to protect them from light, hand-held anti-tank weapons.

Teams with Bazooka Skirts have a Side armour rating of 10 against HEAT weapons.

BUNKER

Bunkers are heavily fortified fighting positions for machine-guns and heavier weapons. They are tough and hard to kill.

A Bunker cannot be Concealed in Flat Terrain and is always in Bulletproof Cover. A Bunker can only be Shot at or Assaulted from within its Field of Fire. Teams shooting at a Bunker must re-roll successful Firepower tests to Destroy it. A Bunker cannot Charge into Contact, but may be an Assaulting Team if in Contact with an enemy Team.

Bunkers may not be placed:

- within 2"/5cm of another Bunker or Nest, nor
- on a road, track, bridge, railway line, blocking a ford, or in any other way obstructing a constructed route, nor
- on an Objective.

A Bunker can be placed in the ground floor of a building.

GUN SHIELD

Some guns and howitzers have a gun shield to protect the crew from enemy small arms fire.

A Gun Team with a Gun Shield is in Bulletproof Cover when Shot at from in front of the Team's base. A Gun Shield does not offer any protection against Artillery Bombardments or if the Team moved at Dash speed.

HEAVY WEAPON

Infantry contains a mix of rifle teams and support weapons teams. These heavy weapons are not very mobile.

A Heavy Weapon Team cannot Charge into Contact, but may be an Assaulting Team if in Contact with an enemy Team.

INFRA-RED (IR)

Infra-red night-vision equipment makes it much easier to locate targets at night.

A Unit with Infra-red rolls two dice on the Night Visibility Table and chooses the highest score (see page 178).

LARGE GUN

Some guns are rather large and cumbersome making them hard to manoeuvre into forward positions without the enemy noticing.

Large Guns cannot be placed in buildings and cannot be placed from Ambush (page 165) within 16"/40cm of enemy Teams.



NEST

Machine-gun or mortar nests are fortified fighting positions. Although not as robust as a bunker, they are still hard to knock out.

A Nest is always in Bulletproof Cover. A Nest can only be Shot at or Assaulted from within its Field of Fire. Teams shooting at a Nest must re-roll successful Firepower tests to Destroy it. A Nest cannot Charge into Contact, but may be an Assaulting Team if in Contact with an enemy Team.

Nests may not be placed:

- within 2"/5cm of another Bunker or Nest, nor
- on a road, track, bridge, railway line, blocking a ford, or in any other way obstructing a constructed route, nor
- on an Objective.

A Nest can be placed in the ground floor of a building.

PASSENGERS

Armoured personnel carriers and transport helicopters have space to carry troops inside.

A Transport Team can carry Infantry Teams as Passengers. The # indicates how many Teams can be carried.

SEARCHLIGHT

A searchlight makes it much easier to locate targets at night, but at the expense of also making you easier to see.

A Unit with a Searchlight rolls two dice on the Night Visibility Table and chooses the highest score (see page 178). However, Teams targeting this Unit do not have their Line of Sight limited by their Night Vision roll.

WEAPON NESTS

Some weapons were fortified in positions so they can give supporting fire to their infantry units.

A Weapons Nests Unit is always Deployed and is ignored for calculating Victory Points. Each Team from this Unit in an Independent Team and acts as a separate Unit.

UNARMoured

While mounting a gun on a truck or half-track gives it mobility, it's still not a tank and can't assault.

An Unarmoured Tank team cannot Charge into Contact and must Break Off if Assaulted.

UNIT TRANSPORT

Most armoured personnel carrier units keep close to their infantry in case they are needed to support them or to move them to a new location.

The Unit Leader of a Transport Attachment with the Unit Transport rule must end the Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit while on table.

SPECIAL ABILITIES

ASSAULT

Small weapons teams and those carrying heavy weapons are not as deadly in assault combat as specialist rifle teams.

Teams with the Assault # special rule use this number for To Hit rolls in Assaults rather than the normal one shown on the card.

FAST JET

Modern jet aircraft arrive and depart so quickly that they are difficult to hit with manually-aimed weapons. Only modern radar-assisted guns or guided anti-aircraft missiles have a good chance of hitting them before they are gone.

Fast Jet Aircraft increase their Is Hit On number by +1 when shot at by weapons without the Radar or Guided AA rule.

FORTIFIED POSITION

During the 1967 War the Jordanian Army fortified a number of positions in the West Bank. Each infantry unit would be deployed as a strong point protected by mines and barbed wire.

Minefields and Barbed Wire obstacles which are part of this Unit must be deployed entirely within 12"/30cm of the Unit Leader.

HQ TRANSPORT

A Formation Commander has his own transport so he can move between units when required.

A Formation HQ Transport Team remains part of HQ Unit.

INDEPENDENT

The specialists of Independent Teams are valuable and are protected by those around them.

An Independent Team can use the Mistaken Target rule (see page 43) to reassign hits to nearby Units, but cannot Charge into Contact (see page 55), be held in Reserve (see page 166), nor take an Objective (see page 164).

OBSERVER

Artillery observers have extra radios and other specialist equipment to allow them to call in artillery fire quickly and accurately.

An Observer Team can Spot for any friendly Artillery Unit (page 49).

OBSERVER TRANSPORT

Artillery observers have their own transport for getting them around the battlefield.

An Observer Transport Team remains part of the Observer Unit.

SCOUT

Scouts are there to keep track of the enemy, not to get into a fight. The best way to do this is 'sneak and peek'.

Scouts are Gone to Ground unless they Shoot or Assault. This means that if they are Concealed, the enemy will suffer an additional +1 penalty to hit them (page 42).

SPEARHEAD

The spearhead travels ahead of the main force during advances and screens retreats. This allows the combat elements to move quickly into position, secure in the knowledge that they will not bump into unexpected enemy units.

When a Spearhead Unit is placed on table during Deployment (but not if it arrives from Reserves or is placed outside the normal Deployment Area using this rule), the player may immediately Move its Teams at Tactical or Dash speed.

This movement may not use any Movement Orders, and may not take a Team within:

- 16"/40cm of an enemy Team it is not Concealed from,
- 8"/20cm of any enemy Team,
- 16"/40cm of the enemy Deployment Area or any Objective outside your own Deployment Area.

When Deploying their remaining Units, a player may treat the area entirely within 8"/20cm of a Spearhead Team that is In Command as an extension of their Deployment Area. Teams placed here may not be placed in the areas that a Spearhead Team may not move into.

STRIKE AIRCRAFT

The air force has many tasks across the breadth and depth of the enemy forces. Your battle is just one small part of the big picture to them, so the aircraft supporting you will often be called away to more urgent tasks.

At the start of each turn, the player rolls a die. On a score of 4+, the Strike Aircraft Unit arrives and will be placed anywhere on table in the Movement Step. If the Strike Aircraft Unit is held in Reserve, do not start rolling until the Unit arrives from Reserve.

The Aircraft shoot as normal in the Shooting Step (after taking Anti-aircraft fire from the enemy), and then (whether Loitering or not) are removed from the table at the end of the turn. Any casualties they suffer carry over when the Unit returns to the table.

FORCE STRUCTURE

In Fate of a Nation, players assemble their forces, which is based around a core formation and reinforced with support units from a variety of sources, ranging from your own divisional support or from your allies.

FORMATION DIAGRAM

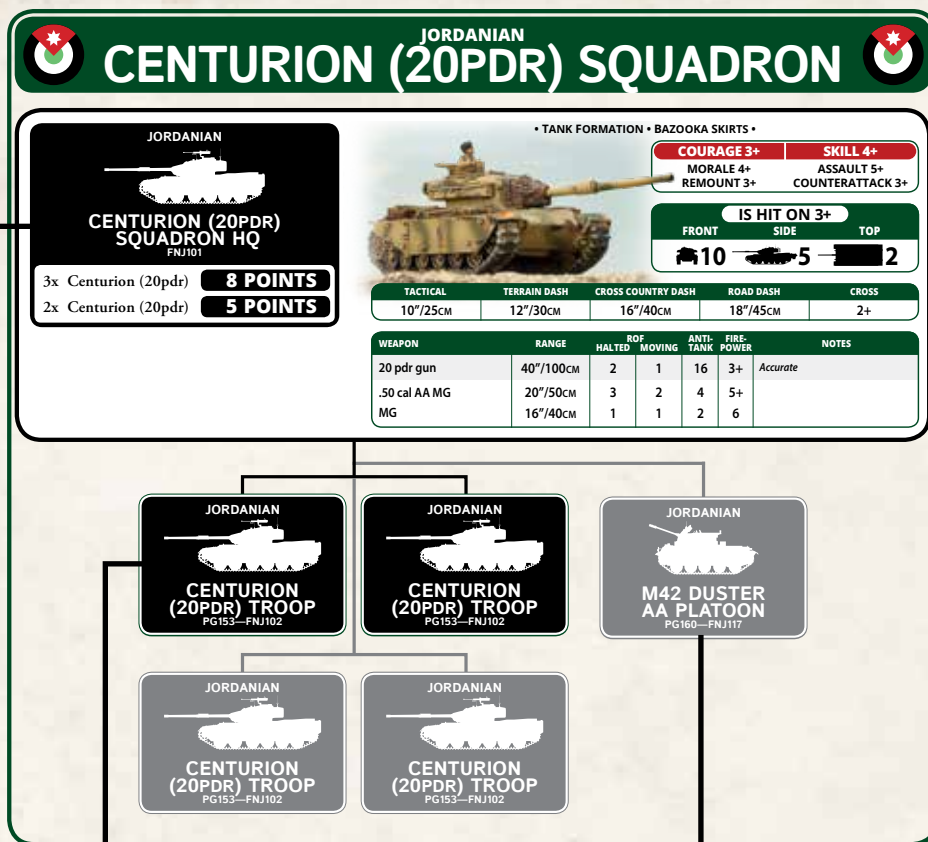
Formations are the core of your force and your main fighting strength. A Formation is a group of Units under a single Commander, either an Israeli company or an Arab battalion. It contains the company or battalion's own troops and their slice of their parent formation's specialist weapons and units. The Formation Diagram is, in essence, a list of Unit cards that you can choose from when creating that Formation.

HQ UNIT

The HQ Unit contains the Commander, their staff, and any additional support teams. *See page 15.*

FORMATION COMMANDER

A Commander usually has the same equipment as the rest of their formation, but is braver and more skilful.



REQUIRED UNITS

Units shown in black are required as part of this Formation. Usually this is the HQ and two Units.

OPTIONAL UNITS

Units shown in grey are optional as part of this Formation. These are mainly specialist weapons.

FORCE DIAGRAM

Your Force must contain at least one Formation, but you can field as many Formations as your points allow. Force Diagrams like the one below, show the division or other organisation that the Formations belong to. Choosing Formations from a Force Diagram gives you access to Support Units, such as divisional artillery or reconnaissance units, and air support from the air force, that higher command has assigned to work with your formation.

FORCE NAME

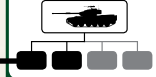
The name of the Force, along with its nicknames and awards is shown here. A short form of the Force name appears on each of its Formation and Unit Cards

FORMATIONS

Your Force can contain as many Formations of each type as there are layers in the diagram, but must contain at least one of the Formations shown.

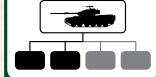
JORDANIAN FORCES

JORDANIAN
CENTURION (20PDR)
SQUADRON
FNU101



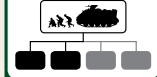
Page 152

JORDANIAN
CENTURION (105MM)
SQUADRON
FNU103



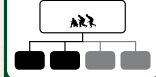
Page 153

JORDANIAN
MECHANISED
COMPANY
FNU107



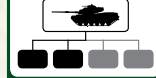
Page 155

JORDANIAN
INFANTRY
COMPANY
FNU112



Page 158

JORDANIAN
M48 PATTON
SQUADRON
FNU105



Page 154

SUPPORT

JORDANIAN
25PDR FIELD
BATTERY
FG160—FNU118



JORDANIAN
25PDR FIELD
BATTERY
FG160—FNU118
OR
JORDANIAN
155MM FIELD
BATTERY
FG161—FNU119



Page 154

JORDANIAN
ARTILLERY
OBSERVER
FG161—FNU120



Page 155

JORDANIAN
M42 DUSTER
AA PLATOON
FG162—FNU121



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FORMATION SUPPORT
You may field compulsory
Combat Units (with a
black box) from the
above Formations as
Support Units.

SUPPORT UNITS

Units that are not part of a Formation are Support Units. You can take one of these from each box as part of your Force.

JORDANIAN FORCES

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EITHER-OR UNITS

Some Units are mutually exclusive, linked by OR. You may only have one Unit out of those in the selection.

INTER-DIVISIONAL SUPPORT

You may field compulsory Combat Units (with a black box) from the above Formations as Support Units.

PICKING YOUR FORCE

Before a game, you need to pick the Formations and Units that will make up your Force.

POINTS LIMIT

If you are playing a pick-up game with a friend, you can agree to a points limit before the game, say 50, 75, 100, 125, or even 150 points. Then pick your force from a Force Diagram so that the total points value of all of your Units is no more than the agreed amount.

USING A FORCE DIAGRAM

The first part of picking your force is to look at the Force Diagram for the type of army you want to field. You can either use the Force Diagrams in this book or the Force Cards. The cards have the same options, only formatted as lists to fit in the smaller space. Some people like thumbing through the pages of a book while considering their options, while others prefer the convenience of cards, which let you make an instant reference for your specific army. For this example we'll make a Israeli Force, so we'll start by looking at either the Israeli Forces diagram (page 74) or the Israeli Force Card [FNI001], available in the Unit Card packs shown on page 184.

CORE FORMATIONS

A Force needs at least one Formation. Each Formation is made up of an HQ Unit and a number of combat Units. Like the Force Diagrams, you can either use the Formation Diagrams from the book or the Formation Cards. In the Formation Diagram, compulsory units are shaded black, while optional units are grey. So you *must* field the HQ Unit and one Unit from each black box, and you *may* field one Unit from each grey box. This same information is summarised on the corresponding Formation Card.

We will just take one Formation, a Israeli *Sho't Tank Company* using the Formation Diagram on page 78, or the Israeli *Sho't Tank Company HQ* card [FNI101], shown on the next page.

The Diagram and Card shows we must take an HQ Unit, which can have either one or two Sho't (105mm) or, one or two Sho't (20 pdr) tanks. We will select two Sho't (105mm) tanks. For our two compulsory Units we'll take Sho't Tank Platoons with 3x Sho't (105mm) tanks each. We'll add to our formation with a M3 Mech Infantry Platoon at full strength and M3D 120mm Artillery Battery with four M3D 120mm mortar half-tracks.

SUPPORT

Looking at the Force Diagram again, there are two ways to add support: Support Units and Formation Support.

SUPPORT UNITS

Support Units are things like reconnaissance and artillery that are held by the divisional commander and allocated

out as needed. You can field one Unit from each box in the support area. One point to note is that while Support Units are very powerful additions to your force, they don't count towards Formation Last Stand tests. So if you run out of combat troops in your Formations, your Support Units will quit the field and the game is over.

FORMATION SUPPORT

Formation Support represents a higher commander reinforcing your Formations with additional Units from other Formations. You can take any compulsory Units (other than the HQ Unit) from other Formations in your Force. You may only have one of each type of Unit as Formation Support, and only if you don't have that same type of Unit in one of your Formations already.

OUR FORCE

So we will take a Support Unit in the form of a Anti-tank Jeep Platoon with three Jeep (106mm) vehicles.

SHO'T TANK COMPANY

HQ	2x Sho't (105mm)	18 points
Tank Platoon	3x Sho't (105mm)	27 points
Tank Platoon	3x Sho't (105mm)	27 points
M3 Mech		
InfantryPlatoon	At Full strength	11 points
M3D 120mm		
Artillery Platoon	4x M3D (120mm)	6 points
Anti-tank Jeep Platoon	3x Jeep (106mm)	6 points
Fighter Flight	2x Skyhawk	5 points

100 POINTS

SHO'T TANK PLATOON

3x Sho't (105mm) **27 POINTS**



FORCE AND FORMATION CARDS

Israeli Armoured Division Force Card

ISRAELI ARMOURD DIVISION

FORMATIONS IN THE FORCE

Your force must contain at least one of the following:

0-3 ISRAELI TANK COMPANY TS122	0-3 M3 MECH INFANTRY PLATOON TS122
0-1 ISRAELI SAYUR COMPANY TS101a	0-1 M113 MECH INFANTRY PLATOON TS101a
0-3 ISRAELI PARATROOP COMPANY TS118	SUPPORT AVAILABLE See Other Cards If your Force contains an M50 Tank Platoon, take a TOW Jeep (TS114) support unit.

TS003

When picking your force, you can either use the Force Diagrams or the Force Cards. These cards have the same options as the diagrams in the book, they are just formatted as lists to fit in the smaller space. Likewise, you can use the Formation Diagrams or the Formation Cards.

Israeli Sho't Tank Company Formation Card

ISRAELI SHO'T TANK COMPANY

SHO'T TANK COMPANY HQ

2x Sho't (105mm)	18 POINTS
1x Sho't (105mm)	9 POINTS
2x Sho't (20 pdr)	16 POINTS
1x Sho't (20 pdr)	8 POINTS

SPECIAL RULES

Accurate: No To Hit penalty for Range over 16"/40cm if Team did not Move.
Bazooka Skirts: Side Armour is increased to 10 against HEAT weapons.
Brutal: Infantry, Gun and Unarmoured Tank teams re-roll successful Saves.

UNITS IN THE FORMATION

Israeli	
1 Sho't Tank Company HQ	FNI101
Israeli	
2-3 Sho't Tank Platoon	FNI102
Israeli	
0-1 M3 Mech Infantry Platoon	FNI115
or M113 Mech Infantry Platoon	FNI121
Israeli	
0-1 M3D 120mm Artillery Battery	FNI113

Searchlight: Roll two dice for Night Visibility and choose the highest score. Teams targeting Teams of this Unit do not have their Line of Sight limited by their Night Vision roll.
Smoke: Can shoot Smoke ammunition.

FNI101



SKYHAWK FIGHTER FLIGHT
 2x Skyhawk **5 POINTS**

M3D 120MM ARTILLERY PLATOON
 4x M3D 120mm **6 POINTS**

ANTI-TANK JEEP PLATOON
 3x Jeep (106mm) **6 POINTS**

M3 MECH INFANTRY PLATOON
 At Full Strength **11 POINTS**



SHO'T TANK COMPANY HQ
 2 x Sho't (105mm) **18 POINTS**

SHO'T TANK PLATOON
 3x Sho't (105mm) **27 POINTS**







ISRAELI DEFENCE FORCE

ISRAELI FORCES

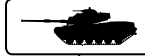

TANK BRIGADE

ISRAELI
**SHO'T
TANK COMPANY**
FNI101

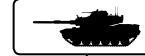

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ISRAELI
**MAGACH
TANK COMPANY**
FNI103

Page 80

ISRAELI
**MAGACH 6
TANK COMPANY**
FNI105



Page 81

ISRAELI
**SHERMAN
TANK COMPANY**
FNI107



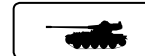


Page 82

ISRAELI
**TIRAN 5
TANK COMPANY**
FNI109


Page 83

ISRAELI
**AMX
TANK COMPANY**
FNI111

Page 84

SUPPORT

ISRAELI

**M7 PRIEST
ARTILLERY BATTERY**
PG96—FNI136

OR


ISRAELI
**M3D 120MM
ARTILLERY BATTERY**
PG79—FNI113

OR

ISRAELI
**25PDR
ARTILLERY BATTERY**
PG95—FNI133

OR

ISRAELI
**105MM
ARTILLERY BATTERY**
PG95—FNI134

ISRAELI

**M50/155
ARTILLERY BATTERY**
PG97—FNI137

OR


ISRAELI
**M3D 120MM
ARTILLERY BATTERY**
PG79—FNI113

OR

ISRAELI
**25PDR
ARTILLERY BATTERY**
PG95—FNI133

OR

ISRAELI
**155MM
ARTILLERY BATTERY**
PG95—FNI135

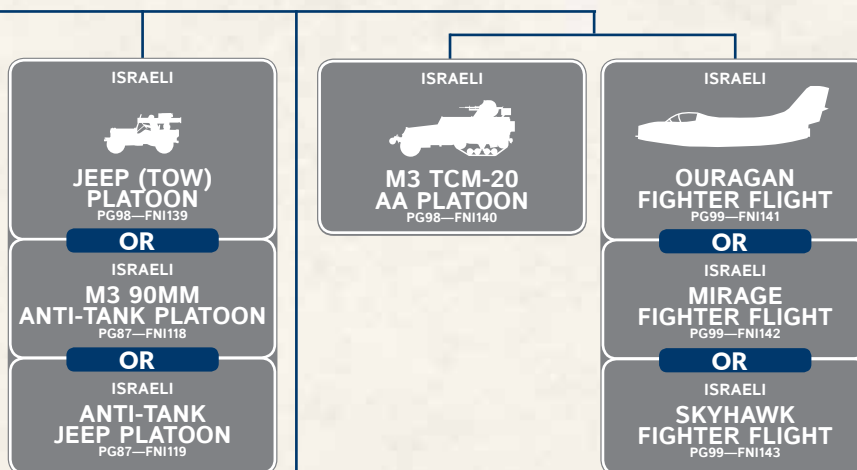
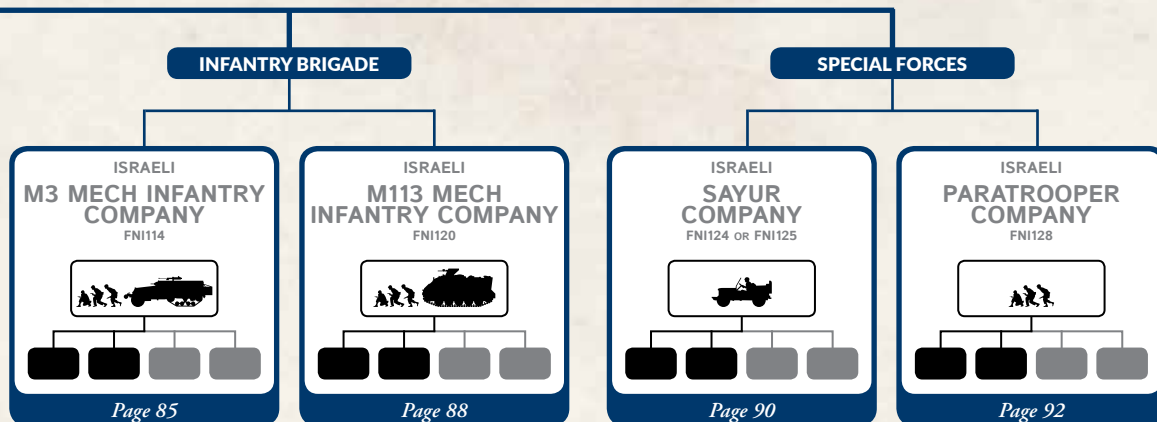
ISRAELI

**120MM
ARTILLERY BATTERY**
PG95—FNI132

OR

ISRAELI
**105MM
ARTILLERY BATTERY**
PG95—FNI134

ISRAELI

**ARTILLERY
OBSERVER**
PG97—FNI138



FORMATION SUPPORT
You may field compulsory Combat Units (with a black box) from the above Formations as Support Units.

CHINESE FARM



143RD ARMoured DIVISION AT THE BATTLE OF CHINESE FARM, OCT 1973

At the start of the 1973 war, Israeli General Ariel Sharon was in retirement and his reservist division, the 143rd Armoured Division was not active. Sharon and his armoured brigade had played a key role in the 1967 war, but Sharon's confrontational style had created as many enemies as his battlefield success had created friends.

Sharon and his division were immediately recalled to duty and sent to the Sinai front, arriving on Day 3, 8 October. The situation was grave after the successful Egyptian crossing of the Suez canal, and the failure of the first Israeli counter-attack.

The 143rd Division, or "Ugdah Sharon", soon went into action. An Egyptian armoured attack was turned back with the loss of 50 Egyptian tanks. By the end of Day 4, 9 October, the front had stabilised. The Egyptians were unable to advance beyond their air defence missile umbrella, and the Israelis lacked the numerical strength to defeat such a large opposing force equipped with modern Sagger anti-tank missiles and SAM anti-aircraft missiles.

The next major attack was on 14 October, when President Sadat ordered the Egyptian Army to attack towards the Mitla and Gidi passes, overruling his commander General Shazly who considered the attack suicidal. General Shazly's protests were in vain. Over 800 Egyptian tanks from the 2nd and 3rd Armies moved east with artillery support, but the force was vulnerable to air attack because of a lack of SAM cover and Egyptian Air Force support. Israeli tanks and aircraft destroyed over 250 Egyptian tanks for the loss of 40 Israeli tanks. The Egyptian attack was broken off.

CHINESE FARM

Immediately after the failed Egyptian attack, Ugdah Sharon launched his own attack just north of Deversoir, at a gap

between the Egyptian 2nd and 3rd Armies. It was at an agricultural research station nicknamed "Chinese Farm." Paratroopers attached to Ugdah Sharon would seize the farm, while an armoured column would manoeuvre through the gap. The Egyptians fought hard, and tank hunting squads with RPGs knocked out 27 Israeli tanks around Chinese Farm. As the defenders were fiercely engaged, Israeli armour moved through the gap, bridging the canal with a pontoon bridge moved on rollers.

ACROSS THE CANAL

It took 24 hours to get Israeli tanks across the canal, but they immediately tipped the balance once across. Moving along the west bank the Israeli tanks struck Egyptian SAM sites and rear support, destroying the missile umbrella. The way was now open for the Israeli Air Force to assist in an armoured breakout.

The Egyptian infantry at Chinese Farm kept fighting doggedly, defeating one Israeli Paratrooper force, but it was to no avail. Israeli armour on the west bank of the canal had the Egyptian 3rd Army surrounded within two days. A ceasefire was agreed by 23 October.

ISRAELI COUNTERATTACK 15-17 OCTOBER, 1973

0 KM 20 30 40 50
0 MILES 10 20 30



EGYPT

PORT SAID ●

● RUMANI

● QUANTARA

XX
SASSOON

XX
ADAN

ISRAELI
OCCUPIED
SINAI

ISMAILIA ●

XX
16

XX
21

● TASA

XX
SHARON

● BIR GIFGAFA

PLANNED
EXPLOITATION

X
25

● BIR GIDY

XX
MAGAN

XX
MERON

CAIRO
40 Miles

SUEZ ●

GULF
OF SUEZ

X
GAVISH


ISRAELI FORCES



ISRAELI SHO'T TANK COMPANY



ISRAELI




**SHO'T
TANK COMPANY HQ**
FNI101

2x Sho't (105mm) **18 POINTS**
1x Sho't (105mm) **9 POINTS**

2x Sho't (20 pdr) **16 POINTS**
1x Sho't (20 pdr) **8 POINTS**

• TANK FORMATION • BAZOOKA SKIRTS • SEARCHLIGHT •



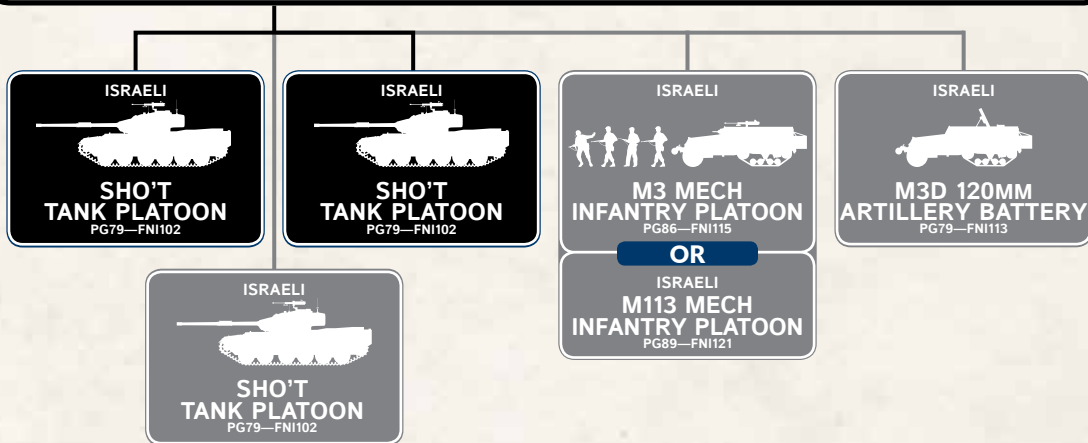
COURAGE 3+ **SKILL 2+**
MORALE 2+ **ASSAULT 4+**
REMOUNT 3+ **COUNTERATTACK 2+**

IS HIT ON 4+

FRONT **13** SIDE **6** TOP **2**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	2+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
105mm gun	40"/100CM	2	1	18	2+	Accurate, Brutal, Smoke	
20 pdr gun	40"/100CM	2	1	16	3+	Accurate, Smoke	
.50 cal AA MG	20"/50CM	3	2	4	5+		
MG	16"/40CM	1	1	2	6		



ISRAELI SHO'T TANK PLATOON

AISBX02
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SHO'T TANK PLATOON

4x Sho't (105mm)	36 POINTS
3x Sho't (105mm)	27 POINTS
2x Sho't (105mm)	18 POINTS
3x Sho't (20 pdr)	24 POINTS
2x Sho't (20 pdr)	16 POINTS

The British Centurion tank was known as the *Sho't* (Whip) in the Israeli Defence Force. Almost all of these were rearmed with deadly British 105mm L7 guns (although a few fighting on the road to Jerusalem in 1967 still had their old 20 pdr guns).

With several hundred in service, the *Sho't* served as one of the mainstays of the Israeli armoured brigades serving on all fronts defeating more numerous and technically superior Soviet-designed adversaries.



• TANK UNIT • BAZOOKA SKIRTS • SEARCHLIGHT •

COURAGE 4+	SKILL 3+
MORALE 3+	ASSAULT 4+
REMOUNT 3+	COUNTERATTACK 3+

IS HIT ON 4+		
FRONT	SIDE	TOP
13	6	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	2+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
105mm gun	40"/100CM	2	1	18	2+	Accurate, Brutal, Smoke
20 pdr gun	40"/100CM	2	1	16	3+	Accurate, Smoke
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

ISRAELI M3D 120MM ARTILLERY BATTERY

AIS204
Page 188

M3D 120MM ARTILLERY BATTERY

4x M3D 120mm	6 POINTS
3x M3D 120mm	4 POINTS
2x M3D 120mm	3 POINTS

The M3D mounted the indigenous Soltam M65 120mm mortar. This heavy mortar could fire a variety of ammunition types and when coupled with the mobility of the half-track, provided a stable firing platform to support the company.



• TANK UNIT •

COURAGE 4+	SKILL 3+
MORALE 3+	ASSAULT 5+
REMOUNT 4+	COUNTERATTACK 4+

IS HIT ON 4+		
FRONT	SIDE	TOP
1	0	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	32"/80CM	4+


WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
120mm mortar	64"/160CM	ARTILLERY		2	3+	Forward Firing, Smoke Bombardment
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	Forward Firing



ISRAELI MAGACH TANK COMPANY



ISRAELI




**MAGACH
TANK COMPANY HQ**
FNI103

2x Magach 3 (105mm) **20 POINTS**
1x Magach 3 (105mm) **10 POINTS**

2x Magach 2 (90mm) **14 POINTS**
1x Magach 2 (90mm) **7 POINTS**

• TANK FORMATION • SEARCHLIGHT •



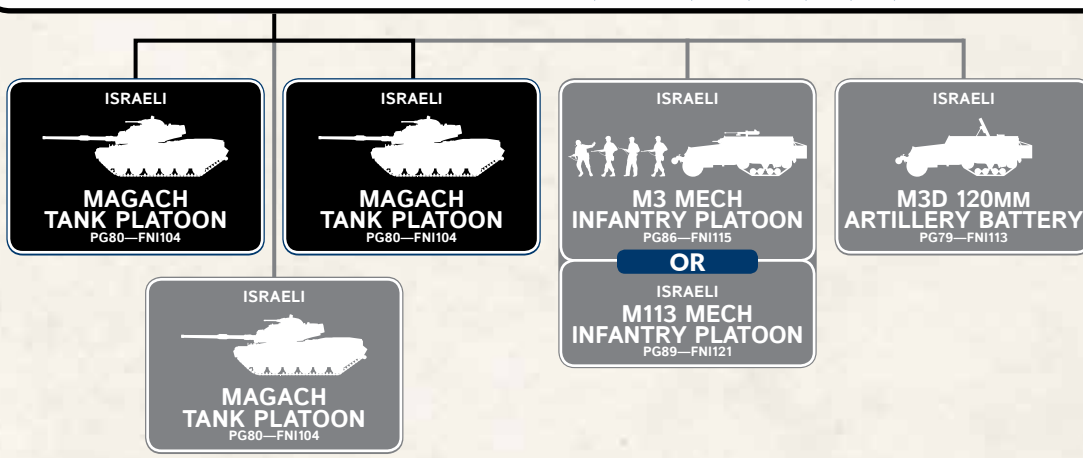
COURAGE 3+ **SKILL 2+**
MORALE 2+ ASSAULT 4+
REMOUNT 4+ COUNTERATTACK 2+

IS HIT ON 4+

FRONT **13** SIDE **8** TOP **2**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
105mm gun	40"/100CM	2	1	18	2+	Accurate, Brutal, Smoke
90mm gun	40"/100CM	2	1	16	3+	Accurate, Smoke
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	



AISBX01
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ISRAELI MAGACH TANK PLATOON

MAGACH TANK PLATOON

4x Magach 3 (105mm) **40 POINTS**
3x Magach 3 (105mm) **30 POINTS**
2x Magach 3 (105mm) **20 POINTS**

4x Magach 2 (90mm) **28 POINTS**
3x Magach 2 (90mm) **21 POINTS**
2x Magach 2 (90mm) **14 POINTS**

• TANK UNIT • SEARCHLIGHT •



COURAGE 4+ **SKILL 3+**
MORALE 3+ ASSAULT 4+
REMOUNT 4+ COUNTERATTACK 3+

IS HIT ON 4+

FRONT **13** SIDE **8** TOP **2**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
105mm gun	40"/100CM	2	1	18	2+	Accurate, Brutal, Smoke
90mm gun	40"/100CM	2	1	16	3+	Accurate, Smoke
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

In Israeli service, the American-made M48A1 and M48A2 Patton tanks were called *Magach*. Israel received its first examples from West Germany with American shipments arriving later. Their 90mm gun was soon upgraded to the British L7 105mm gun.



ISRAELI MAGACH 6 TANK COMPANY




ISRAELI



**MAGACH 6
TANK COMPANY HQ**
FNI105

2x Magach 6 **24 POINTS**
1x Magach 6 **12 POINTS**

• TANK FORMATION • INFRA-RED (IR) •



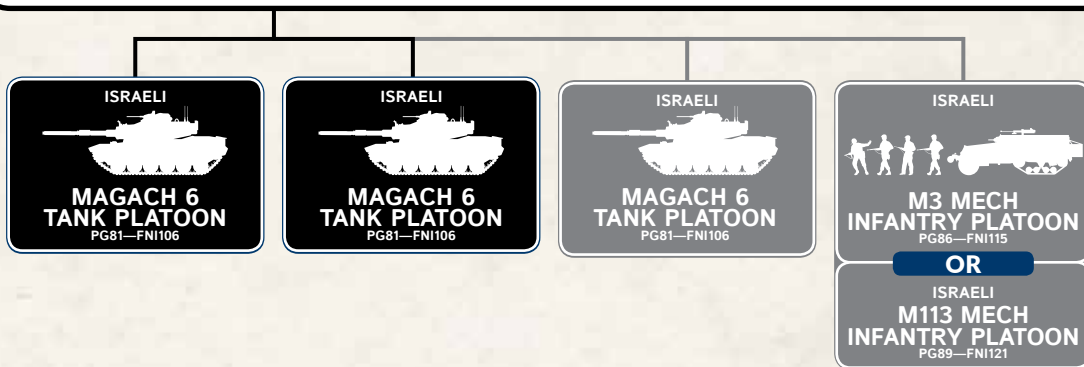
COURAGE 3+		SKILL 2+	
MORALE 2+		ASSAULT 4+	
REMOUNT 4+		COUNTERATTACK 2+	

IS HIT ON 4+

FRONT	SIDE	TOP
15	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	2+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
105mm gun	40"/100cm	2	1	18	2+	Accurate, Brutal, Smoke
.50 cal AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	



ISRAELI MAGACH 6 TANK PLATOON


AISBX05
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MAGACH 6 TANK PLATOON

3x Magach 6 **36 POINTS**
2x Magach 6 **24 POINTS**

The American M60 tank was an improved version of the earlier M48 tank mounting the British 105mm gun, known as the *Magach 6* in Israeli service. The defence force began receiving this type in 1971 and had about 150 in its inventory at the beginning of the Yom Kippur War (though additional vehicles were shipped from the U.S. during the war). Many were lost to Egyptian "Sagger" missiles in the Sinai, but once new tactics were learnt the *Magach 6* engaged Egyptian armour with great success.

• TANK UNIT • INFRA-RED (IR) •



COURAGE 4+		SKILL 3+	
MORALE 3+		ASSAULT 4+	
REMOUNT 4+		COUNTERATTACK 3+	

IS HIT ON 4+

FRONT	SIDE	TOP
15	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	2+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
105mm gun	40"/100cm	2	1	18	2+	Accurate, Brutal, Smoke
.50 cal AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	



ISRAELI SHERMAN TANK COMPANY




ISRAELI



**SHERMAN
TANK COMPANY HQ**
FNI107

2x Isherman (105mm) **8 POINTS**
1x Isherman (105mm) **4 POINTS**
2x Sherman (75mm) **4 POINTS**

• TANK FORMATION • SEARCHLIGHT •



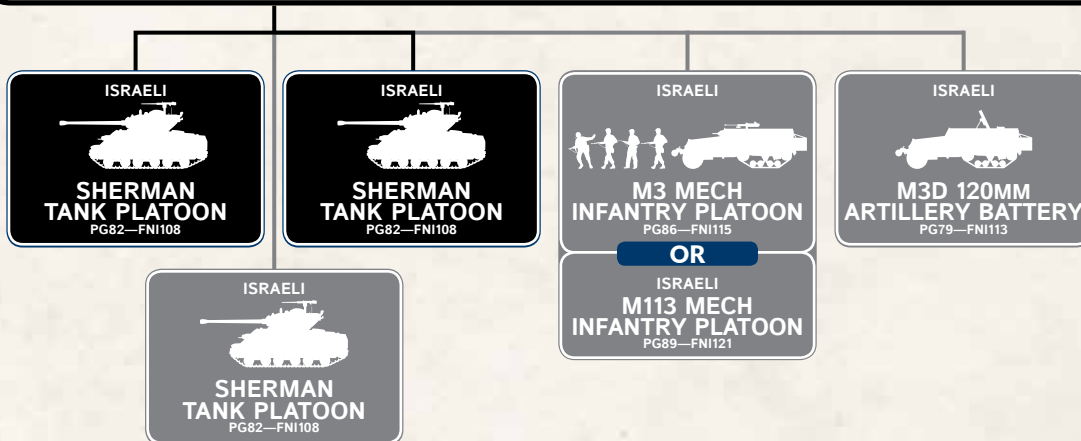
COURAGE 3+ **SKILL 2+**
MORALE 2+ **ASSAULT 4+**
REMOUNT 3+ **COUNTERATTACK 2+**

IS HIT ON 4+

FRONT **6** SIDE **4** TOP **1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
105mm gun	36"/90CM	2	1	17	2+	Brutal, HEAT
75mm gun	36"/90CM	2	1	14	3+	
.50 cal AA MG	20"/50CM	3	2	4	5+	
MGs	16"/40CM	2	2	2	6	




AIISBX03
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AIISBX04
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SHERMAN TANK PLATOON

- 4x Isherman (105mm) **16 POINTS**
3x Isherman (105mm) **12 POINTS**
2x Isherman (105mm) **8 POINTS**
5x Sherman (75mm) **10 POINTS**
4x Sherman (75mm) **8 POINTS**
3x Sherman (75mm) **6 POINTS**

• TANK UNIT • SEARCHLIGHT •



COURAGE 4+ **SKILL 3+**
MORALE 3+ **ASSAULT 4+**
REMOUNT 3+ **COUNTERATTACK 3+**

IS HIT ON 4+

FRONT **6** SIDE **4** TOP **1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
105mm gun	36"/90CM	2	1	17	2+	Brutal, HEAT
75mm gun	36"/90CM	2	1	14	3+	
.50 cal AA MG	20"/50CM	3	2	4	5+	
MGs	16"/40CM	2	2	2	6	

In the 1967 war, the Israelis used 'French' Shermans mounting the 75mm gun from the AMX and their own M51 'Isherman' (short for 'Israeli Sherman') mounting a 105mm gun.



ISRAELI TIRAN 5 TANK COMPANY




ISRAELI



**TIRAN 5
TANK COMPANY HQ**
FNI109

2x Tiran 5 **14 POINTS**
1x Tiran 5 **7 POINTS**

• TANK FORMATION • INFRA-RED (IR) •



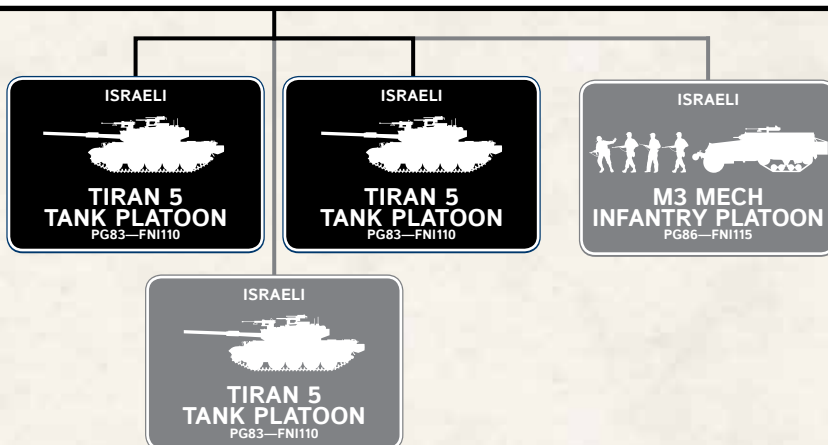
COURAGE 3+	SKILL 2+
MORALE 2+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 2+

IS HIT ON 4+

FRONT	SIDE	TOP
13	9	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
105mm gun	40"/100CM	1	1	18	2+	Brutal, Slow Firing, Smoke
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	



ISRAELI TIRAN 5 TANK PLATOON


AISBX06
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TIRAN 5 TANK PLATOON

3x Tiran 5 **21 POINTS**
2x Tiran 5 **14 POINTS**

During the 1967 War, Israel captured many T-54 and T-55 tanks from Egypt and Syria. Always short of modern tanks, Israel quickly pressed these vehicles into service under the designation *Tiran* (Tyrant). The vehicles were modernized substantially for service in the Israeli defence forces, including replacing the Soviet 100mm gun with the British 105mm standard to other Israeli armour. Other modifications were new engines, new sights, and new machine-guns.

• TANK UNIT • INFRA-RED (IR) •



COURAGE 4+	SKILL 3+
MORALE 3+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 3+

IS HIT ON 4+

FRONT	SIDE	TOP
13	9	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
105mm gun	40"/100CM	1	1	18	2+	Brutal, Slow Firing, Smoke
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	



ISRAELI AMX TANK COMPANY



ISRAELI



**AMX
TANK COMPANY HQ**
FNI111

2x AMX **4 POINTS**


• TANK FORMATION • SEARCHLIGHT •

COURAGE 3+
MORALE 2+
REMOUNT 3+

SKILL 2+
ASSAULT 4+
COUNTERATTACK 2+

IS HIT ON 4+

FRONT **4** SIDE **2** TOP **1**



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	28"/70CM	3+

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
75mm gun	36"/90CM	1	1	14	3+	
AA MG	16"/40CM	3	3	2	6	
MG	16"/40CM	1	1	2	6	



AI5041
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ISRAELI AMX TANK PLATOON

AMX TANK PLATOON

4x AMX
3x AMX
2x AMX

8 POINTS
6 POINTS
4 POINTS

The French AMX-13 was a light tank initially produced in 1953 that coupled high speed with a high-velocity 75mm gun equipped with an autoloader. The Israelis first acquired the AMX largely because its gun could penetrate the early marks of the Centurion tank fielded by Egypt and its other Arab neighbours. It was withdrawn from service after the 1967 war because of its light armour and relatively light gun by the standards of the day.


• TANK UNIT • SEARCHLIGHT •

COURAGE 4+
MORALE 3+
REMOUNT 3+

SKILL 3+
ASSAULT 4+
COUNTERATTACK 3+

IS HIT ON 4+

FRONT **4** SIDE **2** TOP **1**



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	28"/70CM	3+

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
75mm gun	36"/90CM	1	1	14	3+	
AA MG	16"/40CM	3	3	2	6	
MG	16"/40CM	1	1	2	6	



ISRAELI

M3 MECH INFANTRY COMPANY



ISRAELI

M3 MECH INFANTRY
COMPANY HQ

FNI114

2x Uzi SMG team with
MECAR AT grenades
1x M3A (FNI116)

2 POINTS

• INFANTRY FORMATION • HQ TRANSPORT •

**COURAGE 3+**

MORALE 2+
RALLY 3+

SKILL 2+

ASSAULT 4+
COUNTERATTACK 2+

IS HIT ON**4+****INFANTRY SAVE****3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI- TANK	FIRE- POWER	NOTES
Uzi SMG team	4"/10CM	3	3	1	6	Pinned ROF1
or MECAR AT grenades	4"/10CM	1	1	13	4+	HEAT, Slow Firing

ISRAELI

M3 MECH
INFANTRY PLATOON

PG86—FNI115

ISRAELI

M3 MECH
INFANTRY PLATOON

PG86—FNI115

ISRAELI

M3 90MM ANTI-
TANK PLATOON

PG87—FNI118

OR

ISRAELI

ANTI-TANK
JEEP PLATOON

PG87—FNI119

ISRAELI

M3D 120MM
ARTILLERY BATTERY

PG79—FNI113

OR

ISRAELI

120MM
ARTILLERY BATTERY

PG95—FNI132

ISRAELI

M3 MECH
INFANTRY PLATOON

PG86—FNI115

ISRAELI

M3C 81MM
MORTAR PLATOON

PG87—FNI117





ISRAELI M3 MECH INFANTRY PLATOON

M3 MECH INFANTRY PLATOON

- 7x FN FAL team with MECAR AT grenades
- 1x FN MAG team
- 1x M2 60mm mortar
- 1x Blindicide AT team
- 5x M3A (FNI116)

11 POINTS

- 5x FN FAL team with MECAR AT grenades
- 1x FN MAG team
- 1x M2 60mm mortar
- 1x Blindicide AT team
- 4x M3A (FNI116)

9 POINTS

OPTIONS

- Add Blindicide AT team for +1 point.

Most of Israel's infantry were transported in World War II-vintage M3 half-tracks. These half-tracks provided reasonable mobility and bulletproof armour, allowing the infantry to close with the enemy before dismounting.

• INFANTRY UNIT •

COURAGE 4+

SKILL 3+

MORALE 3+

ASSAULT 4+

RALLY 4+

COUNTERATTACK 3+

IS HIT ON

4+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
FN FAL team or MECAR AT grenades	16"/40CM 4"/10CM	1	1	2	6	HEAT, Slow Firing
FN MAG team	16"/40CM	5	2	2	6	Assault 5+, Heavy Weapon
Blindicide AT team	8"/20CM	1	1	14	4+	Assault 5+, HEAT, Slow Firing
M2 60mm mortar	24"/60CM	2	1	1	4+	Assault 5+, Heavy Weapon, Overhead Fire

M3A TRANSPORT ISRAELI

• TANK ATTACHMENT • PASSENGERS 3 • UNIT TRANSPORT •

COURAGE 4+

SKILL 3+

MORALE 3+

ASSAULT 6

REMOUNT 4+

COUNTERATTACK 5+

IS HIT ON 4+

FRONT

SIDE

TOP

1

0

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	32"/80CM	4+

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	Forward Firing

ISRAELI M3C 81MM MORTAR PLATOON

AIS203
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M3C 81MM MORTAR PLATOON

2x M3C (81mm)

2 POINTS

The Israeli Defence Force developed their M3C mortar carriers on the M3 half-track chassis for infantry fire support. Mounting an 81mm mortar, the M3C had a effective range of 3000m and a high volume of fire. The half-track provided a stable firing platform, armoured protection, and mobility.

• TANK UNIT •



COURAGE 4+
MORALE 3+
REMOUNT 4+

SKILL 3+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 4+

FRONT

SIDE

TOP

1

0

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	32"/80CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	40"/100CM	ARTILLERY		1	4+	Forward Firing, Smoke Bombardment
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	Forward Firing

ISRAELI M3 90MM ANTI-TANK PLATOON

AIS122
Page 190

M3 90MM ANTI-TANK PLATOON

4x M3 (90mm)

8 POINTS

3x M3 (90mm)

6 POINTS

2x M3 (90mm)

4 POINTS

Another conversion of the ubiquitous M3 half-track, this particular version mounts the French-made DEFA 90mm smoothbore gun. Firing fin-stabilized projectiles to a range of roughly 1 kilometre, the gun provides light anti-tank capability to Israel's infantry companies.

• TANK UNIT •



COURAGE 4+
MORALE 3+
REMOUNT 3+

SKILL 3+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 4+

FRONT

SIDE

TOP

1

0

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	32"/80CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
90mm gun	28"/70CM	2	1	16	3+	Forward Firing, HEAT
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	Forward Firing

ISRAELI ANTI-TANK JEEP PLATOON

AIS121
Page 189

ANTI-TANK JEEP PLATOON

4x Jeep (106mm)

8 POINTS

3x Jeep (106mm)

6 POINTS

2x Jeep (106mm)

4 POINTS

Combining the effective 106mm recoilless rifle with the mobility of a jeep, Israeli soldiers waged a particularly effective campaign against Egyptian armour during both the Six Day and Yom Kippur Wars.

• UNARMoured TANK UNIT • SCOUT •



COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 3+
ASSAULT -
COUNTERATTACK -

IS HIT ON

4+

VEHICLE SAVE

4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	12"/30CM	20"/50CM	48"/120CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
106mm recoilless rifle	24"/60CM	1	1	17	2+	Accurate, Brutal, HEAT, Recoilless, Slow Firing



ISRAELI

M113 MECH INFANTRY COMPANY



ISRAELI

M113 MECH INFANTRY
COMPANY HQ
FNI1202x Uzi SMG team with
MECAR AT grenades
1x M113 (FNI122)**3 POINTS**

• INFANTRY FORMATION • HQ TRANSPORT •

**COURAGE 3+**MORALE 2+
RALLY 3+**SKILL 2+**ASSAULT 4+
COUNTERATTACK 2+**IS HIT ON****4+****INFANTRY SAVE****3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	ROF MOVING	ANTI- TANK	FIRE- POWER	NOTES
Uzi SMG team	4"/10CM	3	3	1	6	Pinned ROF1
or MECAR AT grenades	4"/10CM	1	1	13	4+	HEAT, Slow Firing

ISRAELI

**M113 MECH
INFANTRY PLATOON**
PG89—FNI121

ISRAELI

**M113 MECH
INFANTRY PLATOON**
PG89—FNI121

ISRAELI

**M125 81MM
MORTAR PLATOON**
PG89—FNI23

ISRAELI

**M113 MECH
INFANTRY PLATOON**
PG89—FNI121

ISRAELI M113 MECH INFANTRY PLATOON

AIS722
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M113 MECH INFANTRY PLATOON

7x FN FAL team with MECAR AT grenades
1x FN MAG team
1x 60mm mortar
1x Blindicide AT team
5x M113 (FNI122)

13 POINTS

5x FN FAL team with MECAR AT grenades
1x FN MAG team
1x 60mm mortar
1x Blindicide AT team
4x M113 (FNI122)

10 POINTS

OPTIONS

- Add Blindicide AT team for +1 points.

Israel captured Jordanian M113 armoured personnel carriers in the 1967 war, and were then supplied with additional M113 models by the United States beginning in 1970. The Israelis had about 400 in service by the time war broke out again in 1973. The M113 itself is better armoured and more mobile than the older M3 half-track.

• INFANTRY UNIT •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 3+
ASSAULT 4+
COUNTERATTACK 3+

IS HIT ON

4+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
FN FAL team or MECAR AT grenades	16"/40CM 4"/10CM	1 1	1 1	2 13	6 4+	HEAT, Slow Firing
FN MAG team	16"/40CM	5	2	2	6	Assault 5+, Heavy Weapon
Blindicide AT team	8"/20CM	1	1	14	4+	Assault 5+, HEAT, Slow Firing
60mm mortar	24"/60CM	2	1	1	4+	Assault 5+, Heavy Weapon, Overhead Fire



M113 TRANSPORT

ISRAELI



• TANK ATTACHMENT • AMPHIBIOUS • PASSENGERS 3 • UNIT TRANSPORT •

COURAGE 4+
MORALE 3+
REMOUNT 4+

SKILL 3+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 4+

FRONT
3

SIDE
2

TOP
1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal AA MG	20"/50CM	3	2	4	5+	

ISRAELI

M125 81MM MORTAR PLATOON

AISBX07
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M125 81MM MORTAR PLATOON

2x M125 (81mm)

3 POINTS

The M125 81mm mortar carrier is based on the M113 armoured personnel carrier. This allows it to keep up with the infantry during offensive operations, while providing fire support with its mortar.

• TANK UNIT • AMPHIBIOUS •

COURAGE 4+
MORALE 3+
REMOUNT 4+

SKILL 3+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 4+

FRONT
3

SIDE
2

TOP
0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	40"/100CM	ARTILLERY		1	4+	Smoke Bombardment
.50 cal AA MG	20"/50CM	3	2	4	5+	



ISRAELI SAYUR COMPANY



ISRAELI

**JEEP SAYUR
COMPANY HQ**
FNI124

2x Sayur Jeep

1 POINTS

• UNARMoured TANK FORMATION •

COURAGE 3+

MORALE 2+
RALLY 3+

SKILL 3+

ASSAULT -
COUNTERATTACK -

IS HIT ON

4+

VEHICLE SAVE

4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	20"/50cm	48"/120cm	4+

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
MG	16"/40cm	3	3	2	6	Forward Firing

OR

ISRAELI

**M3A SAYUR
COMPANY HQ**
FNI125

2x Sayur M3A (20mm)

2 POINTS

• TANK FORMATION •

COURAGE 3+

MORALE 2+
REMOUNT 3+

SKILL 3+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 4+

FRONT 1 SIDE 0 TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	10"/25cm	18"/45cm	32"/80cm	4+

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
20mm MG	20"/50cm	3	2	6	5+	Forward Firing
MG	16"/40cm	1	1	2	6	Forward Firing

ISRAELI

**JEEP SAYUR
PLATOON**
PG91—FNI126

OR

ISRAELI

**M3A SAYUR
PLATOON**
PG91—FNI127

ISRAELI

**JEEP SAYUR
PLATOON**
PG91—FNI126

OR

ISRAELI

**M3A SAYUR
PLATOON**
PG91—FNI127

ISRAELI

**ANTI-TANK
JEEP PLATOON**
PG87—FNI119

ISRAELI

**ANTI-TANK
JEEP PLATOON**
PG87—FNI119

ISRAELI

**M3D 120MM
MORTAR PLATOON**
PG79—FNI113

ISRAELI

**AMX
TANK PLATOON**
PG84—FNI112

OR

ISRAELI

**MAGACH
TANK PLATOON**
PG80—FNI104

OR

ISRAELI

**MAGACH 6
TANK PLATOON**
PG81—FNI106

ISRAELI

**JEEP SAYUR
PLATOON**
PG91—FNI126

OR

ISRAELI

**M3A SAYUR
PLATOON**
PG91—FNI127



ISRAELI JEEP SAYUR PLATOON

AIS411
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JEEP SAYUR PLATOON

6x Sayur Jeep

6 POINTS

4x Sayur Jeep

4 POINTS

The infantry used militarised American-made jeeps for fast, light, and very aggressive patrols ahead of their advances. Despite their lack of protection, the jeep-mounted *Sayeret* (Special forces) showed little reluctance in fighting their way through enemy positions.

• TANK UNIT • SPEARHEAD •



COURAGE 3+

MORALE 2+
RALLY 3+

SKILL 3+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON

4+

VEHICLE SAVE

4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	20"/50CM	48"/120CM	4+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI- TANK	FIRE- POWER	NOTES
MG	16"/40CM	3	3	2	6	Forward Firing

ISRAELI M3A SAYUR PLATOON

AISBX08
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M3A SAYUR PLATOON

2x Sayur M3A (20mm)

6 POINTS

4x Sayur Jeep (FNI126)

2x Sayur M3A (20mm)

4 POINTS

2x Sayur Jeep (FNI126)

Armoured and mechanised brigades fielded a mix of fast, mobile jeeps and heavier, well-armed half-tracks in their *Sayeret*. When they ran into enemy resistance, the half-tracks opened fire with their big 20mm guns while the jeeps charged forward, guns blazing.

• TANK UNIT • SPEARHEAD •



COURAGE 3+

MORALE 2+
REMOUNT 3+

SKILL 3+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 4+

FRONT

SIDE

TOP

1

0

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	32"/80CM	4+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI- TANK	FIRE- POWER	NOTES
20mm MG	20"/50CM	3	2	6	5+	Forward Firing
MG	16"/40CM	1	1	2	6	Forward Firing



ISRAELI PARATROOPER COMPANY



ISRAELI



**PARATROOPER
COMPANY HQ**
FNI128

2x Uzi SMG team with
MECAR AT grenades **2 POINTS**

OPTIONS

- Add 1 M3A half-track (FNI116) for +1 point.

• INFANTRY FORMATION • HQ TRANSPORT •

COURAGE 2+

MORALE 2+
RALLY 2+

SKILL 2+

ASSAULT 3+
COUNTERATTACK 2+

IS HIT ON

4+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Uzi SMG team	4"/10CM	3	3	1	6	Pinned ROF1
or MECAR AT grenades	4"/10CM	1	1	13	4+	HEAT, Slow Firing

ISRAELI

**PARATROOPER
PLATOON**
PG92—FNI129

ISRAELI

**PARATROOPER
PLATOON**
PG92—FNI129

ISRAELI

**PARATROOPER
MG PLATOON**
PG93—FNI130

ISRAELI

**PARATROOPER
MORTAR PLATOON**
PG93—FNI131

ISRAELI

**PARATROOPER
PLATOON**
PG92—FNI129

ISRAELI

**ANTI-TANK
JEEP PLATOON**
PG87—FNI119

A1S722
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ISRAELI

PARATROOPER PLATOON

PARATROOPER PLATOON

7x Uzi SMG team with MECAR AT grenades
1x FN MAG team
1x 60mm mortar
1x Blindicide AT team **14 POINTS**

5x Uzi SMG team with MECAR AT grenades
1x FN MAG team
1x 60mm mortar
1x Blindicide AT team **11 POINTS**

OPTIONS

- Add Blindicide AT team for +1 point.
- Add FN MAG team for +1 point.
- Add up to 5 M3A half-tracks (FNI116) for +2 points.

• INFANTRY UNIT •

COURAGE 3+

MORALE 2+
RALLY 3+

SKILL 3+

ASSAULT 3+
COUNTERATTACK 2+

IS HIT ON

4+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Uzi SMG team	4"/10CM	3	3	1	6	Pinned ROF 1
or MECAR AT grenades	4"/10CM	1	1	13	4+	HEAT, Slow Firing
FN MAG team	16"/40CM	5	2	2	6	Assault 4+, Heavy Weapon
Blindicide AT team	8"/20CM	1	1	14	4+	Assault 4+, HEAT, Slow Firing
60mm mortar	24"/60CM	2	1	1	4+	Assault 4+, Heavy Weapon, Overhead Fire

Israeli paratroopers are equipped for short-range assaults and firefights. The Uzi sub-machine gun, designed by Major Uziel Gal, allows paratroopers to lay down a withering barrage of fire at close quarters.

ISRAELI PARATROOPER MG PLATOON

AIS724
Page 188

PARATROOPER MG PLATOON

4x FN MAG HMG team	4 POINTS
3x FN MAG HMG team	3 POINTS
2x FN MAG HMG team	2 POINTS

Israeli Paratroopers are supported by heavy weapon teams armed with the 7.62mm FN MAG machine gun. Firing a standard NATO 7.62x51mm cartridge, this useful gun can be mounted on either a tripod or bipod depending on the tactical need and has a high rate of fire.

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 3+
MORALE 2+
RALLY 3+

SKILL 3+
ASSAULT 5+
COUNTERATTACK 2+

IS HIT ON
4+

INFANTRY SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
FN MAG HMG team	24"/60CM	6	2	2	6	



ISRAELI PARATROOPER MORTAR PLATOON

AIS725
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PARATROOPER MORTAR PLATOON

4x 81mm mortar	4 POINTS
2x 81mm mortar	2 POINTS

The M29 81mm mortar provides fire support to the Israeli Paratrooper forces. Because of its relatively light weight and portability, the M29 is a logic choice to provide close artillery support to the airborne forces.

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 3+
MORALE 2+
RALLY 3+

SKILL 3+
ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON
4+

INFANTRY SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
81mm mortar	40"/100CM	ARTILLERY		1	4+	Smoke Bombardment



THE FIGHT FOR JERUSALEM

Jerusalem is a holy city for Christians, Jews, and Muslims. To Muslims it is the place where Mohamad ascended to Heaven, their third-most holy site after Mecca and Medina. To Jews, it is the site of the Temple, the centre of their faith through two thousand years of exile. It is little surprise then, that it was the centre of fierce fighting in both 1948 and 1967 as both sides strove to possess their holy sites.

In the war that founded Israel in 1948, Jerusalem was the site of some of the fiercest fighting. By the end of the war, the Jordanian Arab Legion held the Old City with its holy places, while Israel held the western suburbs and an enclave on Mount Scopus. Their hold was tenuous as Jordan held the Latrun Monastery and the hills to the north of the main road westward to the rest of Israel, and Bethlehem and Hebron to the south. The border was known as the Green Line after the colour of the line originally drawn on the armistice maps. In places there was as much as 1000m of No Man's Land between Israeli and Jordanian territory, but in other places it was just the width of a street.

In 1967, Jordan's plan was to take the rest of Jerusalem and use that to negotiate the return of any lost territory. Unfortunately for them, Egypt's leadership believed their soldiers when they said that they were attacking towards Bethlehem rather than admitting that they were getting beaten. The reserve Jordan 60th Armoured Brigade went south to link up with the Egyptians rather than west to Jerusalem, leaving the garrison to fight alone. In the Jordanians' first move, the 29th Hittin Infantry Brigade took Government House, the United Nations' headquarters, to secure the route south on the morning of 5 June. The Israelis responded vigorously. The *Etzioni* Brigade, with their M1 Super Sherman tanks, assaulted and quickly evicted the Jordanians from Government House.

As dusk fell, the Israeli Harel Brigade attacked the 2nd Hashimi

Infantry Brigade, defending fortified posts along the northern flank of the Jerusalem corridor. By midnight they had taken Har Adar (Radar Hill) and Esh Sheikh Abd-ul-Aziz in hard fighting, and were advancing on Tell el Ful from Nebi Samwil. Despite the terrible terrain, a small force cut the road north from Jerusalem. At dawn a company of Patton tanks from the Jordanian 60th Armoured Brigade counterattacked, but were driven off. Jerusalem was now isolated.

The Israeli 55th Paratrooper Brigade, which was preparing for an air drop on El Arish when the news came that the 7th Armoured Brigade was already there, the brigade mounted civilian buses and drove to Jerusalem instead. Arriving around midnight on 5 June, the paratroopers, without most of their heavy weapons and lacking maps, were ordered to attack. Their first objectives were the Police Academy and the heavily-fortified Ammunition Hill, and the city centre west of the walled Old City. In true paratrooper style they took their objectives by mid morning, but their casualties were terrible. The outnumbered Jordanians fought hard, inflicting 375 casualties before being overrun. During the day, the paratroopers linked up with the Israeli enclave on Mount Scopus and cleared the Mount of Olives. An attack on the Augusta Victoria Hospital ridge the next night was called off to prepare for a Jordanian counterattack that never came. On the morning of the third day, the Jordanians had vanished, retreating across the Jordan River. The Old City fell without a fight.



ISRAELI SUPPORT

ISRAELI 120MM ARTILLERY BATTERY

AIS726
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120MM ARTILLERY BATTERY

4x 120mm mortar
3x 120mm mortar
2x 120mm mortar

4 POINTS

3 POINTS

2 POINTS

With their military budget focussed on tanks and aircraft, the Israelis found the solution to their artillery needs in the cheap 120mm mortar.

• GUN UNIT •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 3+
ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON
4+

GUN SAVE
4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	4"/160CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF HALTED MOVING	ANTI- TANK	FIRE- POWER	NOTES
120mm mortar	64"/160CM	ARTILLERY	2	3+	Forward Firing, Smoke Bombardment



ISRAELI 25PDR ARTILLERY BATTERY

AISBX09
Page 190

25PDR ARTILLERY BATTERY

4x 25pdr gun
2x 25pdr gun

4 POINTS

2 POINTS

In 1967, the primary towed artillery in the IDF was the British Ordnance QF 25-pounder. The gun was known for its long range of roughly 12km, though its smaller calibre (roughly 88mm) limited the weight of the high-explosive shells to 11.5kg. However the relatively high rate of fire afforded by the ammunition design compensated for the reduced lethality of any individual shell.

• GUN UNIT • GUN SHIELD • LARGE GUN •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 3+
ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON
4+

GUN SAVE
4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	2"/5CM	4"/10CM	4"/10CM	6

WEAPON	RANGE	ROF HALTED MOVING	ANTI- TANK	FIRE- POWER	NOTES
25pdr gun	80"/200CM	ARTILLERY	3	4+	Smoke Bombardment
or Direct Fire	24"/60CM	2 1	9	3+	Smoke



ISRAELI 105MM ARTILLERY BATTERY

AISBX10
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105MM ARTILLERY BATTERY

4x 105mm howitzer
2x 105mm howitzer

6 POINTS

3 POINTS

The M101 was an American artillery piece which originally entered production in 1941. Capable of firing a staggering array of ammunition accurately to a range of nearly 12km, it proved itself to be an ideal infantry support weapon and became one of the standards in post-war militaries. The IDF had several batteries when the 1973 war began.

• GUN UNIT • GUN SHIELD • LARGE GUN •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 3+
ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON
4+

GUN SAVE
4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	2"/5CM	4"/10CM	4"/10CM	6

WEAPON	RANGE	ROF HALTED MOVING	ANTI- TANK	FIRE- POWER	NOTES
105mm howitzer	72"/180CM	ARTILLERY	3	3+	Forward Firing, Smoke Bombardment
or Direct Fire	24"/60CM	1 1	9	2+	Brutal, Forward Firing, Smoke, Slow Firing





AIS570
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ISRAELI 155MM ARTILLERY BATTERY

155MM ARTILLERY BATTERY

- 4x 155mm howitzer **8 POINTS**
- 2x 155mm howitzer **4 POINTS**

In the 1960s, Israel bought the French Model 50 155mm gun as its standard heavy artillery piece, mounting some on self-propelled chassis and keeping some as towed mounts. Once the United States started supplying weapons after the Six Day War, these were supplemented with M114 155mm howitzers.



• GUN UNIT • LARGE GUN •

COURAGE 4+	SKILL 3+
MORALE 3+	ASSAULT 5+
RALLY 4+	COUNTERATTACK 3+

IS HIT ON	GUN SAVE
4+	4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	2"/5CM	4"/10CM	4"/10CM	6

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
155mm howitzer	104"/260CM	ARTILLERY		3	2+	Forward Firing, Smoke Bombardment
or Direct Fire	20"/50CM	1	-	14	AUTO	Brutal, Forward Firing, Smoke

AISBX11
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ISRAELI M7 PRIEST ARTILLERY BATTERY

M7 PRIEST ARTILLERY BATTERY

- 4x M7 Priest (105mm) **8 POINTS**
- 2x M7 Priest (105mm) **4 POINTS**

First produced in 1942 for the American Army and ironically first used in the defence of Egypt by the British during the Battle of El Alamein, the M7 Priest was a venerable weapon by the time the 1967 Six Day War broke out. Despite its age, its decent mobility and powerful 105mm howitzer had a range of over 11km and provided excellent support to the IDF Armoured and Mechanised Battalions.



• TANK UNIT •

COURAGE 4+	SKILL 3+
MORALE 3+	ASSAULT 6
REMOUNT 4+	COUNTERATTACK 3+

IS HIT ON 4+		
FRONT	SIDE	TOP
3	1	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
105mm howitzer	72"/180CM	ARTILLERY		3	3+	Forward Firing, Smoke Bombardment
or Direct fire	24"/60CM	1	1	9	2+	Brutal, Forward Firing, Slow Firing, Smoke
.50 cal AA MG	20"/50CM	3	2	4	5+	

ISRAELI M50/155 SP ARTILLERY BATTERY

AIS141
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M50/155 SP ARTILLERY BATTERY

4x M50/155 (155mm)

10 POINTS

2x M50/155 (155mm)

5 POINTS

Combining the powerful M50 155mm gun with a Sherman chassis provided the Israelis with a very effective and successful self-propelled artillery weapon.



• TANK UNIT •

COURAGE 4+

SKILL 3+

MORALE 3+
REMOUNT 4+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 4+

FRONT

SIDE

TOP

3

1

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	ROF HALTED MOVING	ANTI- TANK	FIRE- POWER	NOTES
155mm howitzer	104"/260CM	ARTILLERY	3	2+	Forward Firing, Smoke Bombardment
or Direct fire	20"/50CM	1 -	14	AUTO	Brutal, Forward Firing, Smoke
AA MG	16"/40CM	3 3	2	6	



ISRAELI ARTILLERY OBSERVER

ARTILLERY OBSERVER

1x FN FAL team

1x M3A half-track (FNI116)

1 POINT

You must field either:

- a 120mm Artillery Battery (FNI132),
- a 25pdr Artillery Battery (FNI133),
- a 105mm Artillery Battery (FNI134),
- a 155mm Artillery Battery (FNI135),
- a M7 Priest Artillery Battery (FNI36), or
- a M50/155 SP Artillery Battery (MI137),

before you may field an Artillery Observer.

• INDEPENDENT INFANTRY UNIT • OBSERVER • OBSERVER TRANSPORT • SCOUT •



COURAGE 4+

SKILL 3+

MORALE 3+
RALLY 4+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON

4+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED MOVING	ANTI- TANK	FIRE- POWER	NOTES
FN FAL team	16"/40CM	1 1	2	6	



ISRAELI JEEP (TOW) PLATOON

JEEP (TOW) PLATOON

4x Jeep (TOW)

12 POINTS

3x Jeep (TOW)


9 POINTS

2x Jeep (TOW)

6 POINTS

After experimenting with primitive anti-tank guided missiles in the 1967 war, the Israelis purchased the latest American TOW (Tube-launched, Optically-tracked, Wire-guided) missile just in time for the 1973 Yom Kippur War.

• UNARMoured TANK UNIT • SCOUT •



COURAGE 4+

MORALE 3+

RALLY 4+

SKILL 3+

ASSAULT -

COUNTERATTACK -

IS HIT ON

4+

VEHICLE SAVE

4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	12"/30CM	20"/50CM	48"/120CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
TOW missile	8"/20CM- 40"/100CM	1	-	18	3+	Guided, HEAT

ISRAELI M3 TCM-20 AA PLATOON

M3 TCM-20 AA PLATOON

4x M3 TCM-20 AA





4 POINTS

2x M3 TCM-20 AA

2 POINTS

The Israelis upgraded their old anti-aircraft half-tracks from quadruple 12.7mm machine-guns to a more powerful twin 20mm configuration. Although lacking in modern radar-guided fire control, they gave a good account of themselves whenever enemy aircraft made a showing.

• TANK UNIT •

	COURAGE 4+		SKILL 3+	
	MORALE 3+		ASSAULT 5+	
	REMOUNT 4+		COUNTERATTACK 4+	
	IS HIT ON 4+			
	FRONT	SIDE	TOP	
 1	 0	 0		
TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	32"/80CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
Twin 20mm AA gun	20"/50CM	5	3	6	5+	Dedicated AA
MG	16"/40CM	3	3	2	6	Forward Firing



ISRAELI OURAGAN FIGHTER FLIGHT

AISBX12
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OURAGAN FIGHTER FLIGHT

4x Ouragan

8 POINTS

2x Ouragan

4 POINTS

OPTIONS

- Arm all Ouragan aircraft with Napalm bombs for +1 point each.

France's first jet fighter, the *Ouragan* (Hurricane) was introduced to counterbalance the Soviet fighters being deployed by their enemies. By the 1967 Six-Day War, the Ouragan had become a dedicated ground-attack aircraft.

• STRIKE AIRCRAFT UNIT •



COURAGE 4+
MORALE 3+

SKILL 3+

IS HIT ON

4+

AIRCRAFT SAVE

5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
Quad 20mm gun	8"/20CM	-	3	6	5+	Anti-helicopter
1000lb bombs	6"/15CM	ARTILLERY		4	2+	Bomb
Optional Napalm bombs	6"/15CM	ARTILLERY		1	Auto	Napalm Bomb, One Shot

ISRAELI MIRAGE FIGHTER FLIGHT

AISBX13
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MIRAGE FIGHTER FLIGHT

4x Mirage

10 POINTS

2x Mirage

5 POINTS

The Ouragan was replaced as Israel's front-line fighter by another Dassault product, the Mirage. Like all Israeli aircraft, it was capable of ground attack work once the Arab air forces were neutralised.

• STRIKE AIRCRAFT UNIT • FAST JET •



COURAGE 4+
MORALE 3+

SKILL 3+

IS HIT ON

4+

AIRCRAFT SAVE

5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
30mm DEFA gun	8"/20CM	-	3	7	5+	Anti-helicopter
1000lb bombs	6"/15CM	ARTILLERY		4	2+	Bomb

ISRAELI SKYHAWK FIGHTER FLIGHT

AISBX14
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SKYHAWK FIGHTER FLIGHT

4x Skyhawk

10 POINTS

2x Skyhawk

5 POINTS

OPTIONS

- Arm all Skyhawk aircraft with Cluster Bombs for +2 points each.
- Arm all Skyhawk aircraft with Napalm Bombs for +1 point each.

The American A4 Skyhawk was a high-performance ground-attack aircraft that joined the Ouragan for the 1973 Yom Kippur War.

• STRIKE AIRCRAFT UNIT • FAST JET •



COURAGE 4+
MORALE 3+

SKILL 3+

IS HIT ON

4+

AIRCRAFT SAVE

5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
30mm DEFA gun	8"/20CM	-	3	7	5+	Anti-helicopter
1000lb bombs	6"/15CM	ARTILLERY		4	2+	Bomb
Optional Cluster bombs	6"/15CM	SALVO		1	5+	Bomb, One Shot
Optional Napalm bombs	6"/15CM	ARTILLERY		1	Auto	Napalm Bomb, One Shot





ARAB FORCES

EGYPTIAN ARMY



FROM UNITED ARAB REPUBLIC TO EGYPTIAN ARMY

In the early days of the post war era, Arab politics was fluid and highly volatile. Before the Setback in 1967, Egypt and Syria had been united in a short-lived union called the United Arab Republic. This was established in 1958 with Egyptian President Nasser as leader. At the time Syrian sentiment was strongly pan-Arab, and Nasser was a hero in the Arab world after the embarrassment of western powers in the 1956 Suez Crisis.

However, Nasser soon began to impose reforms on the Syrian government and army that saw Egyptians in increasing control. Attempts to reform the Syrian Army and economy created opposition from many groups. In 1961 a military coup in Syria saw an end to the UAR government there. From then on the Egyptian and Syrian Armies would be completely separate. Egypt kept referring to itself as the United Arab Republic until 1971. Therefore its forces fought as the UAR Army in the 1967 war, and the Egyptian Army in the 1973 war.

REFORMING THE EGYPTIAN ARMY AFTER '67

After the disastrous performance in the Setback in 1967, the member of the Egyptian high command recognised that reforms were needed. The troops had fought bravely, suffering 10,000 to 15,000 dead and missing in six days.

Command had been atrocious, many officers had been chosen on tribal lines. Some armoured officers were illiterate or could not read maps. On the open plains of the Sinai, this proved disastrous.

In 1970 Egyptian President Nasser died, and was replaced by Anwar Sadat, a close ally of Nasser, but less committed to socialism. Sadat appointed a new Army Chief of Staff, General Saad el-Shazly, to reform the army.

Saad el-Shazly was a career army officer who had served in the Egyptian Army from the 1940s until his appointment as an ambassador after the 1973 war. He was the founding officer and first commander of the Egyptian Parachute Battalion. In the 1967 war he was the commander of special forces. His

brigade was one of the few units not to disintegrate in the Egyptian retreat. He kept it together and withdrew in a series of night marches, only suffering losses from air attack while crossing the Suez canal.

Shazly made many changes to the army between the 1967 and 1973 wars. Illiterate officers were replaced by officers with academy training. Equipment losses from the 1967 war were made up with modern Soviet arms, including T-62 tanks, BMP infantry fighting vehicles, SAM surface-to-air missiles, and Sagger anti-tank missiles.

These reforms and improved training allowed Egypt to draw up detailed offensive plans for the next war. *Operation Badr* clearly defined roles and objectives on a unit by unit basis. In preparation for the attack, many formations were withdrawn from the front line to practice the canal crossing and to maintain the element of surprise.

SUEZ CROSSING

6-13 OCTOBER, 1973

0 KM 20 30 40 50
0 MILES 10 20 30



EGYPTIAN COMMANDO
ATTACKS, 6 OCTOBER

ISRAELI FORTIFICATIONS

EGYPT

PORT SAID

X
135

SUEZ CANAL

X
MAGAN

RUMANI

ISRAELI
OCCUPIED
SINAI

XX
18
X
15

QUANTARA

XX
ADAN

XX
23
XX
2

ISMAILIA

XX
MENDLER

TASA
XX
SHARON

BIR GIFGAFA

XX
16
XX
21

XX
4

X
25

BIR GIDY

X
14

XX
MERON

CAIRO
40 Miles

XX
6

XX
7

XX
19

SUEZ

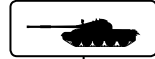
GULF
OF SUEZ

EGYPTIAN FORCES

EGYPTIAN FORCES

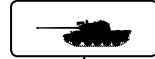
TANK BRIGADE

EGYPTIAN T-62 TANK BATTALION FNE101



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EGYPTIAN T-54 TANK BATTALION FNE103



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EGYPTIAN IS-3 TANK BATTALION FNE105



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EGYPTIAN T-34 TANK BATTALION FNE107



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EGYPTIAN CENTURION TANK BATTALION FNE109



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SPECIAL FORCES

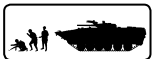
EGYPTIAN THUNDERBOLT BATTALION FNE113



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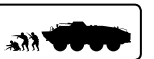
MECHANISED INFANTRY

EGYPTIAN BMP-1 MECH BATTALION FNE115



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EGYPTIAN BTR MECH BATTALION FNE118



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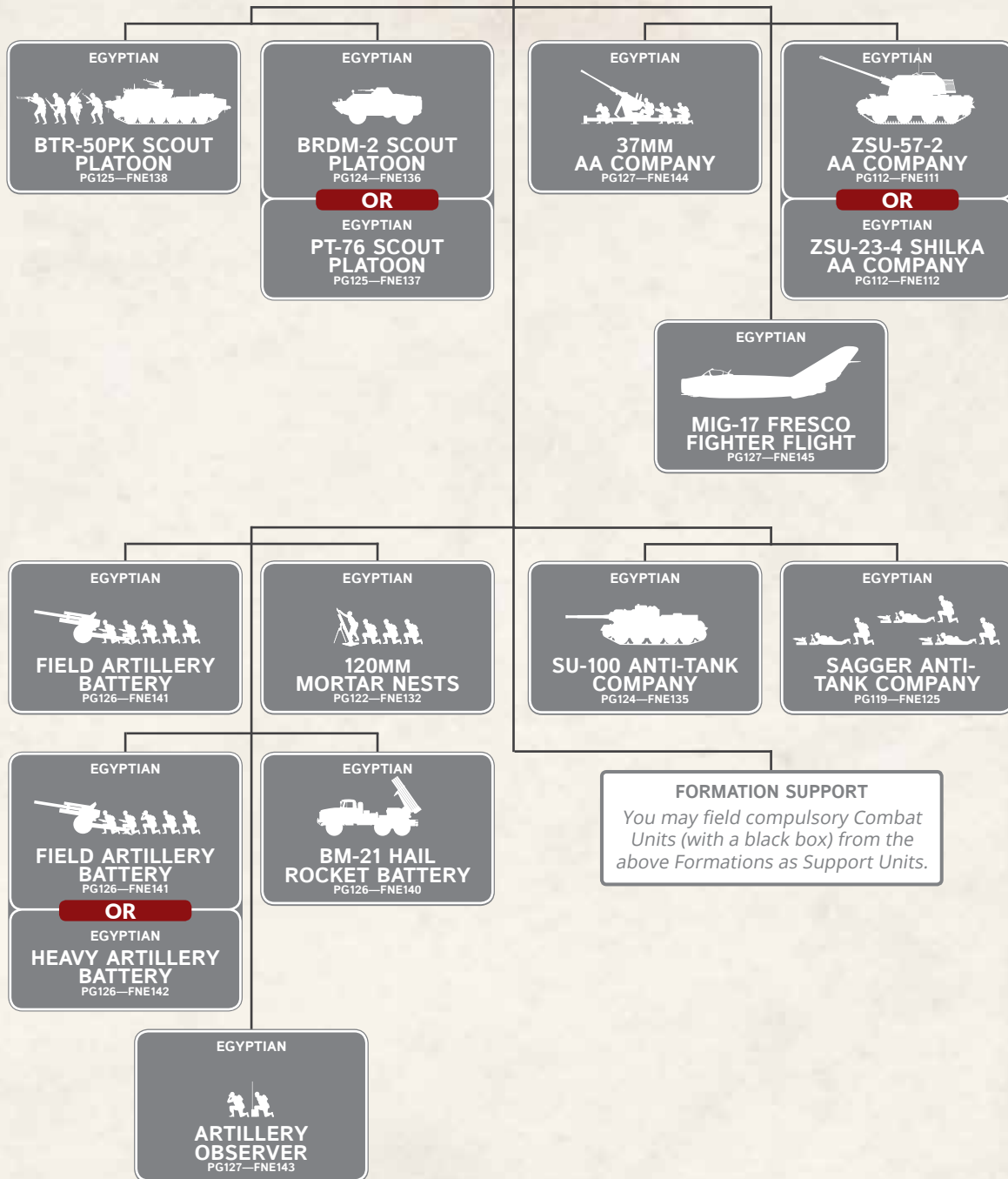
INFANTRY

EGYPTIAN INFANTRY BATTALION FNE127



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SUPPORT



MITLA PASS



EGYPTIAN ARMoured ATTACK TOWARDS MITLA PASS

After the success of *Operation Badr* in storming the Suez Canal and securing a bridgehead on the eastern bank, there was conflict within the Egyptian political and military command on what to do next. The political chief, President Anwar Sadat, wanted the Egyptian forces to press forward, to relieve pressure on their Syrian allies. The military command, led by Chief of Staff General Shazly, wanted the Egyptian forces to remain secure within their protective umbrella of artillery, anti-tank and anti-aircraft missiles. As always, the political command would win the decision.

Although Egyptian forces had met with great success in the early phases of the war with *Operation Badr*, the Israelis had regrouped and counterattacked quickly, and by 9 October 1973, the front had largely stabilized, especially in the southern Sinai. The Egyptian Chief of Staff, Lieutenant General Sa'ad Al Shazly was facing competing military and political pressures. He was mindful of the risk of the IDF penetrating his defensive perimeter and launching a cross canal attack, but at the same time his superiors, up to and including President Anwar Sadat, were pushing for a new offensive to take the Gidi and Mitla passes to relieve pressure on their Syrian ally to the North.

Shazly argued against any such attack citing not only his increasing losses in tanks as a result of increasingly well-organized Israeli counterattacks, but the fact that the assault would carry Egyptian forces beyond the range of their Surface to Air Missile (SAM) emplacements where they would be vulnerable to Israeli Air Force attack. He believed with his available forces on the eastern bank of the Suez and available operational reserves he could blunt any Israeli offensive retaining the territorial gains achieved by Egyptian forces in the first days of the war, but in the end he was overruled as politics won out over tactical considerations.

The Egyptian senior command adopted an "all or nothing" strategy for the upcoming offensive and committed not only forces on the eastern bank of the Suez, but their reserve tank forces as well. On 13 October the bulk of Egyptian armoured reserves, which consisted of the 4th and 21st Armoured Divisions, crossed the canal and took up starting positions. The Egyptians also attempted commando raids to disrupt Israeli command and control behind the lines, but these attacks failed with heavy casualties and resulted in many of the commandos being captured. The next day Egyptian ground forces launched a broad offensive beginning with a heavy artillery barrage and sorties by ground attack aircraft, including a few Libyan Mirage fighter-bombers.

In the northern and central Sinai the Egyptian Second Army, commanded by Major General Ma'amoun, was comprised of three infantry divisions (the 2nd, 16th, and 18th), one infantry brigade (the 135th), the 23rd Mechanized Division, the 15th Armoured Brigade, and the 21st Armoured Division. At the far north of the front line through the Sinai, the 18th Infantry Division and the 15th Armoured Brigade with its modern T-62 tanks attacked south of Baluza encountering the Israeli Ugd (Task Force) Sasson. The encounter resulted in the loss of roughly 50 Egyptian tanks and the forces in that sector being pushed back to their starting lines. The Egyptian attack in the central Sinai toward Tasa fared even worse with the loss of the 93 tanks, effectively the entire 1st Brigade of the 21st Armoured Division compared to the loss of three Israeli tanks – all to missile fire.

In the southern Sinai, the Egyptian Third Army under Major General Wasel advanced toward the Gidi and Mitla passes, with the 19th Infantry Division and the 4th Armoured Division moving to take the strategic Mitla Pass itself. The 6th Mech Infantry Division advanced in the direction of the Gidi Pass, while elements of the 6th Mech Infantry Division turned south in a flanking attack. Once again the attacks resulted in disaster for the Egyptian Army with the loss of another Armoured Brigade, this time the 3rd Armoured Brigade of the 4th Armoured Division, and its 60 tanks. The 6th Mech Infantry Division's attack was repulsed by IDF infantry, armour, and air power.

Egyptian President Anwar Sadat ordered the attack on 14 October in an effort to regain strategic momentum in the 1973 war, and while the battle that day was indeed a turning point, the war had turned decisively against Egypt from that point forward. The Egyptians suffered the loss of over 250 tanks compared to 20 for the Israelis. The success which had been enjoyed in the opening days now gave way to defeat, and the Egyptians would be on the defensive for the rest of the conflict.



EGYPTIAN

T-62 TANK BATTALION



EGYPTIAN



T-62 TANK BATTALION HQ

FNE101

1x T-62

5 POINTS

• TANK FORMATION • INFRA-RED (IR) •

COURAGE 4+

SKILL 4+

MORALE 4+

ASSAULT 5+

REMOUNT 4+

COUNTERATTACK 4+

IS HIT ON 3+

FRONT
13SIDE
9TOP
2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
115mm gun	32"/80cm	1	1	19	2+	Slow Firing
MG	16"/40cm	3	3	2	6	

EGYPTIAN

T-62 TANK COMPANY
PG107—FNE102

EGYPTIAN

T-62 TANK COMPANY
PG107—FNE102

EGYPTIAN

T-62 TANK COMPANY
PG107—FNE102

EGYPTIAN

ZSU-57-2
AA COMPANY
PG112—FNE111

OR

EGYPTIAN

ZSU-23-4 SHILKA
AA COMPANY
PG112—FNE112

EGYPTIAN

BMP-1
MECH COMPANY
PG115—FNE116

OR

EGYPTIAN

BTR-60
MECH COMPANY
PG117—FNE119

OR

EGYPTIAN

BTR-152
MECH COMPANY
PG118—FNE122

When the British fitted their Centurion with a 105mm gun, the Soviet leadership demanded that the T-55 be fitted with a bigger gun than its current 100mm. The result was the T-62 which mounted a smoothbore 115mm firing a fin-stabilised round. Egypt acquired several hundred in time for the 1973 Yom Kippur War.

EGYPTIAN

T-62 TANK COMPANY

AARBX07
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T-62 TANK COMPANY

10x T-62
9x T-62
8x T-62
7x T-62
6x T-62
5x T-62
4x T-62
3x T-62

47 POINTS

42 POINTS

37 POINTS

32 POINTS

27 POINTS

22 POINTS

17 POINTS

12 POINTS

• TANK UNIT • INFRA-RED (IR) •

COURAGE 4+

SKILL 5+

MORALE 4+

ASSAULT 5+

REMOUNT 4+

COUNTERATTACK 4+

IS HIT ON 3+

FRONT
13SIDE
9TOP
2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
115mm gun	32"/80cm	1	1	19	2+	Slow Firing
MG	16"/40cm	3	3	2	6	



EGYPTIAN T-54 TANK BATTALION




EGYPTIAN



T-54 TANK BATTALION HQ
FNE103

1x T-54 **4 POINTS**

• TANK FORMATION • INFRA-RED (IR) •




COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 5+
REMOUNT 4+	COUNTERATTACK 4+

IS HIT ON 3+

FRONT	SIDE	TOP
13	9	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
100mm gun	32"/80cm	1	1	16	2+	HEAT, Slow Firing
12.7mm AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	

<p>EGYPTIAN</p>  <p>T-54 TANK COMPANY PG108—FNE104</p>	<p>EGYPTIAN</p>  <p>T-54 TANK COMPANY PG108—FNE104</p>	<p>EGYPTIAN</p>  <p>ZSU-57-2 AA COMPANY PG112—FNE111</p> <p>OR</p> <p>EGYPTIAN</p>  <p>ZSU-23-4 SHILKA AA COMPANY PG112—FNE112</p>	<p>EGYPTIAN</p>  <p>BMP-1 MECH COMPANY PG115—FNE116</p> <p>OR</p> <p>EGYPTIAN</p>  <p>BTR-60 MECH COMPANY PG117—FNE119</p> <p>OR</p> <p>EGYPTIAN</p>  <p>BTR-152 MECH COMPANY PG118—FNE122</p>
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The prototype that would eventually become the Soviet T-54/55 was built in late 1945 and the T-54/55 remained in production for decades. It is the most produced tank in history, with 100,000 built. Mounting a powerful 100mm gun in a mobile, well-armoured chassis, the type was heavily used in both 1967 and 1973.

EGYPTIAN T-54 TANK COMPANY

T-54 TANK COMPANY

10x T-54	39 POINTS
9x T-54	35 POINTS
8x T-54	31 POINTS
7x T-54	27 POINTS
6x T-54	23 POINTS
5x T-54	19 POINTS
4x T-54	15 POINTS
3x T-54	11 POINTS

• TANK UNIT • INFRA-RED (IR) •




COURAGE 4+	SKILL 5+
MORALE 4+	ASSAULT 5+
REMOUNT 4+	COUNTERATTACK 4+

IS HIT ON 3+


FRONT	SIDE	TOP
13	9	2


TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
100mm gun	32"/80cm	1	1	16	2+	HEAT, Slow Firing
12.7mm AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	




EGYPTIAN IS-3 TANK BATTALION





IS-3 TANK BATTALION HQ
FNE105

1x IS-3 3 POINTS






• TANK FORMATION •

COURAGE 4+
MORALE 4+
REMOUNT 4+

SKILL 4+
ASSAULT 5+
COUNTERATTACK 4+


IS HIT ON 3+

FRONT  **14** SIDE  **9** TOP  **2**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	16"/40cm	18"/45cm	3+


WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
122mm gun	32"/80cm	1	1	14	2+	Brutal, Slow Firing
12.7mm AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	

EGYPTIAN




IS-3 TANK COMPANY
PG109—FNE106

EGYPTIAN




IS-3 TANK COMPANY
PG109—FNE106

EGYPTIAN




IS-3 TANK COMPANY
PG109—FNE106

EGYPTIAN




BTR-152 MECH COMPANY
PG118—FNE122

During the 1967 War, the IS-3 was used to fortify positions at Rafah and Kuntilla. The frontal armor of the IS-3 proved impervious to the 90mm rounds fired by IDF Magach tanks, and managed to knock out several of them.




EGYPTIAN IS-3 TANK COMPANY



IS-3 TANK COMPANY

10x IS-3	30 POINTS
9x IS-3	27 POINTS
8x IS-3	24 POINTS
7x IS-3	21 POINTS
6x IS-3	18 POINTS
5x IS-3	15 POINTS
4x IS-3	12 POINTS
3x IS-3	9 POINTS






• TANK UNIT •

COURAGE 4+
MORALE 4+
REMOUNT 4+

SKILL 5+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 3+

FRONT  **14** SIDE  **9** TOP  **2**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	16"/40cm	18"/45cm	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
122mm gun	32"/80cm	1	1	14	2+	Brutal, Slow Firing
12.7mm AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	

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EGYPTIAN T-34 TANK BATTALION



EGYPTIAN

T-34 TANK BATTALION HQ

FNE107

1x T-34

1 POINT

• TANK FORMATION •

COURAGE 4+

SKILL 4+

MORALE 4+
REMOUNT 4+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 3+

FRONT

SIDE

TOP

6

5

1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	3+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
85mm gun	28"/70cm	2	1	12	3+		
12.7mm AA MG	20"/50cm	3	2	4	5+		
MGs	16"/40cm	2	2	2	6		

EGYPTIAN

T-34 TANK COMPANY

PG110—FNE108

EGYPTIAN

T-34 TANK COMPANY

PG110—FNE108

EGYPTIAN

T-34 TANK COMPANY

PG110—FNE108

AARBX03
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EGYPTIAN

T-34 TANK COMPANY

T-34 TANK COMPANY

10x T-34

10 POINTS

9x T-34

9 POINTS

8x T-34

8 POINTS

7x T-34

7 POINTS

6x T-34

6 POINTS

5x T-34

5 POINTS

• TANK FORMATION •

COURAGE 4+

SKILL 5+

MORALE 4+
REMOUNT 4+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 3+

FRONT

SIDE

TOP

6

5

1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	3+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
85mm gun	28"/70cm	2	1	12	3+		
12.7mm AA MG	20"/50cm	3	2	4	5+		
MGs	16"/40cm	2	2	2	6		


The appearance of the T-34 in World War II radically changed the course of tank design the world over, combining good mobility, sloped armour, and a powerful gun. It continued to be upgraded during the war, culminating in the T-34/85, retaining the mobility and armour of its predecessor with a more powerful 85mm gun. With over 80,000 produced, it served in the post-war years with Warsaw Pact and many Soviet aligned nation states across the world. Egypt acquired 350 T-35/85 which were used throughout the 1967 war.



EGYPTIAN CENTURION TANK BATTALION



EGYPTIAN



CENTURION TANK BATTALION HQ
FNE109

1x Centurion **2 POINTS**


• TANK FORMATION • BAZOOKA SKIRTS •

COURAGE 4+
MORALE 4+
REMOUNT 3+

SKILL 4+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 3+


FRONT 10 SIDE 5 TOP 2



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	10"/25cm	14"/35cm	16"/40cm	2+


WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
20 pdr gun	40"/100cm	2	1	16	3+	
7.62mm MG	16"/40cm	3	3	2	6	

EGYPTIAN




CENTURION TANK COMPANY
PG111—FNE110

EGYPTIAN




CENTURION TANK COMPANY
PG111—FNE110

EGYPTIAN



CENTURION TANK COMPANY
PG111—FNE110

EGYPTIAN



BTR-152 MECH COMPANY
PG118—FNE122

EGYPTIAN CENTURION TANK COMPANY

AISBX02
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CENTURION TANK COMPANY

10x Centurion	24 POINTS
9x Centurion	21 POINTS
8x Centurion	19 POINTS
7x Centurion	16 POINTS
6x Centurion	14 POINTS
5x Centurion	11 POINTS
4x Centurion	9 POINTS
3x Centurion	6 POINTS

• TANK UNIT • BAZOOKA SKIRTS •

COURAGE 4+
MORALE 4+
REMOUNT 3+

SKILL 5+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 3+

FRONT 10 SIDE 5 TOP 2



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	10"/25cm	14"/35cm	16"/40cm	2+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
20 pdr gun	40"/100cm	2	1	16	3+	
7.62mm MG	16"/40cm	3	3	2	6	

Egypt purchased a battalion's worth of Centurion tanks from Britain before they switched to the Soviet Union as their main armament supplier. These fought in the 1967 war.



AARBX04
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EGYPTIAN ZSU-57-2 AA COMPANY

ZSU-57-2 AA COMPANY

4x ZSU-57-2
2x ZSU-57-2

2 POINTS
1 POINT

This self-propelled anti-aircraft gun mounts two 57mm anti-aircraft guns in a twin mount. The guns are high velocity and with a rate of fire in excess of 200 rounds per minute. Lacking radar, they struggle with fast jets. Egypt acquired 100 examples in the early 1960s.



• TANK UNIT •

COURAGE 4+ **SKILL 5+**
MORALE 4+ ASSAULT 6
REMOUNT 4+ COUNTERATTACK 5+

IS HIT ON 3+
FRONT SIDE TOP
2 1 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
57mm Twin AA gun	24"/60CM	3	2	9	4+	Dedicated AA

AARBX08
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EGYPTIAN ZSU-23-4 SHILKA AA COMPANY

ZSU-23-4 SHILKA AA COMPANY

4x ZSU-23-4
2x ZSU-23-4

6 POINTS
3 POINTS

Designed as a replacement for the ZSU-57-2, the Shilka replaced the twin 57mm guns with four 23mm cannon with a far greater ammunition capacity. The Shilka is also equipped with an integral radar to allow automatic tracking of targets rather than optical tracking.



• TANK UNIT •

COURAGE 4+ **SKILL 5+**
MORALE 4+ ASSAULT 6
REMOUNT 4+ COUNTERATTACK 5+

IS HIT ON 3+
FRONT SIDE TOP
1 1 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
23mm Quad AA gun	20"/50CM	6	4	6	5+	Dedicated AA, Radar

EGYPTIAN

THUNDERBOLT BATTALION

EGYPTIAN

THUNDERBOLT BATTALION HQ
FNE113

1x AK-47
 assault rifle team

1 POINT

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 assault rifle team	8"/20CM	3	3	1	6	Pinned ROF1

COURAGE 3+

MORALE 3+

RALLY 3+

SKILL 3+

ASSAULT 4+

COUNTERATTACK 3+

IS HIT ON

3+

INFANTRY SAVE

3+

EGYPTIAN

THUNDERBOLT COMPANY
PG113—FNE114

EGYPTIAN

THUNDERBOLT COMPANY
PG113—FNE114

EGYPTIAN

THUNDERBOLT COMPANY
PG113—FNE114

EGYPTIAN

BM-21 HAIL ROCKET BATTERY
PG126—FNE140

While most of the Egyptian Army was conscripted, the Thunderbolt (or *Sa'ka*) forces were their Special Forces/commandos. Hand chosen and better trained than the regular forces, much was expected of them in the 1973 War. Egypt had 38 battalions of Thunderbolt (*Sa'ka*) troops ready by 1973. At least one *Sa'ka* unit was attached to every Egyptian infantry division that was involved in the canal crossing.

The Thunderbolt Battalions led the way in the crossing of the Suez Canal. They trained for more than a year for their mission. They had early success against Israeli fortified positions in Suez at the southern end of the canal helping secure crossings and defeating an Israeli garrison. Losses were lighter than expected, and bridgeheads more than 5 km deep were established along the east bank of the Suez Canal by dawn on Day Two, 7 October 1973.

EGYPTIAN

THUNDERBOLT COMPANY

AARBX09
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THUNDERBOLT COMPANY

13x AK-47 assault rifle team
 6x PG7 anti-tank team
 1x AT-3 Sagger

19 POINTS

9x AK-47 assault rifle team
 6x RPG-7 anti-tank team
 1x AT-3 Sagger team

15 POINTS

5x AK-47 assault rifle team
 3x RPG-7 anti-tank team
 1x AT-3 Sagger team

9 POINTS

OPTIONS

- Add 1 SA-7 Grail AA missile +2 points
- Add 1 AT-3 Sagger missile for +2 points.

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 assault rifle team	8"/20CM	3	3	1	6	Pinned ROF 1
RPG-7 anti-tank team	12"/30CM	1	1	14	4+	Assault 5+, HEAT, Slow Firing
AT-3 Sagger missile	16-40"/40-100CM	3	-	18	3+	Assault 5+, Guided, HEAT, Heavy Weapon
SA-7 Grail AA missile team	48"/120CM	3	-	-	5+	Assault 5+, Guided AA, Heavy Weapon

COURAGE 3+

MORALE 3+

RALLY 3+

SKILL 4+

ASSAULT 4+

COUNTERATTACK 3+

IS HIT ON

3+

INFANTRY SAVE

3+

Egypt's elite commando units are equipped with a variety of advanced weapons. Each company represents its own combined arms force and can effectively engage both enemy infantry and armour.

EGYPTIAN FORCES

113



EGYPTIAN BMP-1 MECH BATTALION



EGYPTIAN



**BMP-1 MECH
BATTALION HQ**
FNE115

1x AK-47
assault rifle team
1x BMP-1 (FNE117),

2 POINTS

• INFANTRY FORMATION • HQ TRANSPORT •



COURAGE 4+

MORALE 4+
RALLY 4+

SKILL 4+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	HALTED	ROF MOVING	ANTI- TANK	FIRE- POWER	NOTES
AK-47 assault rifle team	8"/20cm	3	3	1	6	Pinned ROF1

EGYPTIAN



**BMP-1
MECH COMPANY**
PG115—FNE116

EGYPTIAN



**BMP-1
MECH COMPANY**
PG115—FNE116

EGYPTIAN



**BMP-1
MECH COMPANY**
PG115—FNE116

EGYPTIAN



**T-62 TANK
COMPANY**
PG107—FNE102

OR

EGYPTIAN
**T-54 TANK
COMPANY**
PG108—FNE104

EGYPTIAN



**ZSU-23-4 SHILKA
AA COMPANY**
PG112—FNE112

As a part of its overall modernisation program, Egypt received over 200 of the new Soviet fully-tracked BMP-1 armoured personnel carriers. The conversion to the new vehicle was incomplete, but several front-line Mechanized Battalions received the new vehicle. The Egyptians used the new vehicles to good effect taking advantage of its amphibious performance during the crossing of the Suez Canal at the start of the offensive. Their low ground pressure also allowed Mechanized forces to traverse the treacherous Kantara salt marshes which were believed to be impassable to armoured vehicles.



EGYPTIAN BMP-1 MECH COMPANY

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BMP-1 MECH COMPANY

10x AK-47 assault rifle team
9x RPG-7 anti-tank team
2x PKM LMG team
12x BMP-1 (FNE117)

31 POINTS

7x AK-47 assault rifle team
6x RPG-7 anti-tank team
2x PKM LMG team
9x BMP-1 (FNE117)

22 POINTS

4x AK-47 assault rifle team
3x RPG-7 anti-tank team
4x BMP-1 (FNE117)

9 POINTS

OPTIONS

- Add 1 SA-7 Grail AA missile with BMP-1 for +3 points

BMP mechanized companies participated in all aspects of the 1973 War where their BMP infantry fighting vehicle's amphibious capability and low ground pressure afforded a level of mobility that was previously unheard of. The mechanized company is a true combined arms force with infantry, machine gun, anti-tank, and even in some cases anti-air capability. As well as the BMPs, the infantry are equipped with AK-47s and RPG-7 rockets, making them mobile and dangerous.

• INFANTRY UNIT •

COURAGE 4+
MORALE 4+
RALLY 4+

SKILL 5+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON
3+

INFANTRY SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 assault rifle team	8"/20CM	3	3	1	6	Pinned ROF 1
RPG-7 anti-tank team	12"/30CM	1	1	14	4+	Assault 6, HEAT, Slow Firing
PKM LMG team	16"/40CM	7	2	2	6	Assault 6, Heavy Weapon
SA-7 Grail AA missile team	48"/120CM	3	-	-	5+	Assault 6, Guided AA, Heavy Weapon

BMP-1 TRANSPORT

• TANK ATTACHMENT • AMPHIBIOUS • INFRA-RED (IR) • PASSENGERS 2 •

COURAGE 4+
MORALE 4+
REMOUNT 4+

SKILL 5+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 3+

FRONT **2** SIDE **2** TOP **1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	28"/70CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
73mm gun	16"/40CM	1	1	12	3+	HEAT
AT-3 Sagger missile	16"/40CM-40"/100CM	1	-	18	3+	Guided, HEAT
7.62mm MG	16"/40CM	3	3	2	6	





EGYPTIAN BTR MECH BATTALION



EGYPTIAN



**BTR MECH
BATTALION HQ**
FNE118

1x AK-47 rifle team
1x BTR-60 (FNE121)
or BTR-152 (FNE123)

1 POINT

• INFANTRY FORMATION • HQ TRANSPORT •



COURAGE 4+

MORALE 4+
RALLY 4+

SKILL 4+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH		ROAD DASH	CROSS	
8"/20CM	8"/20CM	12"/30CM		12"/30CM	AUTO	
WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF1

EGYPTIAN

**BTR-60
MECH COMPANY**
PG117—FNE119

OR

EGYPTIAN

**BTR-152
MECH COMPANY**
PG118—FNE122

EGYPTIAN

**BTR-60
MECH COMPANY**
PG117—FNE119

OR

EGYPTIAN

**BTR-152
MECH COMPANY**
PG118—FNE122

EGYPTIAN

**T-62
TANK COMPANY**
PG107—FNE102

OR

EGYPTIAN

**T-54
TANK COMPANY**
PG108—FNE104

EGYPTIAN

**57MM ANTI-TANK
COMPANY**
PG119—FNE124

OR

EGYPTIAN

**SAGGER ANTI-TANK
COMPANY**
PG119—FNE125

EGYPTIAN

**BTR-60
MECH COMPANY**
PG117—FNE119

OR

EGYPTIAN

**BTR-152
MECH COMPANY**
PG118—FNE122

EGYPTIAN

**ZSU-57-2
AA COMPANY**
PG112—FNE111

OR

EGYPTIAN

**ZSU-23-4 SHILKA
AA COMPANY**
PG112—FNE112

EGYPTIAN

**82MM
MORTAR COMPANY**
PG119—FNE126

Egyptian Mechanized Forces would typically include a mechanized infantry brigade with infantry mounted in Soviet wheeled transports supported by at least one brigade of T-54/55 tanks. In the lead up to the Six Day War, the 6th Mechanized Division was tasked with breaking through Israeli defences and opening a path for the armoured forces to push on to Jerusalem. The BTR continued to be used in the 1973 Yom Kippur War, though Egypt was transitioning to the new fully-tracked BMP-1. With AT guns, AA missiles and Saggars, mechanised infantry can also defend themselves if attacked by enemy tanks.

EGYPTIAN BTR-60 MECH COMPANY

AARBX13
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BTR-60 MECH COMPANY

19x AK-47 rifle team
6x Blindicide anti-tank team
2x PKM LMG team
14x BTR-60 (FNE121)

13 POINTS

13x AK-47 rifle team
3x Blindicide anti-tank team
2x PKM LMG team
9x BTR-60 (FNE121)

8 POINTS

7x AK-47 rifle team
1x Blindicide anti-tank team
4x BTR-60 (FNE121)

3 POINTS

OPTIONS

- Add 1 AT-3 Sagger missile with BTR-60 for +3 points.
- Add 1 SA-7 Grail AA missile with BTR-60 for +2 points.
- Add up to 2 82mm recoilless guns with BTR-60 for +1 point each.

In the 1967 war, Egyptian mechanized forces used both the BTR-60 eight-wheeled, and BTR-152 six-wheeled Soviet armoured personnel carriers to provide mobility to their infantry. In the 1973 war, several mechanized brigades continued to use the older wheeled vehicles as the BMP had not fully supplanted the BTR in service. In both wars, the mechanized forces represent a strong combined arms force, with integral AT including the capable AT-3 "Sagger" anti-tank missile and SA-7 SAMs.

• INFANTRY UNIT •



COURAGE 4+

MORALE 4+
RALLY 4+

SKILL 5+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF 1
PKM LMG team	16"/40CM	7	2	2	6	Assault 6, Heavy Weapon
Blindicide anti-tank team	10"/20CM	1	1	14	4+	Assault 6, HEAT, Slow Firing

WEAPONS CARD

The BTR-60 Mech Company is a flexible unit with a wide variety of weapons from assault rifles to anti-tank missiles. It has an additional card [FNE120], with the data for its optional heavy support weapons.

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
82mm recoilless gun	20"/50CM	2	1	14	3+	Assault 6, HEAT, Recoilless
SA7 Grail AA missile	48"/120CM	3	-	-	5+	Assault 6, Guided AA, Heavy Weapon
AT-3 Sagger missile	16"/40CM-40"/100CM	3	-	18	3+	Assault 6, Guided, HEAT, Heavy Weapon

AAR723
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BTR-60 TRANSPORT

EGYPTIAN

• TANK ATTACHMENT • AMPHIBIOUS • PASSENGERS 2 • UNIT TRANSPORT •



COURAGE 4+

MORALE 4+
REMOUNT 4+

SKILL 5+

ASSAULT 6+
COUNTERATTACK 4+

IS HIT ON 3+

FRONT

1

SIDE

0

TOP

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	36"/90CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
14.5mm MG	20"/50CM	3	2	5	5+	
MG	16"/40CM	1	1	2	6	

AARBX12
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EGYPTIAN BTR-152 MECH COMPANY

BTR-152 MECH COMPANY

- 19x AK-47 rifle team
- 6x Blindicide anti-tank team
- 2x PKM LMG team
- 7x BTR-152 (FNE123)

12 POINTS

- 13x AK-47 rifle team
- 3x Blindicide anti-tank team
- 2x PKM LMG team
- 5x BTR-152 (FNE123)

7 POINTS

- 7x AK-47 rifle team
- 1x Blindicide anti-tank team
- 2x BTR-152 (FNE123)

3 POINTS

OPTIONS

- Add 1 AT-3 Sagger missile with BTR-152 for +3 points.
- Add 1 SA-7 Grail AA missile with BTR-152 for +2 point.
- Add up to 2 82mm recoilless guns with BTR-152 for +1 point each.

• INFANTRY UNIT •

COURAGE 4+

MORALE 4+
RALLY 4+

SKILL 5+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON

3+

INFANTRY SAVE

3+



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF1
PKM LMG team	16"/40CM	7	2	2	6	Assault 6, Heavy Weapon
Blindicide anti-tank team	10"/20CM	1	1	14	4+	Assault 6, HEAT, Slow Firing

WEAPONS CARD

The BTR-52 Mech Company is a flexible unit with a wide variety of weapons from assault rifles to anti-tank missiles. It has an additional card [FNE120], with the data for its optional heavy support weapons.

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
82mm recoilless gun	20"/50CM	2	1	14	3+	Assault 6, HEAT, Recoilless
SA7 Grail AA missile	48"/120CM	3	-	-	5+	Assault 6, Guided AA, Heavy Weapon
AT-3 Sagger missile	16"/40CM-40"/100CM	3	-	18	3+	Assault 6, Guided, HEAT, Heavy Weapon

BTR-152 TRANSPORT

EGYPTIAN

• TANK ATTACHMENT • PASSENGERS 4 • UNIT TRANSPORT •

COURAGE 4+

MORALE 4+
REMOUNT 4+

SKILL 5+

ASSAULT -
COUNTERATTACK -

IS HIT ON 3+

FRONT
1

SIDE
1

TOP
0



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	14"/35CM	36"/90CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
7.62mm MG	16"/40CM	3	3	2	6	



EGYPTIAN ARMY 57MM ANTI-TANK COMPANY

AARBX14
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57MM ANTI-TANK COMPANY

4x 57mm anti-tank guns

2 POINTS

Egypt used ex-Soviet WWII anti-tank guns. While largely obsolete by the standards of armoured warfare in the 1960's, they could still be useful against lighter AFVs and APCs.

• GUN UNIT • GUN SHIELD •

COURAGE 4+

MORALE 4+
RALLY 4+

SKILL 5+

ASSAULT 6
COUNTERATTACK 4+

IS HIT ON

3+

GUN SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
57mm anti-tank gun	28"/70CM	2	1	11	4+	Forward Firing

EGYPTIAN ARMY SAGGER ANTI-TANK COMPANY

AAR726
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SAGGER ANTI-TANK COMPANY

4x AT-3 Sagger missile

8 POINTS

3x AT-3 Sagger missile

5 POINTS

2x AT-3 Sagger missile

3 POINTS

The 9M14 *Malyutka*, known in the West as the AT-3 "Sagger," was a man portable anti-tank missile developed in the early 1960's. Though substantial training was required to guide the missile successfully to its target, the Egyptians used the missile to great effect with AT-3 'Sagger' missiles inflicting heavy casualties on Israeli tanks.

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 4+

MORALE 4+
RALLY 4+

SKILL 5+

ASSAULT 6+
COUNTERATTACK 4+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
AT-3 Sagger missile	16"/40CM- 40"/100CM	3	-	18	3+	Guided, HEAT

EGYPTIAN 82MM MORTAR COMPANY

AAR735
Page 198

82MM MORTAR COMPANY

6x 82mm mortar

2 POINTS

2x 82mm mortar

1 POINT

The Egyptians fielded their own license-built copy of the Soviet 82-BM-37 mortar. As a light mortar, its role was primarily infantry support for which it was well suited with a reasonable 3km range firing a 3kg shell.

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 4+

MORALE 4+
RALLY 4+

SKILL 5+

ASSAULT 6
COUNTERATTACK 4+

IS HIT ON


3+

INFANTRY SAVE


3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO


WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
82mm mortar	40"/100CM	ARTILLERY	1	4+		



EGYPTIAN INFANTRY BATTALION



EGYPTIAN




INFANTRY
BATTALION HQ

FNE127

1x AK-47 rifle team

1 POINT



• INFANTRY FORMATION •


COURAGE 4+		SKILL 4+	
MORALE 4+		ASSAULT 5+	
RALLY 4+		COUNTERATTACK 4+	

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF1


EGYPTIAN



INFANTRY
COMPANY

PG121—FNE128


EGYPTIAN



INFANTRY
COMPANY

PG121—FNE128


EGYPTIAN



57MM
ANTI-TANK NESTS

PG121—FNE129


EGYPTIAN



100MM
ANTI-TANK NESTS

PG122—FNE130


EGYPTIAN



82MM
MORTAR NESTS

PG122—FNE131


EGYPTIAN



120MM
MORTAR NESTS

PG122—FNE132

EGYPTIAN




T34 TANK
COMPANY

PG110—FNE108

OR

EGYPTIAN




M4 SHERMAN
TANK COMPANY

PG123—FNE133

OR

EGYPTIAN



FL10 SHERMAN
TANK COMPANY

PG123—FNE134

Lacking the mobility of their mechanized counterparts, the Egyptian infantry companies typically manned defensive positions, especially in the 1967 Six-Day War. Infantry companies would have their own organic machine gun and man-packed anti-tank support. Many positions would also include towed anti-tank guns in their defensive fortifications to bolster the line. The entire position would be supported by heavy artillery and other fortifications like barbed wire and minefields.

EGYPTIAN ARMY INFANTRY COMPANY

AARBX13
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INFANTRY COMPANY

- 19x AK-47 rifle team
- 3x Blindicide anti-tank team
- 1x PKM LMG team
- 4x Barbed Wire obstacle
- 4x Minefield

25 POINTS

- 13x AK-47 rifle team
- 2x Blindicide anti-tank team
- 1x PKM LMG team
- 3x Barbed Wire obstacle
- 3x Minefield

18 POINTS

OPTIONS

- Add up to 2 82mm recoilless guns for +1 point each.
- Add 1 DSHK AA MG for +1 point.

• INFANTRY UNIT •



COURAGE 4+
MORALE 4+
RALLY 4+

SKILL 5+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON
3+

INFANTRY SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF1
PKM LMG team	16"/40CM	7	2	2	6	Assault 6, Heavy Weapon
Blindicide anti-tank team	8"/20CM	1	1	14	4+	Assault 6, HEAT, Slow Firing
82mm recoilless gun	20"/50CM	2	1	14	3+	Assault 6, HEAT, Heavy Weapon, Recoilless
DSHK AA MG	20"/50CM	3	2	4	5+	Assault 6, Dedicated AA, Heavy Weapon

EGYPTIAN ARMY 57MM ANTI-TANK NESTS

AARBX14
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57MM ANTI-TANK NESTS

- 4x 57mm anti-tank gun

2 POINTS

Egypt used ex-Soviet WWII ZIS-2 anti-tank guns. While largely obsolete by the standards of armoured warfare in the 1960's, they are useful against lighter AFVs and APCs, especially in concealed dug-in defensive position.

• GUN UNIT • NEST •



COURAGE 4+
MORALE 4+
RALLY 4+

SKILL 5+
ASSAULT 6
COUNTERATTACK 4+

IS HIT ON
2+

GUN SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
57mm gun	28"/70CM	2	1	11	4+	Forward Firing



EGYPTIAN 100MM ANTI-TANK NESTS

100MM ANTI-TANK PLATOON

6x 100mm anti-tank gun
2x 100mm anti-tank gun

6 POINTS
2 POINTS

Egypt's heavy anti-tank gun was the Soviet 100mm gun. This large caliber gun was sold to Soviet Ally states in the post-war years. Egypt used many of these in defensive fortifications during the 1967 war.

• GUN UNIT • NEST •

COURAGE 4+
MORALE 4+
RALLY 4+

SKILL 5+
ASSAULT 6
COUNTERATTACK 4+

IS HIT ON
2+

GUN SAVE
3+



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
100mm gun	32"/80CM	1	1	15	2+	Forward Firing, Slow Firing

EGYPTIAN 82MM MORTAR NESTS

82MM MORTAR NESTS

6x 82mm mortar
4x 82mm mortar
2x 82mm mortar

3 POINTS
2 POINTS
1 POINT

The Egyptians fielded their own license-built copy of the Soviet 82-BM-37 mortar. As a light mortar, its role was primarily infantry support for which it was well suited with a reasonable 3km range firing a 3kg shell. In the 1967 War and again in 1973, the 82mm mortar would typically be fielded in a nest as a part of a larger defensive system.

• INFANTRY UNIT • NEST •

COURAGE 4+
MORALE 4+
RALLY 4+

SKILL 5+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON
2+

INFANTRY SAVE
3+



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
82mm mortar	40"/100CM	ARTILLERY	1	4+		

EGYPTIAN 120MM MORTAR NESTS

120MM MORTAR NESTS

6x 120mm mortar
4x 120mm mortar
2x 120mm mortar

4 POINTS
3 POINTS
2 POINTS

Developed from a French design, the Soviet M1938 was a heavy mortar used as artillery by the Soviets in World War II because of its good range and heavy shells. Supplied to ally nations in the post-war years, the Egyptians used the weapon as a regimental mortar for fire support missions deep into enemy deployment zones or as counter-battery fire.

• GUN UNIT • NEST •

COURAGE 4+
MORALE 4+
RALLY 4+

SKILL 5+
ASSAULT 6
COUNTERATTACK 4+

IS HIT ON
2+

GUN SAVE
3+



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
120mm mortar	56"/140CM	ARTILLERY	2	3+		

EGYPTIAN M4 SHERMAN TANK COMPANY


AAR004
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M4 SHERMAN TANK COMPANY

10x M4 Sherman	9 POINTS
9x M4 Sherman	8 POINTS
8x M4 Sherman	7 POINTS
7x M4 Sherman	6 POINTS
6x M4 Sherman	5 POINTS
5x M4 Sherman	4 POINTS

The Egyptians retained several ex-British Sherman tanks which were deployed during the Six Day War. Many of these were venerable 75mm gun tanks used without modification. These were used as support units in infantry brigades.

• TANK UNIT •



COURAGE 4+		SKILL 5+	
MORALE 4+		ASSAULT 5+	
REMOUNT 4+		COUNTERATTACK 4+	

IS HIT ON 3+			
FRONT	SIDE	TOP	
6	4	1	

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
75mm gun	28"/70CM	2	1	10	3+	
MGs	16"/40CM	4	4	2	6	

EGYPTIAN FL10 SHERMAN TANK COMPANY


AAR004
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FL10 SHERMAN TANK COMPANY

10x FL10 Sherman	10 POINTS
9x FL10 Sherman	9 POINTS
8x FL10 Sherman	8 POINTS
7x FL10 Sherman	7 POINTS
6x FL10 Sherman	6 POINTS
5x FL10 Sherman	5 POINTS

Egypt modified several of its ex-British M4A4 tanks with the diesel engine of the M4A2 tank and the turret from a modern AMX-13 to create the M4/FL-10. This greatly increased the fire-power of the M4, gun, but did little to improve mobility.

• TANK UNIT •



COURAGE 4+		SKILL 5+	
MORALE 4+		ASSAULT 5+	
REMOUNT 4+		COUNTERATTACK 4+	

IS HIT ON 3+			
FRONT	SIDE	TOP	
5	3	1	

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
CN75 75mm gun	36"/90CM	1	1	14	3+	
MG	16"/40CM	4	4	2	6	



EGYPTIAN SUPPORT

AARBX15
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EGYPTIAN SU-100 ANTI-TANK COMPANY

SU-100 ANTI-TANK COMPANY

6x SU-100
5x SU-100
4x SU-100
3x SU-100

6 POINTS

5 POINTS

4 POINTS

3 POINTS

Many SU-100 were provided to Soviet allies in the post-war years including Egypt. The Egyptians fielded the SU-100 in the Suez Crisis, 1967 and 1973 wars.

• TANK UNIT •



COURAGE 4+

MORALE 4+
REMOUNT 3+

SKILL 5+

ASSAULT 6
COUNTERATTACK 5+

IS HIT ON 3+

FRONT

SIDE

TOP

7

5

1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	5+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
100mm gun	32"/80CM	1	1	15	2+	Forward Firing, Slow Firing

AARBX17
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EGYPTIAN BRDM-2 SCOUT PLATOON

BRDM-2 SCOUT PLATOON

4x BRDM-2
2x BRDM-2

2 POINTS

1 POINT

First produced in the early 1960's, as with most Soviet weapon systems, the BRDM-2 was widely exported with Egypt deploying it in the patrol and reconnaissance roles.

• TANK UNIT • AMPHIBIOUS • INFRA-RED (IR) • SPEARHEAD •



COURAGE 4+

MORALE 4+
REMOUNT 4+

SKILL 5+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 3+

FRONT

SIDE

TOP

1

0

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	44"/110CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
14.5mm MG	20"/50CM	3	2	5	5+	
7.62mm MG	16"/40CM	1	1	2	6	



EGYPTIAN PT-76 SCOUT PLATOON

AARBX16
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PT-76 SCOUT PLATOON

6x PT-76
5x PT-76
4x PT-76
3x PT-76

6 POINTS
5 POINTS
4 POINTS
3 POINTS

First produced in the 1950's, the PT-76 is a lightly armoured amphibious tank serving as a reconnaissance tank. It mounts a 76.2mm gun capable of taking on older medium tanks, but should only engage heavier armour as a last resort. The vehicle was put to greatest effect crossing the Great Bitter Lake with the Egyptian 130th Marine Brigade in the latter conflict.

• TANK UNIT • AMPHIBIOUS • SPEARHEAD •



COURAGE 4+
MORALE 4+
REMOUNT 4+

SKILL 5+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 3+

FRONT SIDE TOP
2 1 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
76mm gun	24"/60CM	2	1	13	3+	HEAT
MG	16"/40CM	3	3	2	6	

EGYPTIAN BTR-50PK SCOUT PLATOON

AARBX11
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BTR-50PK SCOUT PLATOON

7x AK-47 rifle team
7x BTR-50PK (FNE139)
4x AK-47 rifle team
4x BTR-50PK (FNE139)

7 POINTS
4 POINTS

Serving as the eyes and ears of the Egyptian Army, the scout companies were mounted in the BTR-50PK. Based on the amphibious PT-76 tank chassis, the BTR-50 had a new superstructure and armoured roof. The Soviets provided around 500 vehicles to the Egyptian Armed Forces, and they were deployed in both the 1967 and 1973 wars. Several are still in service today.

• INFANTRY UNIT • SPEARHEAD •



COURAGE 4+
MORALE 4+
RALLY 4+

SKILL 5+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF 1

BTR-50PK TRANSPORT

EGYPTIAN

• TANK ATTACHMENT • AMPHIBIOUS • PASSENGERS 4 • UNIT TRANSPORT •



COURAGE 4+
MORALE 4+
REMOUNT 4+

SKILL 5+
ASSAULT 6
COUNTERATTACK 5+

IS HIT ON 3+

FRONT SIDE TOP
1 1 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
12.7mm AA MG	20"/50CM	3	2	4	5+	

AAR221
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EGYPTIAN

BM-21 HAIL ROCKET BATTERY

BM-21 HAIL ROCKET BATTERY

6x BM-21 Hail

10 POINTS

3x BM-21 Hail

5 POINTS

The BM-21 *Grad* or "Hail" consists of a 122mm multiple rocket launcher mounted on a six-wheeled ZIL military truck in the tradition of the World War II Katyusha. With a range of 20km, the BM-21 can strike deep into enemy territory, though it relies heavily on saturation from its 40 individual rocket tubes as it lacks the accuracy and precision of gun-based artillery.

• UNARMoured TANK UNIT •



COURAGE 4+

MORALE 4+
RALLY 4+

SKILL 5+

ASSAULT -
COUNTERATTACK -

IS HIT ON

3+

TANK SAVE

5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	14"/35CM	36"/90CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
BM-21 rocket launcher	96"/240CM	SALVO		2	4+	Smoke Bombardment

EGYPTIAN

FIELD ARTILLERY BATTERY

FIELD ARTILLERY BATTERY

6x 122mm howitzer

4 POINTS

3x 122mm howitzer

2 POINTS

With nearly 20,000 guns produced from 1939 to the mid 1950's, the M-30 122mm howitzer saw extensive service in World War II and many post-war conflicts as well, particularly in the Middle East. While its range is relatively short, its high caliber and good rate of fire allow saturation of targets. Egypt acquired many examples of this type, and several hundred remain in service today.

• GUN UNIT • NEST •



COURAGE 4+

MORALE 4+
RALLY 4+

SKILL 5+

ASSAULT 6
COUNTERATTACK 4+

IS HIT ON

2+

GUN SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
122mm howitzer	80"/200CM	ARTILLERY		3	3+	Forward Firing
or Direct Fire	16"/40CM	1	1	9	2+	Brutal, Forward Firing, Slow Firing

EGYPTIAN

HEAVY ARTILLERY BATTERY

HEAVY ARTILLERY BATTERY

6x 152mm howitzer

6 POINTS

3x 152mm howitzer

3 POINTS

The Soviet Union re-introduced corps level artillery in 1942, with the D-1 152mm gun as a more mobile heavy artillery piece. Though the range is a relatively short 12km, a trained crew can fire four 40kg high explosive rounds per minute, providing a devastating bombardment. It was widely exported in the post-war years, with many being acquired by Egypt and used in the 1967 and 1973 wars.

• GUN UNIT • NEST •



COURAGE 4+

MORALE 4+
RALLY 4+

SKILL 5+

ASSAULT 6
COUNTERATTACK 4+

IS HIT ON

2+

GUN SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
152mm howitzer	80"/200CM	ARTILLERY		3	2+	Forward Firing
or Direct Fire	12"/30CM	1	-	11	AUTO	Brutal, Forward Firing

EGYPTIAN ARTILLERY OBSERVER

ARTILLERY OBSERVER

1x AK-47 rifle team

1 POINT

You must field either:

- a BM-21 Hail Rocket Battery (FNE140),
 - a Field Artillery Battery (FNE141), or
 - a Heavy Artillery Battery (FNE142)
- before you may field an Artillery Observer.*

• INDEPENDENT INFANTRY UNIT • OBSERVER • SCOUT •

COURAGE 4+

MORALE 4+
RALLYT 4+

SKILL 4+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF1

EGYPTIAN 37MM AA COMPANY

37MM AA COMPANY

6x 37mm AA gun

6 POINTS

3x 37mm AA gun

3 POINTS

Based on the ubiquitous Bofors anti-aircraft guns, the Egyptians used several AA companies in their Sinai fortifications as well as within Egypt itself.

• GUN UNIT • NEST •

COURAGE 4+

MORALE 4+
RALLY 4+

SKILL 5+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON

2+

GUN SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
37mm AA gun	20"/50CM	3	2	6	4+	Dedicated AA

EGYPTIAN MIG-17 FRESCO FIGHTER FLIGHT

MIG17 FRESCO FIGHTER FLIGHT

6x MIG-17 Fresco

6 POINTS

4x MIG-17 Fresco

4 POINTS

2x MIG-17 Fresco

2 POINTS

First flown in 1950, the MIG-17, known in the West by its NATO call sign 'Fresco,' was a fighter produced in large numbers. Supplied to Soviet allies around the world, the Egyptians fielded many of this type.

• STRIKE AIRCRAFT UNIT • FAST JET •

COURAGE 4+

MORALE 4+

SKILL 5+

IS HIT ON

3+

AIRCRAFT SAVE

5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
37mm gun	8"/20CM	-	2	6	4+	Anti-helicopter
500lb bombs	6"/15CM	ARTILLERY		3	2+	Bomb

QUNIETRA



SYRIAN ARMoured ATTACK AT QUNIETRA, 1973

In the 1967 war the Syrian Army was a primarily infantry force, dug in to defend the Golan Heights. After losing the Golan Heights in 1967, Syria too reformed its army. The 1967 force was smaller and did not have an organisational structure above brigade level. Between 1967 and 1973 the Syrian Army was reorganised with a divisional structure, and re-equipped by the Soviets, along a similar pattern to the Egyptian Army. However the two forces were different in fighting style.

While Egypt's goal in the Yom Kippur War was to win a convincing, if limited, military victory as a bargaining chip in future peace negotiations, Syria's President Hafez al-Assad had far more ambitious goals in mind. Syria was still publicly advocating for the elimination of the Jewish state, and privately sought to regain the entire Golan Heights at the very least in any future conflict. Knowing that they could not defeat Israel alone, the Syrians planned a coordinated assault with Egypt on 6 October 1973.

Central to the success of the planned war was Operation Spark – a deception plan meant to lull Israel into a false sense of security and achieve a surprise attack. The plan included advertised training manoeuvres to cover troop build-ups and regular military exercises within sight of Israeli defenders. However, it also included stories fed to the Egyptian press regarding an ongoing rift between Egypt's President Saddam and al-Assad. The Egyptians continued UN dialogues on peace proposals with Israel while Syria authorized the hijacking of a train and taking Jewish prisoners in Austria as a distraction.

Syria was aware that Israel could marshal its reserve forces within 48 hours, so their plan was to retake the Golan Heights in 36 hours before Israel could fully mobilize or the

UN could bring any effective pressure to sign a cease-fire to bear. The Syrian plan was devised along Soviet lines. A short, but intense artillery barrage would be followed by an assault by three infantry divisions (the 5th, 7th and 9th), each with an armoured brigade of 180 T-54/T-55 tanks, and two armoured divisions (the 1st and 3rd) with 230 T-62 tanks each. An additional 400 tanks were available for the assault in independent brigades bringing the total available Syrian armour to 1400 tanks as compared to 200 Israeli machines in theatre. Commandos would take key defensive positions, such as the listening post at Mount Hermon and the bridges across the Jordan River where Israeli reserves would cross, and would link up with the advancing army forces.

The Israelis had prepared their defences in the Golan well. A long anti-tank ditch ran the length of the Purple line (the line of demarcation between the Israeli-occupied Golan and the rest of Syria). The width and depth of the ditch was designed specifically to defeat Soviet-made bridging equipment. A dense minefield was laid all along the Syrian side of the ditch as well to further deter crossing. The Syrian answer to this deep defensive system was to deploy their armour and infantry en masse along with engineering equipment to create numerous breaches in the line.



Despite their preparations, the breaching of the Purple Line defences would not go smoothly. The Syrians hoped to start their offensive early in the morning when the sun would be in the eyes of the defending Israelis, but H-hour was delayed to 1345 in the afternoon based on the Egyptian timetable. When the leading infantry divisions reached the anti-tank ditch, their advance crawled to a halt. Accurate Israeli tank fire from the 188th 'Barak' Brigade targeted both Syrian dedicated bridgelayers, and any T-55 with mine clearing devices. From these ranges the T-55 could not effectively answer the distant and well-concealed Israeli armour, and casualties began to mount as the offensive bogged down. Ultimately as night fell, the Syrians took advantage of the Israelis' lack of night vision equipment and brought up conventional bulldozers which made short work of the anti-tank ditch.

Through the night the Syrians moved tanks and equipment across the front line defences and engaged the Israeli 'Barak' Brigade in a near constant firefight. The Syrian 7th Infantry Division attacked at 2200 fighting at point-blank range against Israeli forces for three hours, but could not achieve a breakthrough – though many Syrian tanks managed to infiltrate through the Israeli lines before being destroyed.

However, by 0800 on 7 October the thin Israeli line began to crumble. The Syrians achieved breakthroughs both north and south of Juhader. The breakthrough to the south was

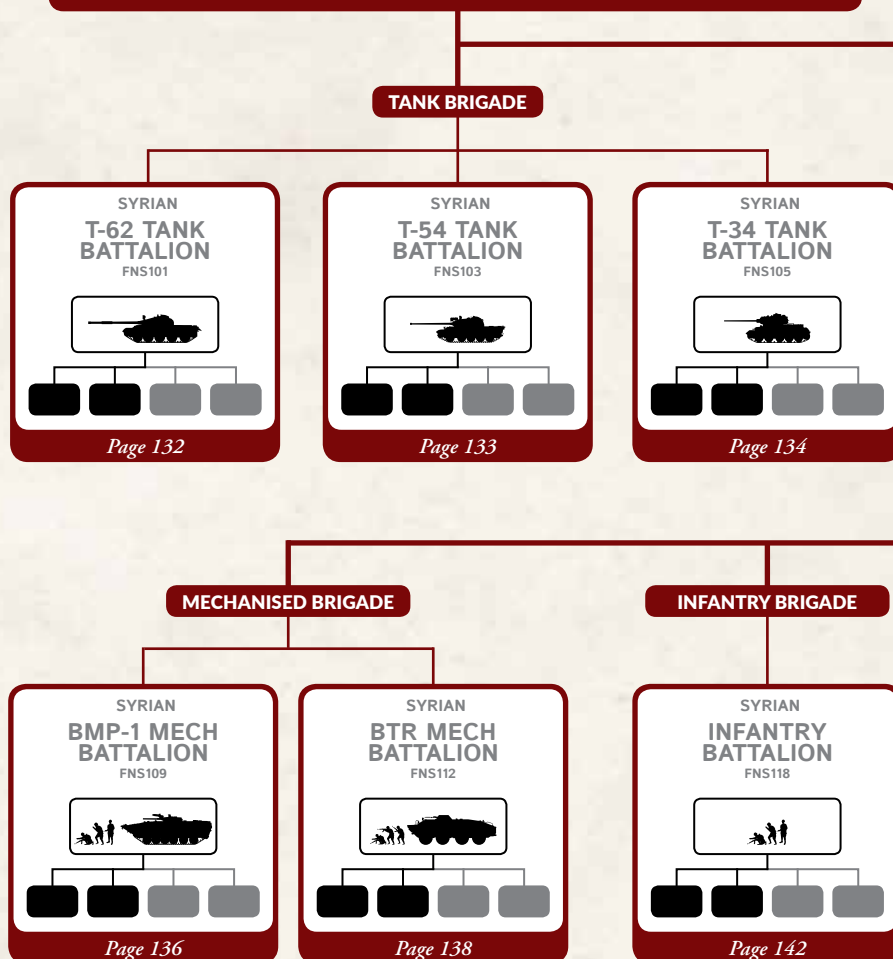
particularly successful with the 5th Infantry and 3rd Armoured Divisions working to exploit the gap.

The Syrians committed roughly 600 tanks to action in the southern Golan, with initially only 12 Israeli tanks opposing them – though a few scattered units and reserves were beginning to consolidate toward the rear. The Syrians pushed on toward the Israeli command centre at Nafekh, reaching it just as Israeli reserves arrived to blunt the advance. In the north, only a few determined Israeli formations stood between the Syrians and northern Galilee.

On the afternoon of 7 October, the Syrians had reached within 1.2km of El Al and could see the Sea of Galilee. They were also within striking distance of the Arik Bridge – its capture would deny Israel further reinforcements in the Golan and was a springboard to attacking Israel itself. However, at this point the Syrian High Command met and decided to halt their advance at 1700 to consolidate their gains and resupply. Despite their overall success in taking back most of the Golan, their casualties had been high both in men and tanks. The decision to halt would have serious consequences because it allowed the beleaguered IDF breathing room to call up its reserves. After two more days of seesaw battles, the Israelis would begin their own counterattack on 10 October.



SYRIAN FORCES



Syrian politics was highly unstable from the formation of the post-Ottoman state. There were many coups and changes in government. Syria has a parliamentary constitution, but it has not operated since emergency rule was declared in 1963 to the present date.

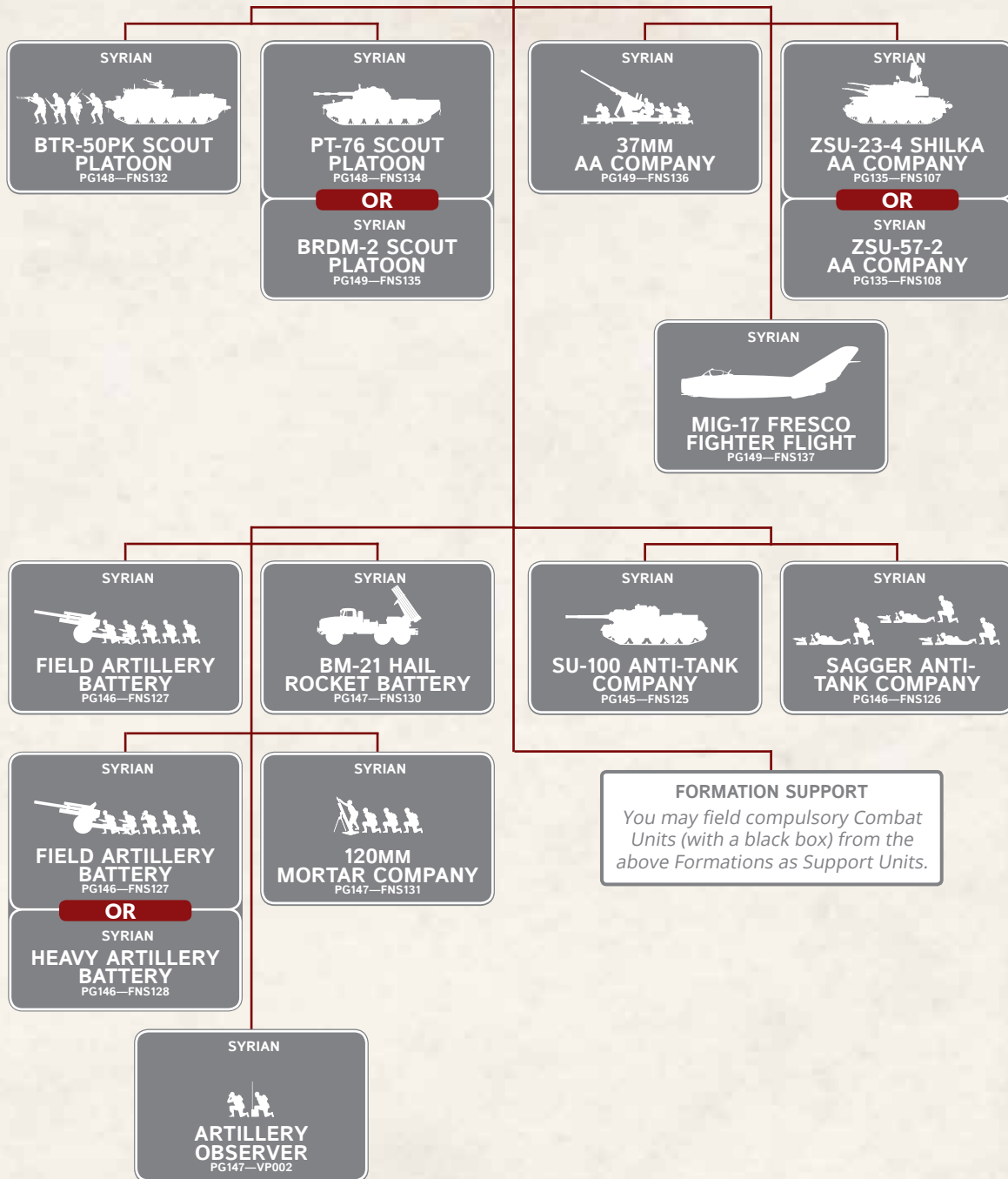
This affected the army, as rival factions from within the military or outside it attempted to assert their authority when they gained control of the government.

In the 1967 War the Syrian Army was a primarily infantry force, dug in to defend the Golan Heights. This small force, with obsolete weapons, dug in and defended doggedly, destroying more Israeli tanks than Egypt was able to.

After losing the Golan Heights in the 1967 war, Syria reformed its army. In 1970 military leader Hafez al-Assad seized power. Between 1967 and 1973 the Syrian Army developed a divisional structure, and was re-equipped by the Soviet Union, adopting its doctrine more closely than the Egyptian Army. The 1973 Syrian Army would be larger, better equipped, and more mechanised than in 1967.

The Egyptian and Syrian armies were different in fighting style. The Syrian Army lacked the professional officer corps of the Egyptians. Republican Guard units were formed in the army separate to the regular troops, to ensure loyalty to the Ba'athist Party and President al-Assad. Tactics were Soviet style combined arms, and command was highly centralised.

SUPPORT





SYRIAN T-62 TANK BATTALION



SYRIAN



T-62 TANK BATTALION HQ
FNS101

1x T-62

5 POINTS

• TANK FORMATION • INFRA-RED (IR) •

COURAGE 4+
MORALE 3+
REMOUNT 4+

SKILL 6
ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON 3+

FRONT	SIDE	TOP
13	9	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	4+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
115mm gun	32"/80cm	1	1	1	19	2+	Slow Firing
MG	16"/40cm	3	3	3	2	6	

SYRIAN



T-62 TANK COMPANY
PG132—FNS102

SYRIAN



T-62 TANK COMPANY
PG132—FNS102

SYRIAN



T-62 TANK COMPANY
PG132—FNS102

SYRIAN



BMP-1 MECH COMPANY
PG137—FNS109

OR

SYRIAN



BTR-60 MECH COMPANY
PG139—FNS113

OR

SYRIAN



BTR-152 MECH COMPANY
PG140—FNS116

SYRIAN



ZSU-23-4 SHILKA AA COMPANY
PG135—FNS107

OR

SYRIAN



ZSU-57-2 AA COMPANY
PG135—FNS108

In an effort to counter Israeli 105mm armed Centurions and Magach tanks, the Syrians added the newer T-62 as well as the T-54 to their arsenal. The T-62 was a strong match for Israeli armour, with a superior gun.

AARBX07
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SYRIAN

T-62 TANK COMPANY

• TANK UNIT • INFRA-RED (IR) •

T-62 TANK COMPANY

10x T-62
9x T-62
8x T-62
7x T-62
6x T-62
5x T-62
4x T-62
3x T-62

49 POINTS

44 POINTS

39 POINTS

34 POINTS

29 POINTS

24 POINTS

19 POINTS

14 POINTS



COURAGE 4+
MORALE 3+
REMOUNT 4+

SKILL 6
ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON 3+

FRONT	SIDE	TOP
13	9	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	4+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
115mm gun	32"/80cm	1	1	1	19	2+	Slow Firing
MG	16"/40cm	3	3	3	2	6	



SYRIAN

T-54 TANK BATTALION



SYRIAN

T-54 TANK BATTALION HQ

FNS103

1x T-54

4 POINTS

• TANK FORMATION • INFRA-RED (IR) •



COURAGE 4+

SKILL 6

MORALE 3+
REMOUNT 4+ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON 3+

FRONT
13SIDE
9TOP
2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	4+

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
100mm gun	32"/80cm	1	1	16	2+	HEAT, Slow Firing
12.7mm AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	

SYRIAN

T-54 TANK COMPANY

PG133—FNS104

SYRIAN

T-54 TANK COMPANY

PG133—FNS104

SYRIAN

T-54 TANK COMPANY

PG133—FNS104

OR

SYRIAN

T-34 TANK COMPANY

PG134—FNS106

SYRIAN



BMP-1 MECH COMPANY

PG137—FNS109

OR

SYRIAN

BTR-60 MECH COMPANY

PG139—FNS113

OR

SYRIAN

BTR-152 MECH COMPANY

PG140—FNS116

SYRIAN



ZSU-23-4 SHILKA AA COMPANY

PG135—FNS107

OR

SYRIAN

ZSU-57-2 AA COMPANY

PG135—FNS108

SYRIAN

T-54 TANK COMPANY

AARBX06

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T-54 TANK COMPANY

10x T-54

41 POINTS

9x T-54

37 POINTS

8x T-54

33 POINTS

7x T-54

29 POINTS

6x T-54

25 POINTS

5x T-54

21 POINTS

4x T-54

17 POINTS

3x T-54

13 POINTS

• TANK UNIT • INFRA-RED (IR) •



COURAGE 4+

SKILL 6

MORALE 3+
REMOUNT 4+ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON 3+

FRONT
13SIDE
9TOP
2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	4+

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
100mm gun	32"/80cm	1	1	16	2+	HEAT, Slow Firing
12.7mm AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	



SYRIAN T-34 TANK BATTALION



SYRIAN

T-34 TANK BATTALION HQ

FNS105

1x T-34

1 POINT

• TANK FORMATION •

COURAGE 4+

MORALE 3+
REMOUNT 4+

SKILL 6

ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON 3+

FRONT

SIDE

TOP

6

5

1



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH		ROAD DASH	CROSS	
10"/25cm	14"/35cm	20"/50cm		24"/60cm	3+	
WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
85mm gun	28"/70cm	2	1	12	3+	
12.7mm AA MG	20"/50cm	3	2	4	5+	
MGs	16"/40cm	2	2	2	6	

SYRIAN

T-34 TANK COMPANY

PG134—FNS106

SYRIAN

T-34 TANK COMPANY

PG134—FNS106

SYRIAN

T-34 TANK COMPANY

PG134—FNS106

The appearance of the T-34 in World War II radically changed the course of tank design combining good mobility, sloped armour, and a powerful gun. It culminated in the T-34/85 retaining the mobility and armour of its predecessor with a more powerful 85mm gun.

With over 80,000 produced, it served in the post-war years with Warsaw Pact and many Soviet aligned nation states across the world. Syria's only mobile tank units in 1967 were T-35/85. A handful were used in the 1973 war.

AARBX03
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SYRIAN

T-34 TANK COMPANY

T-34 TANK COMPANY

10x T-34
9x T-34
8x T-34
7x T-34
6x T-34
5x T-34

12 POINTS

11 POINTS

10 POINTS

9 POINTS

8 POINTS

7 POINTS

• TANK UNIT •

COURAGE 4+

MORALE 3+
REMOUNT 4+

SKILL 6

ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON 3+

FRONT

SIDE

TOP

6

5

1



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH		ROAD DASH	CROSS	
10"/25cm	14"/35cm	20"/50cm		24"/60cm	3+	
WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
85mm gun	28"/70cm	2	1	12	3+	
12.7mm AA MG	20"/50cm	3	2	4	5+	
MGs	16"/40cm	2	2	2	6	

SYRIAN ZSU-23-4 SHILKA AA COMPANY

AARBX08
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ZSU-23-4 SHILKA AA COMPANY

4x ZSU-23-4

6 POINTS

2x ZSU-23-4

3 POINTS

Designed as a replacement for the ZSU-57-2, the Shilka had four 23mm cannon with a far greater rate of fire. The Shilka is also equipped with an integral radar to allow automatic tracking of targets rather than optical tracking. The Shilka was highly effective in the 1973 Yom Kippur War.



• TANK UNIT •

COURAGE 4+

SKILL 6

MORALE 3+

ASSAULT 6

REMOUNT 4+

COUNTERATTACK 4+

IS HIT ON 3+

FRONT

SIDE

TOP

1

1

1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
23mm Quad AA gun	20"/50CM	6	4	6	5+	Dedicated AA, Radar

SYRIAN ZSU-57-2 AA COMPANY

AARBX04
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ZSU-57-2 AA COMPANY

4x ZSU-57-2

2 POINTS

2x ZSU-57-2

1 POINT

This self-propelled anti-aircraft gun is fitted with two 57mm anti-aircraft guns in a twin mount. The guns are high velocity and with a rate of fire in excess of 200 rounds per minute. Lacking radar, they struggle with fast jets. They served in 1967 and 1973.



• TANK UNIT •

COURAGE 4+

SKILL 6

MORALE 3+

ASSAULT 6

REMOUNT 4+

COUNTERATTACK 4+

IS HIT ON 3+

FRONT

SIDE

TOP

2

1

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
57mm Twin AA gun	24"/60CM	3	2	9	4+	Dedicated AA





SYRIAN BMP-1 MECH BATTALION



SYRIAN



**BMP-1 MECH
BATTALION HQ**
FNS109

1x AK-47 assault rifle team
1x BMP-1 (FNS111),

2 POINTS

• INFANTRY FORMATION • HQ TRANSPORT •

COURAGE 3+

MORALE 3+
RALLY 3+

SKILL 6

ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON

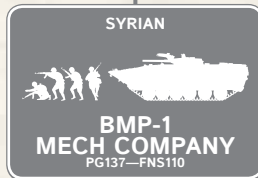
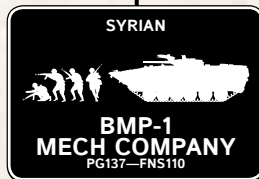
3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	ROF MOVING	ANTI- TANK	FIRE- POWER	NOTES
AK-47 assault rifle team	8"/20CM	3	3	1	6	Pinned ROF1



OR



Before the outbreak of the Yom Kippur War, Syria received over 150 of the new Soviet fully-tracked BMP-1 armoured personnel carriers, and committed roughly 100 to the front during their attack on the Golan. The Syrians would typically have one mechanized infantry brigade per infantry or armoured division.



SYRIAN BMP-1 MECH COMPANY

AARBX11
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BMP-1 MECH COMPANY

10x AK-47 assault rifle team
9x RPG-7 anti-tank team
2x PKM LMG team
12x BMP-1 (FNS111)

34 POINTS

7x AK-47 assault rifle team
6x RPG-7 anti-tank team
2x PKM LMG team
9x BMP-1 (FNS111)

24 POINTS

4x AK-47 assault rifle team
3x RPG-7 anti-tank team
4x BMP-1 team (FNS111)

10 POINTS

OPTIONS

- Add 1 SA-7 Grail AA missile with BMP-1 for +3 points

BMP mechanized companies participated in all aspects of the 1973 war where their BMP infantry fighting vehicles' amphibious capability and low ground pressure afforded a level of mobility that was previously unheard of, though teething troubles were encountered with the new vehicle. The mechanized company is a true combined arms force with infantry, machine gun, anti-tank, and even in some cases anti-air capability. As well as the BMPs, the infantry are equipped with AK47s and RPG-7 rockets, making them mobile and dangerous.

• INFANTRY UNIT •



COURAGE 4+

SKILL 6

MORALE 3+
RALLY 4+

ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 assault rifle team	8"/20CM	3	3	1	6	Pinned ROF 1
RPG-7 anti-tank team	12"/30CM	1	1	14	4+	Assault 6, HEAT, Slow Firing
PKM LMG team	16"/40CM	7	2	2	6	Assault 6, Heavy Weapon
SA-7 Grail AA missile	48"/120CM	3	-	-	5+	Assault 6, Guided AA, Heavy Weapon

BMP-1 TRANSPORT

SYRIAN

• TANK ATTACHMENT • AMPHIBIOUS • INFRA-RED (IR) • PASSENGERS 2 •



COURAGE 4+

SKILL 6

MORALE 3+
REMOUNT 4+

ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON 3+

FRONT

SIDE

TOP

2

2

1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	28"/70CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
73mm gun	16"/40CM	1	1	12	3+	HEAT
AT-3 Sagger missile	16"/40CM-40"/100CM	1	-	18	3+	Guided, HEAT
7.62mm MG	16"/40CM	3	3	2	6	

AARBX10
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SYRIAN BTR MECH BATTALION



SYRIAN



**BTR MECHANISED
BATTALION HQ**
FNS112

1x AK-47 rifle team
1x BTR-60 (FNS115),
or BTR152 (FNS117)

1 POINT

• INFANTRY FORMATION • HQ TRANSPORT •

COURAGE 3+

MORALE 3+
RALLY 3+

SKILL 6

ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	HALTED	ROF MOVING	ANTI- TANK	FIRE- POWER	NOTES
AK-47 rifle team	8"/20cm	2	2	1	6	Pinned ROF1

SYRIAN

**BTR-60
MECH COMPANY**
PG139—FNS113

OR

EGYPTIAN

**BTR-152
MECH COMPANY**
PG140—FNS116

SYRIAN

**BTR-60
MECH COMPANY**
PG139—FNS113

OR

EGYPTIAN

**BTR-152
MECH COMPANY**
PG140—FNS116

SYRIAN

**82MM
MORTAR COMPANY**
PG144—FNS123

SYRIAN

**57MM ANTI-
TANK COMPANY**
PG143—FNS121

OR

SYRIAN

**SAGGER ANTI-
TANK COMPANY**
PG146—FNS126

SYRIAN

**BTR-60
MECH COMPANY**
PG139—FNS113

OR

EGYPTIAN

**BTR-152
MECH COMPANY**
PG140—FNS116



SYRIAN BTR-60 MECH COMPANY

AARBX13
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BTR-60 MECH COMPANY

19x AK-47 rifle team
6x Blindicide anti-tank team
2x PKM LMG team
14x BTR-60 (FNS115)

14 POINTS

13x AK-47 rifle team
3x Blindicide anti-tank team
2x PKM LMG team
9x BTR-60 (FNS115)

9 POINTS

7x AK-47 rifle team
1x Blindicide anti-tank team
4x BTR-60 (FNS115)

3 POINTS

OPTIONS

- Add 1 AT-3 Sagger missile with BTR-60 for +3 points.
- Add 1 SA-7 AA missile with BTR-60 for +2 points.
- Add up to 2 82mm recoilless guns with BTR-60 for +1 point each.

In the 1967 war, Syrian mechanized forces used six-wheeled Soviet BTR-152 armoured personnel carriers to provide mobility to their infantry. In the 1973 war, the BTR-152 was fielded alongside the newer BTR-60 eight-wheeled APC. In both wars, the mechanized forces represent a strong combined arms force. In 1973 they could call upon the more capable AT-3 "Sagger" anti-tank missile and SAMs which were used during the initial successful assaults in the Golan Heights.

• INFANTRY UNIT •



COURAGE 4+

MORALE 3+
RALLY 4+

SKILL 6

ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF1
PKM LMG team	16"/40CM	7	2	2	6	Assault 6, Heavy Weapon
Blindicide anti-tank team	8"/20CM	1	1	14	4+	Assault 6, HEAT, Slow Firing

WEAPONS CARD

The BTR-60 Mech Company is a flexible unit with a wide variety of weapons from assault rifles to anti-tank missiles. It has an additional card [FNS114], with the data for its optional heavy support weapons.

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
82mm recoilless gun	20"/50CM	2	1	14	3+	Assault 6, HEAT, Recoilless
SA-7 Grail AA missile	48"/120CM	3	-	-	5+	Assault 6, Guided AA, Heavy Weapon
AT-3 Sagger missile	16"/40CM-40"/100CM	3	-	18	3+	Assault 6, Guided, HEAT, Heavy Weapon

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BTR-60 TRANSPORT

SYRIAN

• TANK ATTACHMENT • AMPHIBIOUS • PASSENGERS 2 • UNIT TRANSPORT •



COURAGE 4+

MORALE 3+
REMOUNT 4+

SKILL 6

ASSAULT 6
COUNTERATTACK 5+

IS HIT ON 3+

FRONT

1

SIDE

0

TOP

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	36"/90CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
14.5mm MG	20"/50CM	3	2	5	5+	
MG	16"/40CM	1	1	2	6	

AARBX12
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SYRIAN BTR-152 MECH COMPANY

BTR-152 MECH COMPANY

- 19x AK-47 rifle team
- 6x Blindicide anti-tank team
- 2x PKM LMG team
- 7x BTR-152 (FNS117)

12 POINTS

- 13x AK-47 assault rifle team
- 3x Blindicide anti-tank team
- 2x PKM LMG team
- 5x BTR-152 (FNS117)

7 POINTS

- 7x AK-47 assault rifle team
- 1x Blindicide anti-tank team
- 2x BTR-152 (FNS117)

3 POINTS

OPTIONS

- Add 1 AT-3 Sagger missile with BTR-152 for +3 points.
- Add 1 SA-7 AA missile with BTR-152 for +2 points.
- Add up to 2 82mm recoilless guns with BTR-152 for +1 points each.

In Syrian service BTR-152 transports were often utilized as makeshift infantry fighting vehicles rather than APCs; infantrymen remained mounted and used the BTR-152 as a firing platform rather than dismount to fight on foot.

• INFANTRY UNIT •

		COURAGE 4+ MORALE 3+ RALLY 4+		SKILL 6 ASSAULT 5+ COUNTERATTACK 3+	
		IS HIT ON 3+		INFANTRY SAVE 3+	
TACTICAL 8"/20CM	TERRAIN DASH 8"/20CM	CROSS COUNTRY DASH 12"/30CM	ROAD DASH 12"/30CM	CROSS AUTO	

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF1
PKM LMG team	16"/40CM	7	2	2	6	Assault 6, Heavy Weapon
Blindicide anti-tank team	8"/20CM	1	1	14	4+	Assault 6, HEAT, Slow Firing

WEAPONS CARD

The BTR-152 Mech Company is a flexible unit with a wide variety of weapons from assault rifles to anti-tank missiles. It has an additional card [FNS114], with the data for its optional heavy support weapons.

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
82mm recoilless gun	20"/50CM	2	1	14	3+	Assault 6, HEAT, Recoilless
SA-7 Grail AA missile	48"/120CM	3	-	-	5+	Assault 6, Guided AA, Heavy Weapon
AT-3 Sagger missile	16"/40CM-40"/100CM	3	-	18	3+	Assault 6, Guided, HEAT, Heavy Weapon

BTR-152 TRANSPORT

SYRIAN

• TANK UNIT • PASSENGERS 4 • UNIT TRANSPORT •

COURAGE 4+	SKILL 6
MORALE 3+	ASSAULT -
REMOUNT 4+	COUNTERATTACK -

REMOUNT 4+ COUNTERATTACK -

IS HIT ON 3+

FRONT

SIDE

TOP

1

1

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	14"/35CM	36"/90CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
7.62mm MG	16"/40CM	3	3	2	6	



1967 SYRIAN DEFENCE OF THE GOLAN HEIGHTS

In 1967 Syria was expecting war with Israel and had deployed its army accordingly. Syria was a firm supporter of the Arab cause, but the political instability of the country had made its military position difficult. Unlike Egypt they were not planning an offensive war, and so their infantry was dug in along the front in fortified positions.

Neither Syria or Israel were at first planning an attack. However Egypt claimed to be winning a great victory in the Sinai front (this was false) and encouraged Syria to join in the fighting. Syrian artillery started shelling northern Israeli settlements. After some cross border raids, Israel planned an assault for 9 June, day five of the war.

The Syrian Army defenders of the Golan Heights in 1967 were confident of their ability to stop the Israelis should they attack. Their fortifications were well built and laid out, but the defenders knew little of the performance of the Israeli tank columns who had just destroyed the Egyptian Army in the south.

At the start of the war the Syrian Army had 75,000 men deployed in nine infantry brigades and supporting tank units. The Syrians lacked modern tanks, but still defended a formidable position. At that time the border ran along the western (lower) edge of the Golan Heights.

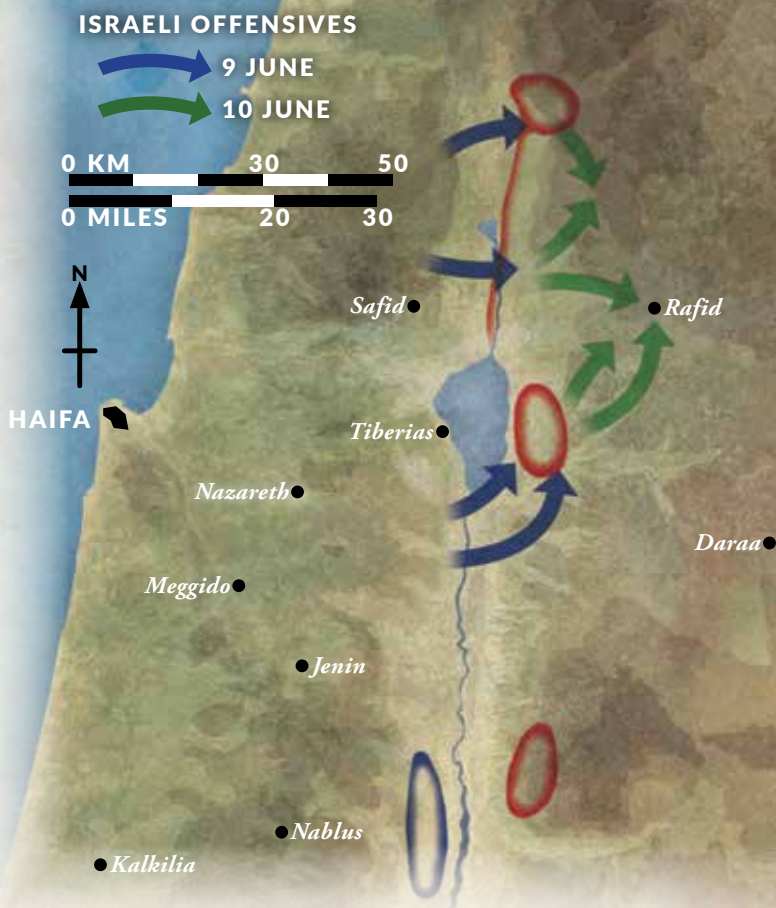
Israel normally stationed one armoured division on its northern border. After the defeat of the Egyptian forces in the first three days of the war, from 4 to 6 June, Israel began shifting additional units north.

On 5 June, the Israeli Air Force attacked the air bases of the Syrian Air Force, just as it had done to the Egyptian Air Force the day before. The Syrians lost over 60 jets, two thirds of their air force. The survivors retreated to bases in northern Syria.

Israel had hesitated before attacking Syria. The western escarpment rose over 1700 feet above the Sea of Galilee, and heavy losses were feared. Nevertheless, General Moshe Dayan launched the attack without orders.

On 9 June two Israeli division-sized columns struck out. They were preceded by air strikes that went unopposed by the Syrian Air Force. The 8th Armoured Brigade under Colonel Mandler attacked via Givat Haim in the north. In the centre, the Golani Brigade attacked Syrian fortifications around Tel Fakhri.

In the north confused fighting saw Israeli and Syrian tanks manoeuvring at point-blank range in the villages of Sir al-Dib, Za'ura and Qala. The Syrians gave as good as they got, knocking out the lead Israeli tanks.



The Israelis called in air strikes and forced the Syrians back. Syrian bunkers were cleared in close range fighting between Uzi armed Israelis and AK-47 armed Syrians.

In the centre things went better for the Syrians. The strongholds of Dardara and Tel Hillal were captured after fierce infantry fighting. Meanwhile the Israeli armour emerged directly in front of the formidable Tel Fakhri position. All 19 Israeli tanks and half-tracks were destroyed. The centre defence line was finally cleared on the evening of 9 June.

The Syrian command planned to reinforce their second line in the north and centre, and the still intact southern defences the next day. But the Israelis kept attacking through the night. By the morning of 10 June they had advanced onto the Golan Plateau.

The first line of Syrian defences were pierced, but the fight was not over. Syrian rear area and second line troops still fought hard. In Jalabina an anti-aircraft gun unit levelled their guns on advancing Israeli Paratroopers and half-tracks. However, Syrian high command was less eager. Syrian radio announced the fall of the key central cross-roads town of Quneitra some three hours before resistance actually ceased. Troop withdrawals were ordered.

By the night of 10 June a ceasefire was agreed by all sides. Syria had been forced back to the eastern edge of the Golan plateau, losing the dominant heights. But it had come at a price. Israeli had lost several hundred men and dozens of tanks and AFVs. The Syrian Army may have lacked finesse, but it was a tough nut to crack.

SYRIAN INFANTRY BATTALION

SYRIAN

INFANTRY
BATTALION HQ

FNS118

1x AK-47 rifle team
1 POINT

• INFANTRY FORMATION •

COURAGE 3+
 MORALE 3+
 RALLY 3+

SKILL 6
 ASSAULT 5+
 COUNTERATTACK 3+

IS HIT ON
3+

INFANTRY SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 rifle team	8"/20cm	2	2	1	6	Pinned ROF1

SYRIAN

INFANTRY
COMPANY

PG143—FNS119

SYRIAN

INFANTRY
COMPANY

PG143—FNS119

SYRIAN

HMG
NESTS

PG143—FNS120

SYRIAN

57MM ANTI-TANK
COMPANY

PG143—FNS121

SYRIAN

100MM ANTI-TANK
COMPANY

PG144—FNS122

SYRIAN

82MM
MORTAR COMPANY

PG144—FNS123

SYRIAN

PANZER IV
BUNKERS

PG144—FNS124

SYRIAN

T-34 TANK
COMPANY

PG135—FNS106

Following Soviet doctrine, the defensive positions of the Syrians had two or three lines of trenches occupied by infantry. Armed with their own heavy machine guns, bazookas and man-packed anti-tank support, the infantry were capable of all round defense. The position would be supported by heavy artillery and other fortifications like barbed wire and minefields.



SYRIAN INFANTRY COMPANY

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INFANTRY COMPANY

- 19x AK-47 rifle team
- 3x Blindicide anti-tank team
- 1x PKM LMG team
- 4x Barbed Wire obstacle
- 4x Minefield

25 POINTS

- 13x AK-47 rifle team
- 2x Blindicide anti-tank team
- 1x PKM LMG team
- 3x Barbed Wire obstacle
- 3x Minefield

18 POINTS

OPTIONS

- Add up to 2 82mm recoilless guns for +1 point each.

• INFANTRY UNIT •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 6
ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON
3+

INFANTRY SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF 1
PKM LMG team	16"/40CM	7	2	2	6	Assault 6, Heavy Weapon
Blindicide anti-tank team	8"/20CM	1	1	14	4+	Assault 6, HEAT, Slow Firing
82mm recoilless gun	20"/50CM	2	1	14	3+	Assault 6, HEAT, Recoilless

SYRIAN HMG NESTS

XBX02
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HMG NESTS

- 4x HMG nest
- 2x HMG nest

4 POINTS

2 POINTS

• INFANTRY UNIT • NEST • WEAPON NESTS •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 6
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON
2+

INFANTRY SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
HMG	24"/60CM	6	2	2	6	Forward Firing

SYRIAN 57MM ANTI-TANK COMPANY

AARBX14
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57MM ANTI-TANK COMPANY

- 4x 57mm gun

2 POINTS

The Syrians used ex-Soviet WWII ZIS-2 anti-tank guns that were dug in as static defensive units.

While largely obsolete by the standards of armoured warfare in the 1960's, they could still be useful against lighter AFVs and APCs.

• GUN UNIT • NEST •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 6
ASSAULT -
COUNTERATTACK -

IS HIT ON
2+

GUN SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
57mm gun	28"/70CM	2	1	11	4+	Forward Firing

SYRIAN 100MM ANTI-TANK COMPANY

100MM ANTI-TANK COMPANY

6x 100mm gun
2x 100mm gun

6 POINTS
2 POINTS

Syria's heavy anti-tank gun was the Soviet 100mm gun. This large caliber gun was sold to Soviet ally states in the post-war years. Syria used many of these during the 1967 and 1973 wars.

• GUN UNIT • NEST •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 6
ASSAULT -
COUNTERATTACK -

IS HIT ON
2+

INFANTRY SAVE
3+



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
100mm gun	32"/80CM	1	1	15	2+	Forward Firing, Slow Firing

SYRIAN 82MM MORTAR COMPANY

82MM MORTAR COMPANY

6x 82mm mortar
2x 82mm mortar

6 POINTS
2 POINT2

The Syrians allocated their larger tube guns at higher level, and therefore they lack the heavy mortars found in Egyptian battalions. Instead they field the Soviet 82-BM-41. As a light mortar, its role was primarily infantry support for which it was well suited with a reasonable 3km range firing a 3kg shell. These were deployed in static defenses.

• INFANTRY UNIT • NEST •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 6
ASSAULT 6
COUNTERATTACK 3+

IS HIT ON
2+

INFANTRY SAVE
3+



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
82mm mortar	40"/100CM	ARTILLERY		1	4+	

SYRIAN PANZER IV BUNKERS

PANZER IV BUNKERS

4x Panzer IV Bunker
3x Panzer IV Bunker
2x Panzer IV Bunker
1x Panzer IV Bunker

4 POINTS
3 POINTS
2 POINTS
1 POINT

The Syrians were deficient in tanks in 1967. Old World War II surplus German Panzer IVs were pressed into service. Lacking spare parts and mobility, they were dug in as bunkers on the front line.

A number of StuGs were also pressed into service the same way, so feel free to model your Panzer IV Bunkers using StuGs instead.

• TANK UNIT • BUNKER •

COURAGE 4+
MORALE 3+
REMOUNT 4+

SKILL 6
ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON 2+

FRONT SIDE TOP
6 3 1



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
75mm gun	32"/80CM	2	1	11	3+	
MG	16"/40CM	2	2	2	6	

SYRIAN SUPPORT



SYRIAN SU-100 ANTI-TANK COMPANY

AARBX15
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SU-100 TANK COMPANY

6x SU-100
5x SU-100
4x SU-100
3x SU-100

7 POINTS

6 POINTS

5 POINTS

4 POINTS

• TANK UNIT •



COURAGE 4+

MORALE 3+
REMOUNT 4+

SKILL 6

ASSAULT 6
COUNTERATTACK 4+

IS HIT ON 3+

FRONT

SIDE

TOP

7

5

1

Many SU-100 self-propelled guns were provided to Soviet allies and satellite states in the post-war years, including Syria.

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH		ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM		24"/60CM	5+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
100mm gun	32"/80CM	1	1	15	2+	Forward Firing, Slow Firing
7.62mm MG	16"/40CM	3	3	2	6	

SYRIAN SAGGER ANTI-TANK COMPANY

SAGGER ANTI-TANK COMPANY

4x AT-3 Sagger missile	8 POINTS
3x AT-3 Sagger missile	5 POINTS
2x AT-3 Sagger missile	3 POINTS

The 9M14 Malyutka, known in the West as the AT-3 “Sagger,” was a man portable anti-tank missile developed in the early 1960’s. Syria acquired many between the 1967 and 1973 wars. Though substantial training was required to guide the missile successfully to its target, Syrian infantry used the missile to great effect. AT-3 missiles accounted for most of the Israeli tanks lost on the Golan Heights.

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 6
ASSAULT 6
COUNTERATTACK 3+

IS HIT ON
3+

INFANTRY SAVE
3+



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AT-3 Sagger missile	16"/40CM-40"/100CM	3	-	19	3+	Guided, HEAT

SYRIAN FIELD ARTILLERY BATTERY

FIELD ARTILLERY BATTERY

6x 122mm howitzer	5 POINTS
3x 122mm howitzer	2 POINTS

With nearly 20,000 guns produced from 1939 to the mid 1950’s, the M-30 122mm howitzer saw extensive service in World War II and many post war conflicts as well, particularly in the Middle East. While its range is relatively short, its high caliber and good rate of fire allows saturation of targets. Syria acquired many examples of this type, and used them in both the 1967 and 1973 wars.

• GUN UNIT • NEST •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 6
ASSAULT 6
COUNTERATTACK 3+

IS HIT ON
2+

GUN SAVE
3+



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
122mm howitzer	80"/200CM	ARTILLERY		3	3+	Forward Firing
or Direct Fire	16"/40CM	1	1	9	2+	Brutal, Forward Firing, Slow Firing

SYRIAN HEAVY ARTILLERY BATTERY

HEAVY ARTILLERY BATTERY

6x 152mm howitzer	8 POINTS
3x 152mm howitzer	4 POINTS

The Soviet Union re-introduced corps level artillery in 1942, with the D-1 152mm gun as a more mobile heavy artillery piece. Though the range is a relatively short 12km, a trained crew can fire four 40kg high explosive rounds per minute, providing a devastating bombardment. It was widely exported in the post-war years, acquired by Syria and used in the 1967 and 1973 wars.

• GUN UNIT • NEST •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 6
ASSAULT 6
COUNTERATTACK 3+

IS HIT ON
2+

GUN SAVE
3+



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
152mm howitzer	80"/200CM	ARTILLERY		3	2+	Forward Firing
or Direct Fire	12"/30CM	1	-	11	AUTO	Brutal, Forward Firing

SYRIAN ARTILLERY OBSERVER

ARTILLERY OBSERVER

1x Observer team

1 POINT

You must field either:

- a Field Artillery Battery (FNS127),
 - a Heavy Artillery Battery (FNS128), or
 - a BM-21 Hail Rocket Battery (FNS130)
- before you may field an Artillery Observer.*

• INDEPENDENT INFANTRY UNIT • OBSERVER • SCOUT •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 5+
ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON
3+

INFANTRY SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF1



SYRIAN BM-21 HAIL ROCKET BATTERY

BM-21 HAIL ROCKET BATTERY

6x BM-21 Hail

10 POINTS

3x BM-21 Hail

5 POINTS

The BM-21 Grad or 'Hail' consists of a 122mm multiple rocket launcher mounted on a six wheeled ZIL military truck in the tradition of the World War II Katyusha. With a range of 20km, the BM-21 can strike deep into enemy territory, though it relies heavily on saturation from its 40 individual rocket tubes as it lacks the accuracy and precision of gun-based artillery.

• UNARMoured TANK UNIT •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 6
ASSAULT -
COUNTERATTACK -

IS HIT ON
3+

TANK SAVE
5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	14"/35CM	36"/90CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
BM-21 rocket launcher	96"/240CM	SALVO		2	4+	Smoke Bombardment



SYRIAN 120MM MORTAR COMPANY

120MM MORTAR COMPANY

6x 120mm mortar

3 POINTS

4x 120mm mortar

2 POINTS

2x 120mm mortar

1 POINT

Developed from a French design, the Soviet M1938 was a heavy mortar used as artillery by the Soviets in World War II because of its good range and heavy shells. Supplied to ally nations in the post-war years, the Syrians used the weapon as a regimental mortar for fire support missions deep into enemy deployment zones or as counter-battery fire.

• GUN UNIT • NEST •

COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 6
ASSAULT 6
COUNTERATTACK 3+

IS HIT ON
2+

GUN SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
120mm mortar	56"/140CM	ARTILLERY		2	3+	



SYRIAN BTR-50PK SCOUT PLATOON

BTR-50PK SCOUT PLATOON

- 7x AK-47 rifle team
- 7x BTR-50PK team (FNS133)
- 4x AK-47 rifle team
- 4x BTR-50PK team (FNS133)

8 POINTS

5 POINTS

Serving as the eyes and ears of the Syrian Army, the scout companies were mounted in the BTR-50PK. Based on the amphibious PT-76 tank chassis, the BTR-50 had a new superstructure and armoured roof.

• INFANTRY UNIT • SPEARHEAD •



COURAGE 4+
MORALE 3+
RALLY 4+

SKILL 6
ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON
3+

INFANTRY SAVE
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
AK-47 rifle team	8"/20CM	2	2	1	6	Pinned ROF1

BTR-50PK TRANSPORT

SYRIAN

• TANK ATTACHMENT • AMPHIBIOUS • PASSENGERS 4 • UNIT TRANSPORT •



COURAGE 4+
MORALE 3+
REMOUNT 4+

SKILL 6
ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON 3+
FRONT **1** SIDE **1** TOP **1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
12.7mm AA MG	20"/50CM	3	2	4	5+	

SYRIAN PT-76 SCOUT PLATOON

PT-76 SCOUT PLATOON

- 6x PT-76
- 5x PT-76
- 4x PT-76
- 3x PT-76
- 2x PT-76

8 POINTS

7 POINTS

5 POINTS

4 POINTS

3 POINTS

Each Syrian brigade (regardless of type) would have a platoon of four PT-76 tanks with the battalion and brigade headquarters each having an additional vehicle. It mounts a 76.2mm gun capable of taking on older medium tanks, but should only engage heavier armour as a last resort. Its amphibious capability is of little use in the Golan Heights, but its tracked mobility is an asset.

• TANK UNIT • AMPHIBIOUS • SPEARHEAD •



COURAGE 4+
MORALE 3+
REMOUNT 4+

SKILL 6
ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON 3+
FRONT **2** SIDE **1** TOP **1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
D-56T 76mm gun	24"/60CM	2	1	13	3+	HEAT
MG	16"/40CM	3	3	2	6	

SYRIAN BRDM-2 SCOUT PLATOON

AARBX17
Page 195

BRDM-2 SCOUT PLATOON

4x BRDM-2

3 POINTS

2x BRDM-2

2 POINTS

This Soviet built amphibious four-wheeled armoured car is the BRDM-2, sometimes also known as the BTR-40PB. First produced in the early 1960's, as with most Soviet weapon systems, it was widely exported, and is armed with heavy and light machine-guns.

• TANK UNIT • AMPHIBIOUS • INFRA-RED (IR) • SPEARHEAD •



COURAGE 4+

MORALE 3+
REMOUNT 4+

SKILL 6

ASSAULT 5+
COUNTERATTACK 3+

IS HIT ON 3+

FRONT

SIDE

TOP

1

0

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	44"/110CM	4+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
14.5mm MG	24"/60CM	3	2	5	5+		
7.62mm MG	16"/40CM	1	1	2	6		

SYRIAN 37MM AA COMPANY

AAR540
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37MM AA COMPANY

6x 37mm AA guns

4 POINTS

3x 37mm AA guns

2 POINTS

Based on the ubiquitous Bofors anti-aircraft guns, this 37mm anti-aircraft gun was used extensively on the Eastern Front accounting for thousands of Axis planes. Though antiquated by the standards of the 1960's and 70's, the Syrians still had a number of these weapons in service.

• GUN UNIT • NEST •



COURAGE 4+

MORALE 3+
RALLY 4+

SKILL 6

ASSAULT 6
COUNTERATTACK 4

IS HIT ON

2+

GUN SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
37mm AA gun	20"/50CM	3	2	6	4+		Dedicated AA

SYRIAN MIG-17 FRESCO FIGHTER FLIGHT

AARBX20
Page 199

MIG17 FRESCO FIGHTER FLIGHT

6x MIG-17 Fresco

6 POINTS

4x MIG-17 Fresco

4 POINTS

2x MIG-17 Fresco

2 POINTS

First flown in 1950, the MIG-17, 'Fresco,' was a fighter produced in large numbers. Supplied to Soviet allies around the world, the Syrians acquired them in the 1960s and used them in the 1967 and 1973 wars. It had greater success in 1973 flying beneath the SAM umbrella.

• STRIKE AIRCRAFT UNIT • FAST JET •



COURAGE 4+

MORALE 3+

SKILL 6

IS HIT ON

3+

AIRCRAFT SAVE

5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
37mm gun	8"/20CM	-	2	6	4+		Anti-helicopter
500lb bombs	6"/15CM	ARTILLERY		3	2+		Bomb

ROYAL JORDANIAN ARMY



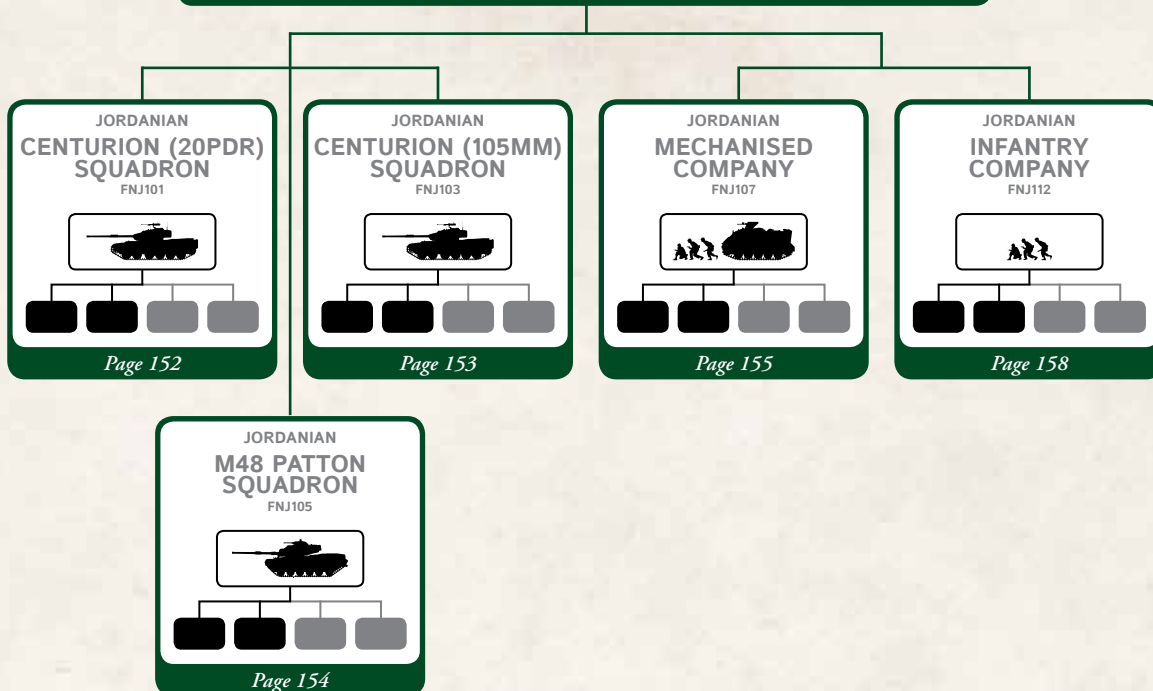
CAUGHT BETWEEN TWO WORLDS

The Royal Jordanian Army was in a difficult position in the Arab-Israeli Wars. Jordan was part of the Arab world. Their first King, Al-Hussein, was one of the leaders of the Arab revolt against Ottoman rule in 1921. Yet Jordan was also the most westernised of the Arab countries. Its army formed part of the Arab Legion under British command during World War II. The Royal Jordanian Army was trained and equipped along British lines, and never fell into the Soviet sphere of

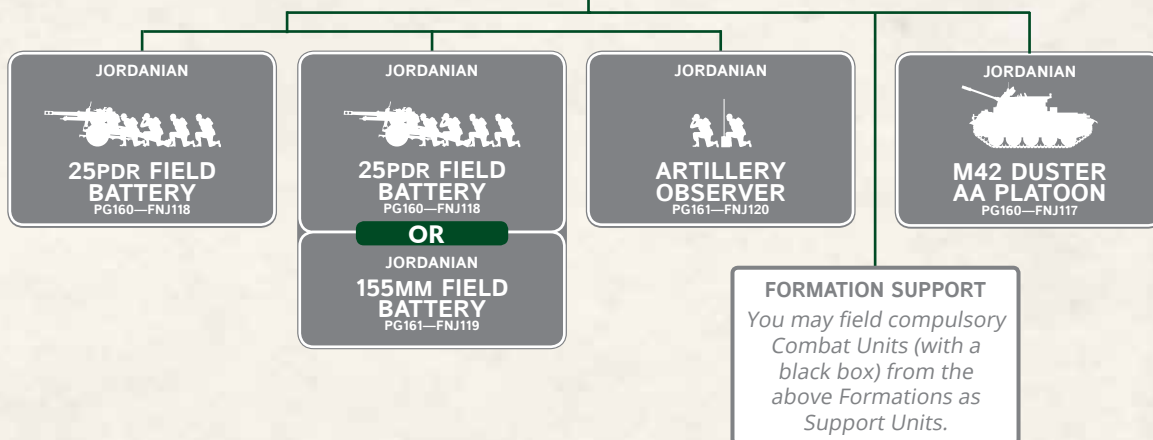
influence after Israel's independence. After the 1967 war Jordan housed over 300,000 Palestinian refugees who in turn formed the militant Palestinian Liberation Organization (PLO). Owing no loyalty to Jordan, the PLO was expelled in 1971 precipitating the humiliating Black September crisis with Syria. This bad blood would result in Jordan becoming a reluctant Arab participant in the 1973 war.



JORDANIAN FORCES



SUPPORT





JORDANIAN CENTURION (20PDR) SQUADRON



JORDANIAN



CENTURION (20PDR) SQUADRON HQ
FNJ101

3x Centurion (20pdr) **8 POINTS**
2x Centurion (20pdr) **5 POINTS**

• TANK FORMATION • BAZOOKA SKIRTS •



COURAGE 3+	SKILL 4+
MORALE 4+	ASSAULT 5+
REMOUNT 3+	COUNTERATTACK 3+

IS HIT ON 3+		
FRONT	SIDE	TOP
10	5	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	2+

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
20 pdr gun	40"/100CM	2	1	16	3+	Accurate
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

JORDANIAN



CENTURION (20PDR) TROOP
PG153—FNJ102

JORDANIAN




CENTURION (20PDR) TROOP
PG153—FNJ102

JORDANIAN



M42 DUSTER AA PLATOON
PG160—FNJ117

JORDANIAN



CENTURION (20PDR) TROOP
PG153—FNJ102

JORDANIAN



CENTURION (20PDR) TROOP
PG153—FNJ102

AISBX02
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JORDANIAN CENTURION (20PDR) TROOP

CENTURION (20PDR) TROOP

3x Centurion (20pdr) **8 POINTS**
2x Centurion (20pdr) **5 POINTS**

The British Centurion tank began production in January 1945. Although it arrived too late to see combat in World War II, it was widely exported with Jordan receiving nearly 100 before the 1967 war.

• TANK UNIT • BAZOOKA SKIRTS •



COURAGE 4+	SKILL 5+
MORALE 5+	ASSAULT 5+
REMOUNT 3+	COUNTERATTACK 4+

IS HIT ON 3+		
FRONT	SIDE	TOP
10	5	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	2+

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
20 pdr gun	40"/100CM	2	1	16	3+	Accurate
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	



JORDANIAN CENTURION (105MM) SQUADRON



JORDANIAN



CENTURION (105MM) SQUADRON HQ
FNJ103

2x Centurion (105mm) **10 POINTS**
1x Centurion (105mm) **5 POINTS**

• TANK FORMATION • BAZOOKA SKIRTS •



COURAGE 3+ **SKILL 4+**
MORALE 4+ ASSAULT 5+
REMOUNT 3+ COUNTERATTACK 3+

IS HIT ON 3+

FRONT	SIDE	TOP
13	6	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	16"/40cm	18"/45cm	2+

WEAPON	RANGE	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
105mm gun	40"/100CM	2	1	18	2+	Accurate, Brutal, Smoke
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

JORDANIAN



CENTURION (105MM) TROOP
PG153—FNJ104

JORDANIAN




CENTURION (105MM) TROOP
PG153—FNJ104

JORDANIAN




M42 DUSTER AA PLATOON
PG160—FNJ117

JORDANIAN



CENTURION (105MM) TROOP
PG153—FNJ104

JORDANIAN



CENTURION (105MM) TROOP
PG153—FNJ104

JORDANIAN CENTURION (105MM) TROOP

AISBX02
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CENTURION (105MM) TROOP

3x Centurion (105mm) **15 POINTS**
2x Centurion (105mm) **10 POINTS**

• TANK UNIT • BAZOOKA SKIRTS •



COURAGE 4+ **SKILL 5+**
MORALE 5+ ASSAULT 5+
REMOUNT 3+ COUNTERATTACK 4+

IS HIT ON 3+

FRONT	SIDE	TOP
13	6	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	16"/40cm	18"/45cm	2+

WEAPON	RANGE	HALTED	ROF MOVING	ANTI- TANK	FIRE- POWER	NOTES
105mm gun	40"/100CM	2	1	18	2+	Accurate, Brutal, Smoke
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

Given their poor record in the 1967 war and the Black September crisis, the Royal Jordanian Army bought new Mark X Centurion tanks from the British, taking the first delivery in 1969. The new Centurion X tanks had increased armoured protection and replaced the original 20 pdr gun of the old models with 105mm L7 gun, which provided the Centurion with substantial additional punch.



JORDANIAN M48 PATTON SQUADRON




JORDANIAN



M48 PATTON SQUADRON HQ
FNJ105

2x M48 Patton **8 POINTS**
1x M48 Patton **4 POINTS**

• TANK FORMATION •

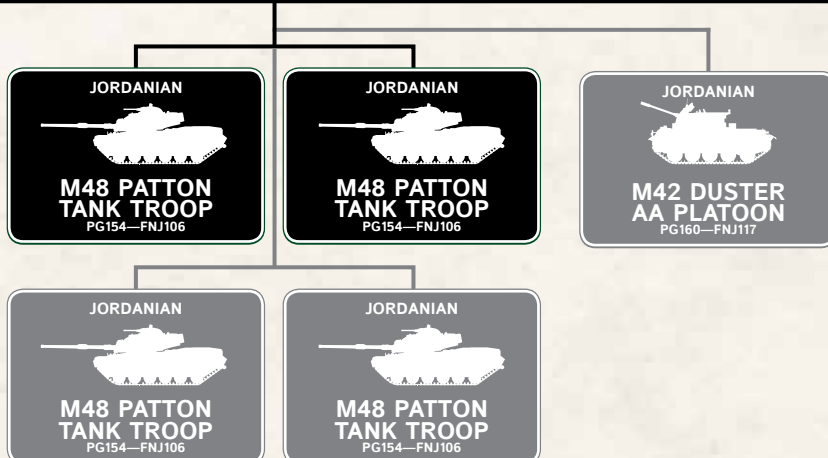


COURAGE 3+		SKILL 4+	
MORALE 4+		ASSAULT 5+	
REMOUNT 3+		COUNTERATTACK 3+	

IS HIT ON 3+		
FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
90mm gun	40"/100CM	2	1	16	3+	Accurate
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	




JORDANIAN M48 PATTON TANK TROOP

M48 PATTON TANK TROOP

3x M48 Patton **12 POINTS**
2x M48 Patton **8 POINTS**

Jordan's armoured brigades used the same American M48 Patton tanks as their Israeli foes. Since the Jordanians mainly faced up-gunned Shermans and AMX light tanks, they usually outmatched the Israelis on a tank-for-tank basis.

• TANK UNIT •



COURAGE 4+		SKILL 5+	
MORALE 4+		ASSAULT 5+	
REMOUNT 4+		COUNTERATTACK 4+	

IS HIT ON 3+		
FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
90mm gun	40"/100CM	2	1	16	3+	Accurate
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	



JORDANIAN MECHANISED COMPANY



JORDANIAN



**MECHANISED
COMPANY HQ**
FNJ107

2x Automatic rifle team
1x M113 (FNJ109)

1 POINT

• INFANTRY FORMATION • HQ TRANSPORT •



COURAGE 3+

MORALE 4+
RALLY 3+

SKILL 4+

ASSAULT 4+
COUNTERATTACK 3+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE POWER	NOTES
Automatic rifle team	16"/40CM	1	1	2	6	

JORDANIAN



**MECHANISED
PLATOON**
PG156—FNJ108

JORDANIAN



**MECHANISED
PLATOON**
PG156—FNJ108

JORDANIAN



**M125
MORTAR PLATOON**
PG157—FNJ111

JORDANIAN



**ANTI-TANK JEEP
PLATOON**
PG157—FNJ110

JORDANIAN



**MECHANISED
PLATOON**
PG156—FNJ108



JORDAINAN MECHANISED PLATOON

MECHANISED PLATOON

7x Rifle/MG team
1x Super Bazooka
1x Light Mortar team
4x M113 (FNJ109)

5 POINTS

5x Rifle/MG team
1x Super Bazooka
1x Light Mortar team
3x M113 (FNJ109)

4 POINTS

Wearing World War II British uniforms, the Mechanised Platoons of the Royal Jordanian Army provide very mobile infantry support in their American-supplied M113 armoured personnel carriers. Despite their British roots, the Jordanian infantry were equipped with American small arms.

• INFANTRY UNIT •

COURAGE 4+

SKILL 5+

MORALE 5+
RALLY 4+

ASSAULT 4+
COUNTERATTACK 4+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Rifle/MG team	16"/40CM	2	1	2	6		
Super Bazooka	8"/20CM	2	1	14	4+		Assault 5+ HEAT
Light Mortar	16"/40CM	1	1	2	4+		Assault 5+, Overhead Fire, Slow Firing, Smoke

M113 TRANSPORT

JORDAINAN

• TANK ATTACHMENT • AMPHIBIOUS • PASSENGERS 3 • UNIT TRANSPORT •

COURAGE 4+

SKILL 5+

MORALE 5+
REMOUNT 4+

ASSAULT 6
COUNTERATTACK 5+

IS HIT ON 3+

FRONT
3

SIDE
2

TOP
1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal AA MG	20"/50CM	3	2	4	5+		





JORDANIAN ANTI-TANK JEEP PLATOON

AIS121
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ANTI-TANK JEEP PLATOON

- 6x Anti-tank jeep teams
- 4x Anti-tank jeep teams
- 2x Anti-tank jeep teams

6 POINTS

4 POINTS

2 POINTS

Jordan fielded numerous M40 106mm recoilless rifles which were used as anti-tank weapons – many of which were mounted on M-151 jeeps to provide better mobility. The 106mm was developed in the mid-1950s and incorporates a .50 cal spotting rifle as part of the design. Capable of firing a variety of HEAT ammunition, the type could defeat any Israeli armour encountered.

• UNARMoured TANK UNIT • SCOUT •



COURAGE 4+

MORALE 5+
RALLY 4+

SKILL 5+

ASSAULT -
COUNTERATTACK -

IS HIT ON

3+

VEHICLE SAVE

4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	12"/30CM	20"/50CM	48"/120CM	4+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
106mm recoilless rifle	24"/60CM	1		1	17	2+	Accurate, Brutal, HEAT, Recoilless, Slow Firing

JORDANIAN M125 MORTAR PLATOON

AISBX07
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M125 MORTAR PLATOON

- 6x M125 (81mm)
- 2x M125 (81mm)

3 POINTS

1 POINT

Combining the mobility of the M113 armoured personnel carrier with the firepower of the M29 81mm mortar, the M125 could provide flexible and quick artillery support where needed.

• TANK UNIT • AMPHIBIOUS •



COURAGE 4+

MORALE 5+
REMOUNT 4+

SKILL 5+

ASSAULT 6
COUNTERATTACK 5+

IS HIT ON 3+

FRONT

3

SIDE

2

TOP

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140CM				1	4+	Smoke Bombardment
.50 cal AA MG	20"/50CM	3		2	4	5+	



JORDANIAN INFANTRY COMPANY



JORDANIAN

**INFANTRY
COMPANY HQ**
FNI112

2x Automatic rifle team **1 POINT**

• INFANTRY FORMATION •

COURAGE 3+

MORALE 4+
RALLY 3+

SKILL 4+

ASSAULT 4+
COUNTERATTACK 3+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
Automatic rifle team	16"/40CM	1	1	2	6	

JORDANIAN

**INFANTRY
PLATOON**
PG158—FNJ113

JORDANIAN

**INFANTRY
PLATOON**
PG158—FNJ113

JORDANIAN

**WEAPONS
NESTS**
PG159—FNJ115

JORDANIAN

**4.2-INCH MORTAR
PLATOON**
PG159—FNJ116

JORDANIAN

**HMG
BUNKERS**
PG159—FNJ114

JORDANIAN

**INFANTRY
PLATOON**
PG158—FNJ113

AJ0722
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JORDANIAN

INFANTRY PLATOON

INFANTRY PLATOON

- 7x Rifle/MG team
- 1x Super Bazooka
- 1x Light Mortar team
- 4x Barbed Wire obstacle
- 2x Minefield

14 POINTS

OPTIONS

- Add up to 2 Barbed Wire obstacles for +1 points each.

In 1967 and 1973, Jordanian Infantry used American WWII Garand rifles. They also used the M20 "Super Bazooka." Defensive positions followed the British pattern of strongpoints with all around fields of fire and concealed gun positions.

• INFANTRY UNIT • FORTIFIED POSITION •

COURAGE 4+

MORALE 4+
RALLY 4+

SKILL 5+

ASSAULT 4+
COUNTERATTACK 4+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
Rifle/MG team	16"/40CM	2	1	2	6	
Super Bazooka	8"/20CM	2	1	14	4+	Assault 5+, HEAT
Light Mortar	16"/40CM	1	1	2	4+	Assault 5+, Overhead Fire, Slow Firing, Smoke

JORDANIAN HMG BUNKERS

XBX02
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HMG BUNKERS

2x HMG Pillbox

2 POINTS

Jordanian forces fielded a number of M2 .50 cal Browning heavy machine guns during the 1967 war. Many of these were built into pillboxes and other fortifications in the West Bank overlooking strategic avenues of advance and were supported by extensive trench networks.

• INFANTRY UNIT • BUNKER • WEAPON NESTS •



COURAGE 4+

MORALE 4+

RALLY 4+

SKILL 5+

ASSAULT 5+

COUNTERATTACK 4+

IS HIT ON

2+

INFANTRY SAVE

2+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
HMG Bunker	24"/60CM	6		2	2	6	Forward Firing

JORDANIAN WEAPONS NESTS

AJ0725 AND
AJ0512
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WEAPONS NESTS

2x 81mm mortar nest
3x 106mm anti-tank gun

4 POINTS

2x 81mm mortar nest
2x 106mm anti-tank gun

3 POINTS

3x 106mm anti-tank gun

3 POINTS

2x 106mm anti-tank gun

2 POINTS

2x 81mm mortar nest

1 POINT

The Jordanians used both the Royal Ordnance ML 3-inch mortar and the M29 American 81mm mortar. Many examples of these medium mortars were incorporated into defences where they could provide useful support against opposing infantry.

• GUN UNIT • NEST • WEAPON NESTS •



COURAGE 4+ MORALE 5+ RALLY 4+		SKILL 5+ ASSAULT 5+ COUNTERATTACK 4+	
IS HIT ON 2+		GUN SAVE 3+	
TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH
-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140CM	ARTILLERY		1	4+	Accurate, Brutal, Forward Firing, HEAT, Recoiless
106mm anti-tank gun	24"/60CM	1	-	17	2+	

JORDANIAN 4.2-INCH MORTAR PLATOON

AJ0725
Page 201

4.2-INCH MORTAR PLATOON

4x 4.2-inch mortar


4 POINTS

2x 4.2-inch mortar

2 POINTS

First developed in 1942, the Ordnance ML 4.2-inch Mortar could fire both high-explosive and smoke ammunition to a range of almost 4km. With a good rate of fire, this heavy mortar consisted of the tube and a mobile base-plate. Jordan fielded numerous examples of this type during the 1967 war.

• GUN UNIT • NEST •



COURAGE 4+ MORALE 5+ RALLY 4+		SKILL 5+ ASSAULT 5+ COUNTERATTACK 4+	
IS HIT ON 2+		GUN SAVE 3+	
TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH
-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
4.2-inch mortar	48"/120CM	ARTILLERY		2	3+	Smoke Bombardment

JORDANIAN SUPPORT

AJO161
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JORDANIAN M42 DUSTER AA PLATOON

M42 DUSTER AA PLATOON

2x M42 Duster

2 POINTS

Based on the American M41 Walker Bulldog light tank, the M42A1 Duster mounted twin 40mm anti-aircraft guns. The guns were aimed manually, and carried a bit more than 300 rounds.

• TANK UNIT •



COURAGE 4+

SKILL 5+

MORALE 5+
REMOUNT 4+

ASSAULT 6
COUNTERATTACK 6

IS HIT ON 3+

FRONT 1 SIDE 1 TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	18"/45CM	28"/70CM	32"/80CM	3+

WEAPON	RANGE	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
		HALTED				
Twin 40mm gun	24"/60CM	3	2	7	4+	Dedicated AA



AJOBX01
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JORDANIAN 25PDR FIELD BATTERY

25PDR FIELD BATTERY

6x 25 pdr gun

4 POINTS

3x 25 pdr gun

2 POINTS

Despite its age, in 1967 the primary artillery of the Jordanian Army was still the British 25-pounder which was introduced just prior to the outbreak of World War II. The gun was known for its long range of roughly 12km, though its smaller caliber (roughly 88mm) limited the weight of the high-explosive shells to 11.5kg. However the relatively high rate of fire afforded by the ammunition design compensated for the reduced lethality of any individual shell.

• GUN UNIT • GUN SHIELD • LARGE GUN •



COURAGE 4+

SKILL 5+

MORALE 5+
RALLY 4+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON

3+

GUN SAVE

4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	2"/5CM	4"/10CM	4"/10CM	6

WEAPON	RANGE	ROF HALTEDMOVING		ANTI-TANK	FIRE-POWER	NOTES
25 pdr gun	80"/200CM	ARTILLERY		3	4+	Smoke Bombardment
or Direct Fire	24"/60CM	2	1	9	3+	Smoke



JORDANIAN 155MM FIELD BATTERY

AJ0570
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155MM FIELD BATTERY

6x 155mm howitzer

8 POINTS

3x 155mm howitzer

4 POINTS

First produced in 1942 with over 10,000 produced by the time production stopped in 1953, the M1 (later renamed the M114) provided the U.S. Army with a modern, heavy caliber medium artillery piece during World War II. Capable of firing a wide array of ammunition to a range of over 14km, the Jordanians had just began the process of equipping their artillery battalions with the new gun when hostilities commenced in 1967.

• GUN UNIT • GUN SHIELD • LARGE GUN •



COURAGE 4+

SKILL 5+

MORALE 5+
RALLY 4+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON

3+

GUN SAVE

4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	2"/5CM	4"/10CM	4"/10CM	6

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
155mm howitzer	88"/220CM	ARTILLERY	1	-	3	2+	Forward Firing, Smoke Bombardment
or Direct Fire	16"/40CM						
					12	AUTO	Brutal, Forward Firing, Smoke

JORDANIAN ARTILLERY OBSERVER

ARTILLERY OBSERVER

1x Automatic rifle team

1 POINT

• INDEPENDENT INFANTRY UNIT • OBSERVER •



COURAGE 4+

SKILL 5+

MORALE 5+
RALLY 4+

ASSAULT 6
COUNTERATTACK 4+

IS HIT ON

3+

INFANTRY SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Automatic rifle team	16"/40CM	1	1	1	2	6	

MISSIONS

The army always has a plan, and your formation has a mission as part of that plan. While you can just stick your forces on the table and fight until one side is completely destroyed, missions and scenarios add a whole new level to the game as players struggle to take or defend specific objectives or achieve goals vital to their war effort.

SELECTING A MISSION

Your first mission should be Annihilation (see page 167) as it is a simple mission that pits one player against the other in a fight to the death. This mission is ideal for smaller forces.

Once you've played Annihilation a few times, try Free for All, which adds Objectives (page 164) to the mission to bring in new stratagems to defeat your opponent with. After that play Dust Up to add Reserves (page 169) and a new battlefield layout to your games.

When you've got the hang of these missions, you and your opponent can either choose a mission, or one player can roll on the Random Mission Table to select one of the six easiest-to-play missions.

RANDOM MISSION TABLE

DIE ROLL	MISSION
1	Annihilation
2	Free for All
3	Dust Up
4	Encounter
5	Counterattack
6	Hasty Attack

MORE MISSIONS

Once you've gained some experience with the first six missions, there are four more: Breakthrough, No Retreat, Rearguard, and Bridgehead for you to try. These missions introduce new twists to your battles with ambushes, minefields, and strategic withdrawals. These missions particularly suit infantry forces as the defender giving you the opportunity to experiment with different types of forces.



VICTORY POINTS TABLE

WINNER'S LOSSES	RESULT	WINNER'S VICTORY POINTS	LOSER'S VICTORY POINTS
0 or 1 Unit	Stunning Victory	8	1
2 Units	Major Victory	7	2
3 or more Units	Minor Victory	6	3

WHO ATTACKS

There are three ways to determine which player is the attacker. The simplest is for both players to roll a die. The highest-scoring player is the Attacker. This method is particularly suited to Meeting Engagements like Annihilation, Free for All, Encounter, and Dust Up.

Alternatively, both players choose whether they wish to attack or defend, then reveal their choices at the same time. If both players want to attack or both want to defend, then roll a die as above.

The third method is to have the player with more infantry formations defend. These last two methods are useful for missions with a distinct attacker and defender like Hasty Attack, Counterattack, and No Retreat.

DEPLOYMENT

Each mission explains how both sides forces are deployed. Units can be held in Reserve, held in Ambush, or placed on the table.

PLACING UNITS IN COMMAND

You must place all of a Unit's Teams so that they are In Command (page 29).

ATTACHMENTS

A Transport or Infantry Unit Attachment deploys at the same time, but separately from its core Unit. They may be placed together or separately. The Passengers may be Mounted or Dismounted.

LEFT OUT OF BATTLE

At the start of the game you may elect to leave Units that you do not think will contribute, but do not want to lose, out of the battle. A Unit that is left out of battle takes no part in the game and is ignored for all purposes.

NO LEAVING THE TABLE

Once a Unit is placed on the table or arrives from Reserve, it cannot move off the table.

START IN FOXHOLES AND GONE TO GROUND

All Infantry and Gun Teams start the game in Foxholes, giving them Concealment and Bulletproof Cover.

All Teams start the game Gone to Ground.

WHO HAS THE FIRST TURN

The Attacker has the first turn, except in Meeting Engagements where both players roll a die after setting up, with the higher rolling player having the first turn.

WINNING THE GAME

The goal in most missions is to take or hold Objectives. If a player has no Formations (other than Allied Formations) in Good Spirits (page 63), although they may have Support Units left, their force flees the battlefield and the enemy wins. In missions with Objectives, this leaves all of the Objectives in the hands of the enemy.

VICTORY POINTS

Refer to the Winning the Game section of the mission briefing to figure out who won. To determine the extent of the victory, count the number of Units from the Winner's Force that were Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

Look up the number of Units from the Winner's Force that were Destroyed on the Victory Points Table to see how many Victory Points each side gains.

THERE ARE NO DRAWS

Both players lose a game that runs out of time—there is no such thing as a draw in *Fate of a Nation*. If neither player won, both players look up the number of Surviving Units the enemy force has as though their opponent was the winner and use the Loser's Points column to determine their own Victory Points.

MORE WAYS TO PLAY

Be sure to visit the website: www.AIW.Team-Yankee.com for loads more exciting ways to play *Fate of a Nation*.

The website has downloads giving you expanded missions, scenarios and campaigns, and much, much more. You'll also find information on organising your own escalation campaigns, leagues, tournaments, and other forms of organised play, along with download packs to get you started.

On top of this, there's loads of information on the units, battles, and history of the period!

OBJECTIVES

Objectives are markers to indicate the importance of this point to the combatants. They are a standard large base (2½"/63mm wide by 2"/50mm deep), either marked with a symbol representing your or your opponent's army or with a small diorama modelled on it.

Objectives are not Terrain, regardless of what is modelled on the base, and do not hinder movement or provide Concealment or Bulletproof Cover, nor do they block Line of Sight.

PLACING OBJECTIVES

You must place an Objective where it will sit flat (or relatively flat) on the table or a piece of terrain where it is accessible to the enemy. You may not lean it up against a hedge or a cliff for instance, nor place it in the middle of an Impassable lake.

HOLDING OBJECTIVES

You are Holding an Objective if you have a Tank, Infantry, or Gun Team within 4"/10cm of the Objective, and the enemy has no Tank, Infantry, or Gun Teams within 4"/10cm of the Objective, at the start of your turn after any Last Stand tests.

Objectives cannot be Held by Tank Teams that are Bailed Out, Transports, or Independent Teams. Nor can these teams prevent the enemy from Holding an Objective.

Teams that Moved at Dash speed cannot take an Objective nor prevent the enemy from taking it.

MODELLING OBJECTIVES

While you can use a spare large base as an objective marker, it is a lot more fun to do a little modelling and stick a broken-down tank or stack of supplies on the base and create a mini diorama.

OBJECTIVES

Teams Hold an Objective if they are within 4"/10cm at the start of their turn, provided that there are no enemy teams within 4"/10cm of it.

Teams can't Hold an Objective if they moved at Dash speed in their previous turn.

Objective

4"/10cm

Teams can Hold or contest an Objective while Pinned Down.

Bailed Out Tanks cannot Hold or contest Objectives.

MISSION SPECIAL RULES

Each mission has a selection of special rules that set the scene and tell you how to run the mission. Mission special rules include:

- Ambush
- Meeting Engagements
- Reserves
- Strategic Withdrawal

AMBUSH

In missions with the Ambush special rule, the ambushing player holds one or more Units (as specified in the mission) in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF.

Infantry and Gun Units are in Foxholes when they are placed on the table from Ambush.

PLACING AMBUSHES

In real life, the minor details of the terrain and small pieces of intelligence on the enemy's activities give you clues as to where they will attack, making it is far easier to select the ideal place for an ambush than it is in a game. To reflect this, the ambushing player does not need to decide where their ambush will take place until it is revealed.

At the start of your turn, in the Starting Step, you may place any or all Units that you have been holding in Ambush. You must place an entire Unit at a time, and the Unit must be placed with all of its Teams In Command (page 29).

You may place a Team from Ambush anywhere in your Deployment Area (ignoring any extensions created by the Spearhead rule), provided that it is:

- at least 16"/40cm from any enemy Tank, Infantry, or Gun Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm from all enemy Tank, Infantry, or Gun Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

PLACING AMBUSHES



16"/40cm

Teams can Ambush if they are more than 4"/10cm away and Concealed by Terrain.

Teams must be revealed more than 16"/40cm from the enemy, or more than 4"/10cm from the enemy if Concealed by Terrain or out of Line of Sight. Being stationary Conceals Infantry Teams, but they are still not Concealed by Terrain, so still must be 16"/40cm from the enemy.



Teams can never Ambush within 4"/10cm of the enemy.

4"/10cm



Teams can Ambush out of sight behind Terrain and more than 4"/10cm away, then move closer.

MEETING ENGAGEMENTS

In a Meeting Engagement (such as Free for All, Encounter, and Dust Up), players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still move or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

RESERVES

Some missions require you to hold part of your force in Reserve. You may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve.

The Reserves Table helps you calculate the proportion of your force that you can deploy for a given Force size. You may deploy less and hold more in Reserve if you wish.

RESERVES	
FORCE SIZE	ON TABLE
50 points	30 points
60 points	36 points
75 points	45 points
80 points	48 points
100 points	60 points
125 points	75 points
150 points	90 points
200 points	120 points

A Unit (along with its Attachments) must be kept together. Either the whole Unit is in Reserve, or the whole Unit is deployed on table.

When a Unit arrives from Reserves, it and its Attachments Move onto the table from the table edge specified in the mission. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted.

A Unit may not use Movement Orders until it has moved on to the table.

IMMEDIATE RESERVES

At the start of your first turn roll a die. On a roll of 5+ your first Unit arrives from the Reserve. It may be any Unit of your choice, but must arrive now.

At the start of your second turn roll two dice. Each roll of 5+ results in another Unit arriving from your Reserves. So, if you're lucky, you could have up to two Units arriving from Reserve during your second turn.

Keep rolling at the start of each of your following turns adding one more die than the previous turn, so at the start of turn three you roll three dice, at the start of turn four you roll four dice, and so on. Each roll of 5+ brings another Unit on from your Reserves.

If you rolled three or more dice to get Reserves in a turn, but failed to score any rolls of 5+, you automatically receive one Unit from Reserve anyway.

DELAYED RESERVES

If the mission has Delayed Reserves, use the same rules as Immediate Reserves, except that you do not start rolling for your Reserves until turn three, and then get one die. This increases by one die per turn as normal, so that on turn four you roll two dice, on turn five you roll three dice, and so on.

DEEP RESERVES

In a mission with Deep Reserves, you may only place either one Tank Unit with front armour of 4 or more, or one Aircraft Unit on the table at the start of the game. All remaining Units of these types must be held in Reserve.

FLANKING RESERVES

In a mission with Flanking Reserves, you may have a smaller force in Reserve than usual. You must hold at least one Unit in Reserve, but may hold more in Reserve if you wish. These Reserves will arrive on the enemy flank.

SCATTERED RESERVES

When each Unit arrives from Scattered Reserve, the owning player rolls a die to determine which table edge or corner it will arrive from using the mission map as reference.

If a Unit arrives from Scattered Reserves on a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from Reserves on a corner, it must enter the table within 16"/40cm of the corner.

STRATEGIC WITHDRAWAL

The Defender starts the game with no Delay Counters.

At the start of each turn from turn two onwards, after checking Victory Conditions, the Defender counts the number of Units (not counting their Attachments and any Independent Teams) and Delay Counters that they have on table.

- If the total is six or more, they must Withdraw one Unit (other than an Independent Team) and its Attachments and remove all Delay Counters.

- If they have less than six Units and Delay Counters combined, they gain a Delay Counter, but do not Withdraw any Units.

WITHDRAWING UNITS

When the Defender is required to Withdraw a Unit, all of the teams of that Unit (and its Attachments) are removed from the table. If a Withdrawing Unit is not in Good Spirits, it will be treated as being Destroyed when working out Victory Points.

BASIC MISSIONS

These missions are the core missions for *Fate of a Nation*. As a new player you should experiment with these missions before moving on to more challenging ones.

You can also use these missions to design scenarios recreating historical battles. Pick a mission that suits the story you want to tell and tweak it to match.



ANNIHILATION

Total war means total victory or total annihilation.

SPECIAL RULES

- Meeting Engagement (Both players)

SETTING UP

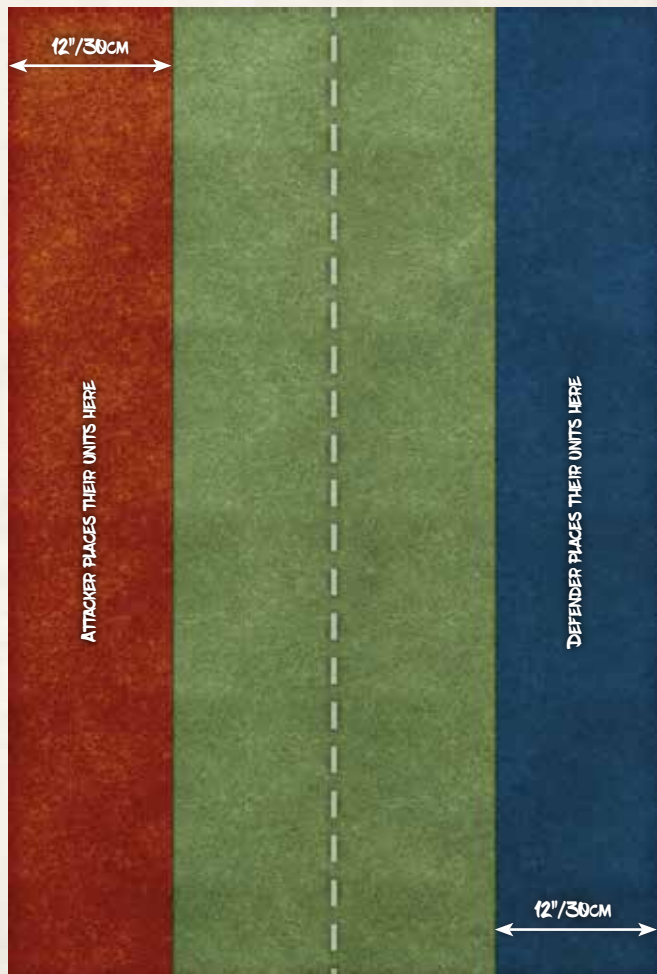
The Attacker picks a long table edge to attack from. The Defender defends from the opposite table edge.

DEPLOYMENT

Both players, starting with the Attacker, take turns placing Units within 12"/30cm of their own table edge until all of their Units are deployed.

WINNING THE GAME

A player wins if their opponent has no Formations left on the table.





FREE FOR ALL

The breakthrough was successful and the situation is fluid. Find and destroy the enemy.

SPECIAL RULES

- Meeting Engagement (Both players)

SETTING UP

The Attacker picks a long table edge to attack from. The Defender defends from the opposite table edge.

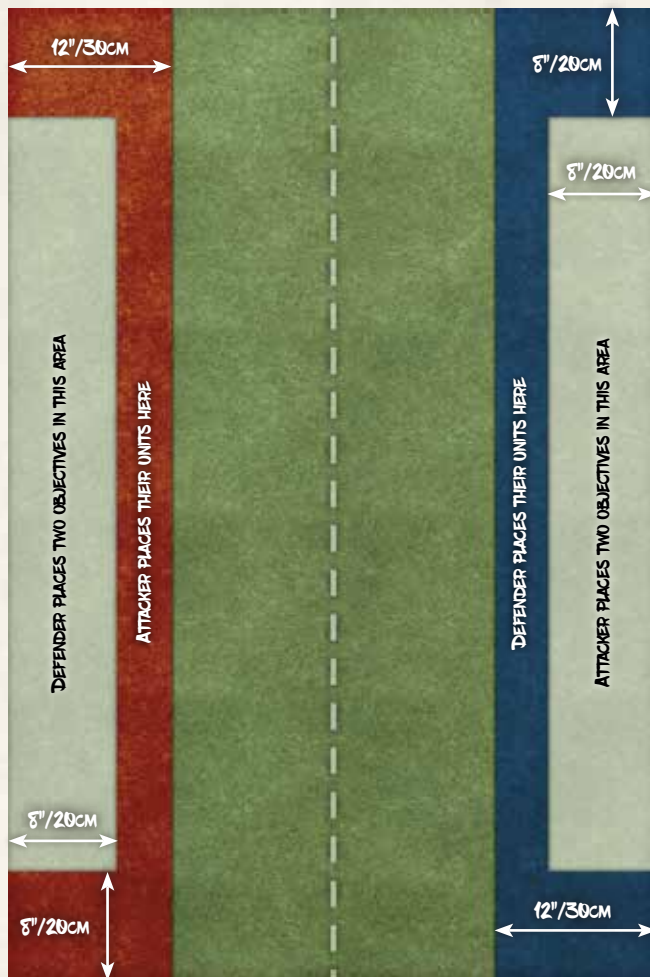
Both players, starting with the Attacker, place two Objectives within 8"/20cm of the opponent's table edge, at least 8"/20cm from the side table edges.

DEPLOYMENT

Both players, starting with the Attacker, then take turns placing Units within 12"/30cm of their own table edge until all of their Units are deployed.

WINNING THE GAME

A player wins if they start their turn Holding one of the Objectives that they placed on the opponent's side of the table.





DUST-UP

The fighting is confused with the enemy in all directions. Coordinate an attack with your scattered forces.

SPECIAL RULES

- Meeting Engagement (Both players)
- Delayed Reserves (Both players)

SETTING UP

The Attacker picks a table quarter to attack from. The Defender defends from the opposite quarter. Both players, starting with the Attacker, place one Objective in their own quarter, then both players, again starting with the Attacker, place one Objective in their opponent's quarter. Objectives must be at least 8"/20cm from all table edges and at least 12"/30cm from the table centre.

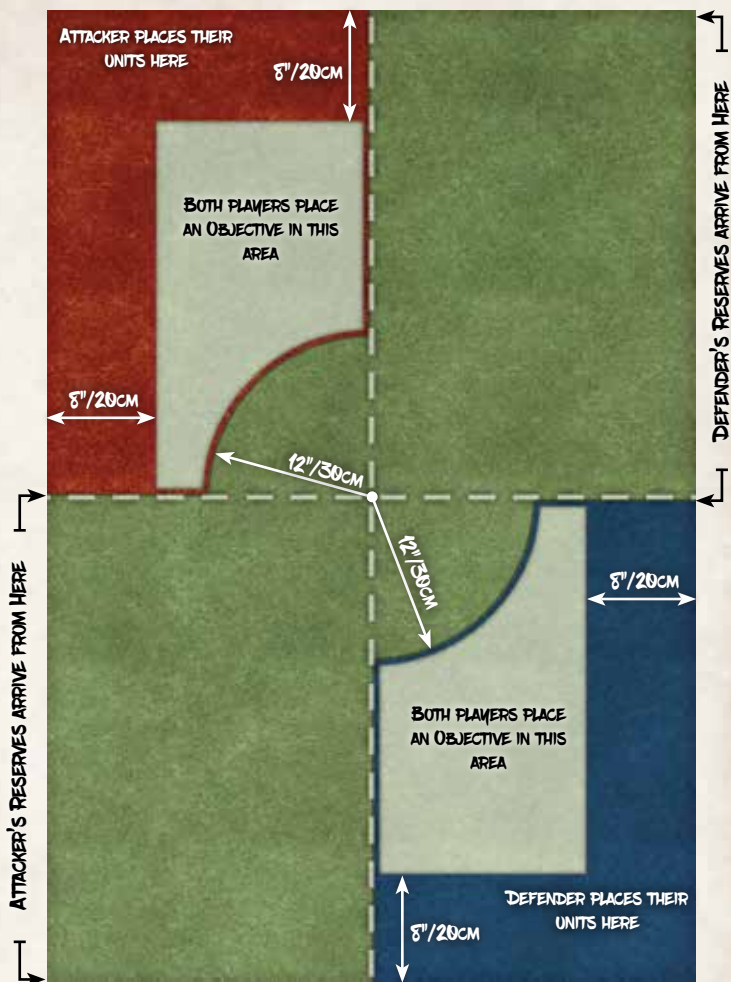
DEPLOYMENT

Both players place the required part of their force in Delayed Reserve. These Units will arrive from the long table edge adjacent to the player's quarter.

Both players, starting with the Attacker, then take turns placing Units in their own quarters, at least 12"/30cm from the table centre until all of their remaining Units are deployed.

WINNING THE GAME

A player wins if they start their turn Holding one of the Objectives in the opponent's quarter.





ENCOUNTER

Your forces have been scattered in heavy fighting. Gather your forces and defeat the enemy.

SPECIAL RULES

- Meeting Engagement (Both players)
- Scattered Delayed Reserves (Both players)

SETTING UP

The Attacker picks a long table edge to attack from. The Defender defends from the opposite table edge.

Both players, starting with the Attacker, place two Objectives within 8"/20cm of the opponent's table edge, at least 8"/20cm from the side table edges.

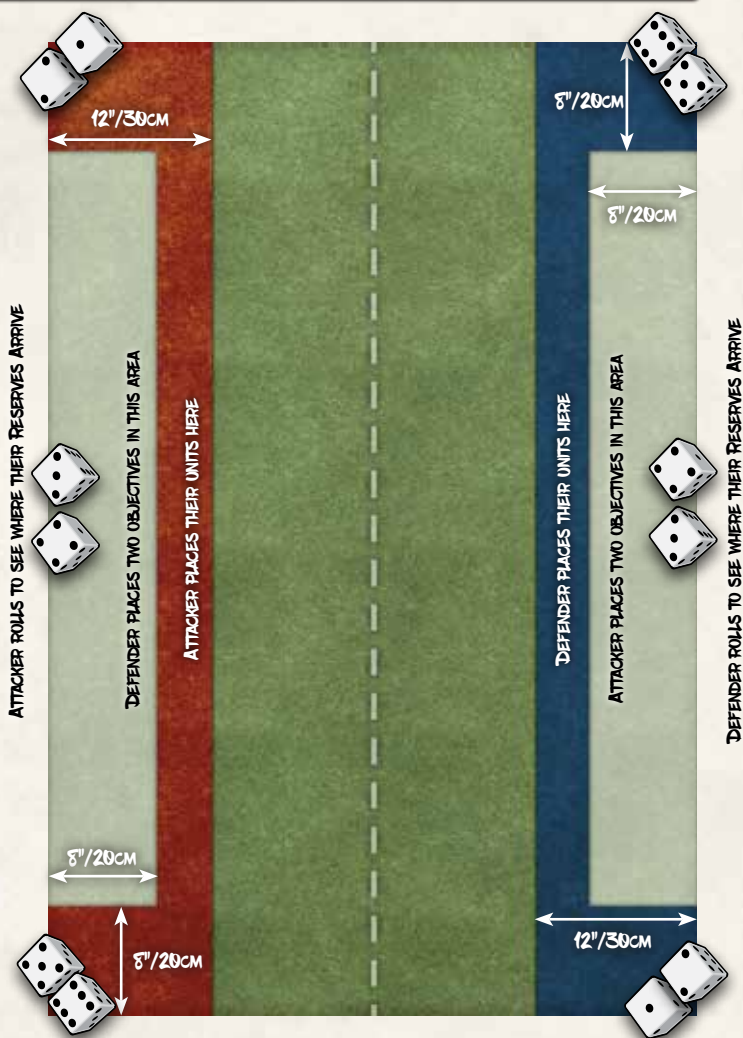
DEPLOYMENT

Both players place the required part of their force in Scattered Delayed Reserve. The players will dice to see where each Unit moves on from as it arrives from reserve.

Both players, starting with the Attacker, then take turns placing Units within 12"/30cm of their own table edge until all of their remaining Units are deployed.

WINNING THE GAME

A player wins if they start their turn Holding one of the Objectives that they placed on the opponent's side of the table.





COUNTERATTACK

You have broken through the enemy defences. Beat them to the objective to seal your victory.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Defender)

SETTING UP

The Defender picks a table quarter to defend. The Attacker picks an adjacent table quarter to attack from.

The Defender places one Objective in their table quarter. The Attacker places one Objective in the quarter diagonally opposite to their own. Objectives must be at least 8"/20cm from all table edges and at least 12"/30cm from the centre.

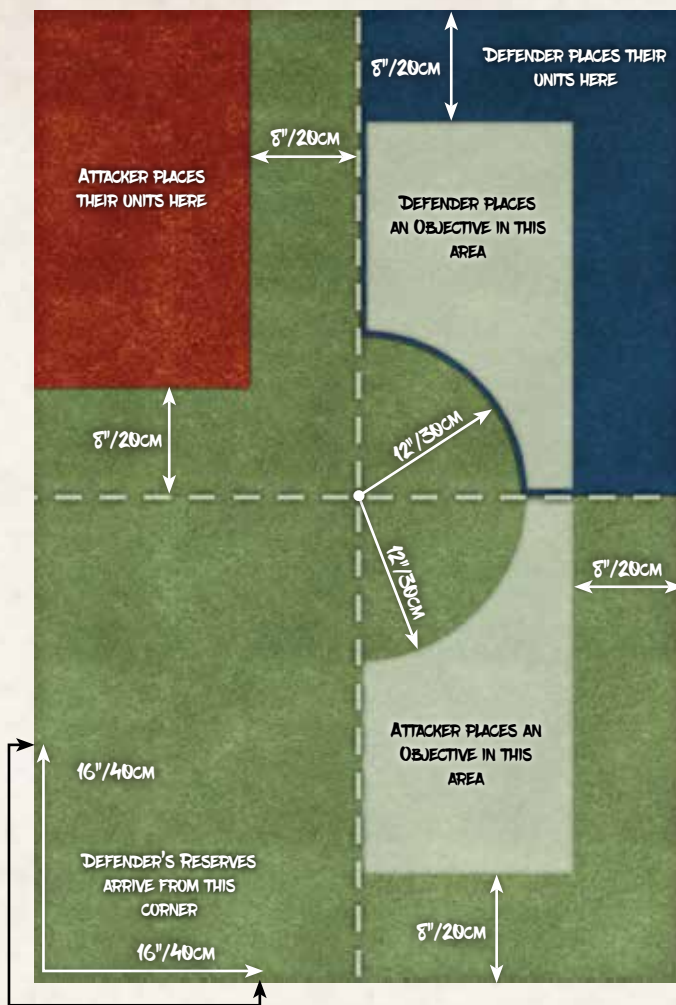
DEPLOYMENT

The Defender places the required part of their force in Immediate Reserve and may hold one of their remaining Units in Ambush. They then place their remaining Units in their quarter at least 12"/30cm from the table centre. Reserves arrive within 16"/40cm of the opposite corner.

The Attacker places all of their Units in their table quarter at least 8"/20cm from both centrelines.

WINNING THE GAME

The game cannot be won before the sixth turn. The Attacker wins if they start their turn Holding an Objective. The Defender wins if they start their turn with no Attacking Tank or Infantry Teams within 16"/40cm of an Objective.





HASTY ATTACK

The enemy is weak, but getting stronger. You must attack now, throwing in troops as they arrive.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Attacker)
- Scattered Delayed Reserves (Defender)

SETTING UP

The Defender picks a long table edge to defend. The Attacker attacks from the opposite table edge.

The Defender places an Objective within 8"/20cm of the Attacker's edge and an Objective at least 8"/20cm from their own edge. The Attacker then places two Objectives within 12"/30cm of the Defender's edge. Objectives must be at least 8"/20cm from the side edges.

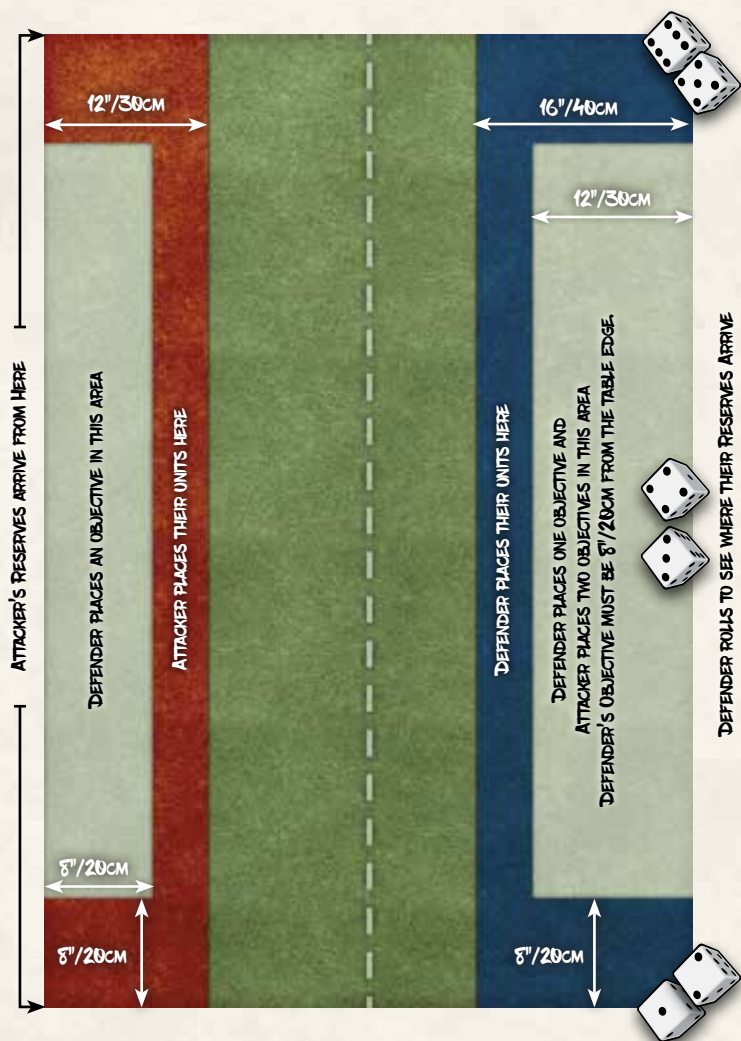
DEPLOYMENT

The Defender places the required part of their force in Scattered Delayed Reserve and may hold one Unit in Ambush. They then place their remaining Units within 16"/40cm of their table edge.

The Attacker removes one of the Objectives that they placed, places the required part of their force in Immediate Reserve, then places their remaining Units in their table quarter within 12"/30cm of their table edge.

WINNING THE GAME

A player wins if they start their turn Holding one of the Objectives on the opponent's side of the table.



MORE MISSIONS

These missions are a little more complex than the basic missions in the previous section, adding new twists and challenges for you to overcome. With the addition of

minefields, different reserves rules, and strategic withdrawal—where the defender slowly removes parts of their force as they thin out the rearguard, there lots to try out.

REARGUARD

You have the enemy on the run. Don't let them get away.

SPECIAL RULES

- Ambush (Defender)
- Strategic Withdrawal (Defender)

SETTING UP

The Defender picks a long table edge to defend. The Attacker attacks from the opposite table edge.

The Attacker places two Objectives within 16"/40cm of the Defender's edge and at least 16"/40cm from the sides.

The Defender places one Minefield outside the opponent's deployment area for each 25 points in their force.

DEPLOYMENT

The Defender may hold a Unit in Ambush and places their remaining Units in their table half.

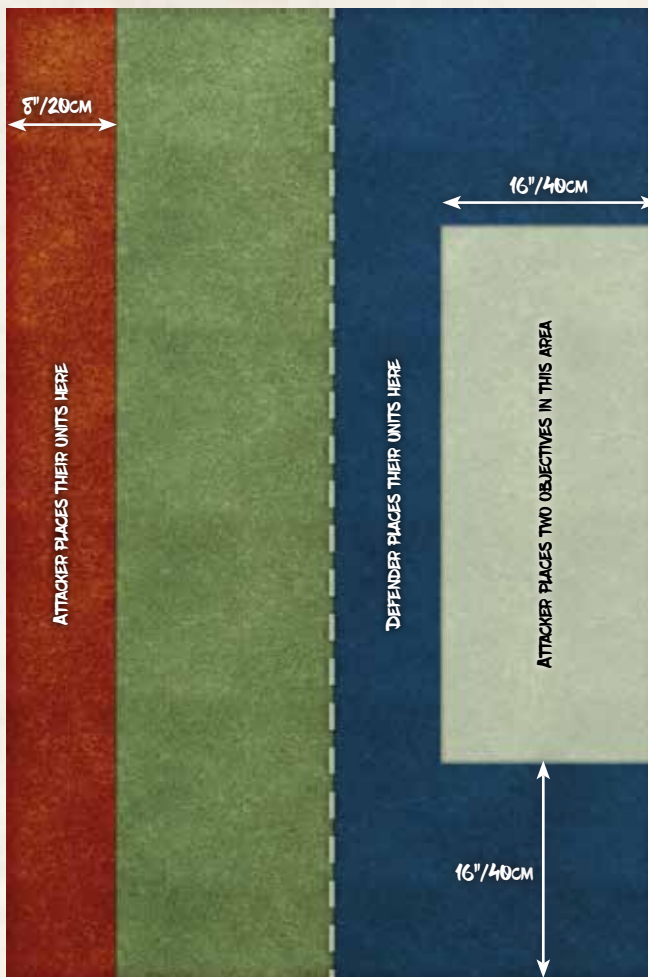
The Attacker places all of their Units within 8"/20cm of their table edge.

STRATEGIC WITHDRAWAL

The Defender will remove Units from their force as the game progresses using the Strategic Withdrawal rule (page 167).

WINNING THE GAME

The Attacker wins if they start their turn Holding one of the Objectives. The Defender wins at the start of their ninth turn after checking Formation Morale.



BREAKTHROUGH

You have outflanked the enemy. Seize the objectives before they can redeploy to protect them.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Defender)
- Flanking Delayed Reserves (Attacker)

SETTING UP

The Defender picks two diagonally opposite table quarters to defend. The Attacker picks a quarter to attack from.

The Attacker places two Objectives in the remaining table quarter at least 8"/20cm from all table edges.

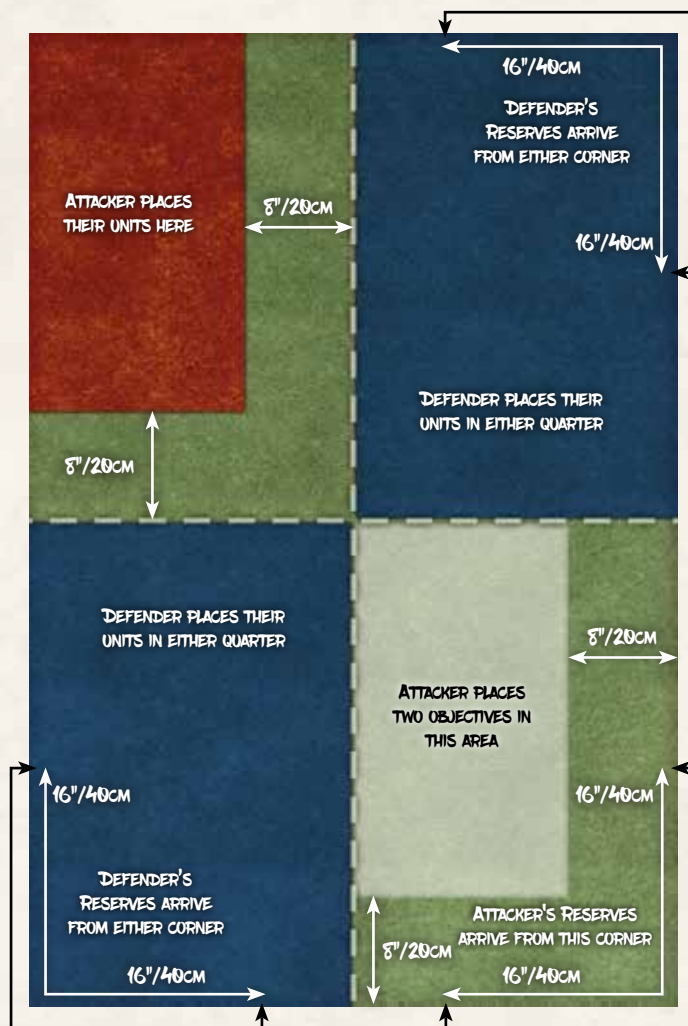
DEPLOYMENT

The Defender places the required part of their force in Immediate Reserve and may hold one Unit in Ambush. Reserves arrive within 16"/40cm of either of their table corners. They then place their remaining Units in their table quarters, divided as they wish.

The Attacker places at least one Unit in Delayed Reserve. These will arrive within 16"/40cm of the Objective table corner. They then place the remaining Units in their table quarter at least 8"/20cm from both centrelines.

WINNING THE GAME

The game cannot be won before the sixth turn. The Attacker wins if start their turn Holding an Objective. The Defender wins if they start their turn with no Attacking Tank or Infantry Units within 16"/40cm of an Objective.



NO RETREAT

The enemy are on the defensive, smash them before their reserves can arrive and save them.

SPECIAL RULES

- Ambush (Defender)
- Deep Immediate Reserves (Defender)

SETTING UP

The Defender picks a short table edge to defend from. The Attacker attacks from the opposite edge.

Both players, starting with the Defender, place one Objective in the Defender's table half, at least 8"/20cm from table centre line and all table edges.

The Defender places one Minefield outside the opponent's deployment area for each 25 points in their force.

DEPLOYMENT

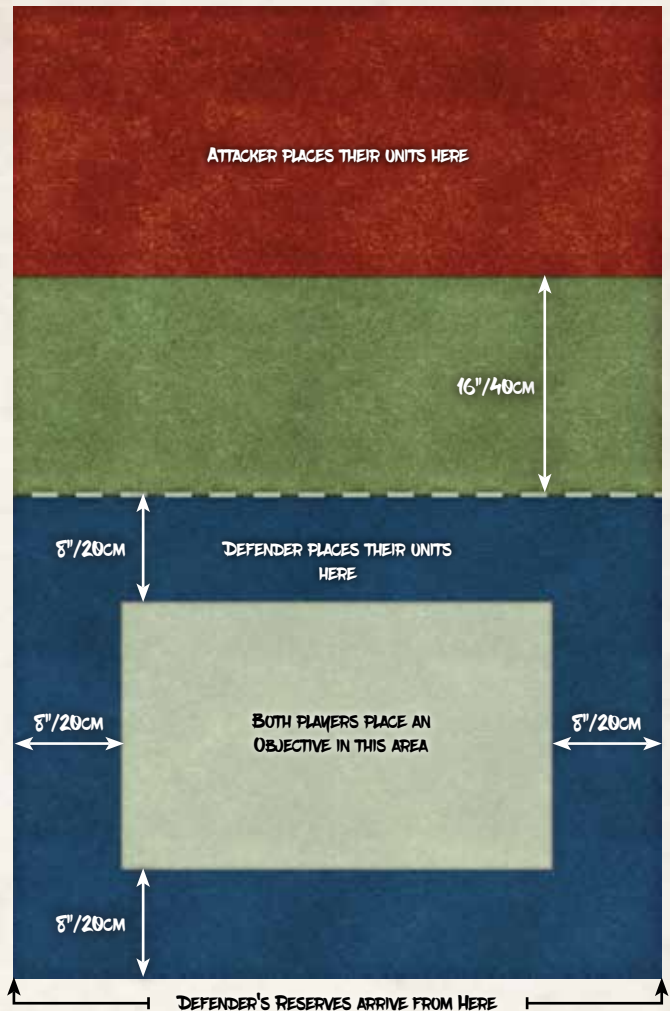
The Defender places the required part of their force in Deep Immediate Reserve and may hold one Unit in Ambush. Reserves arrive from their short table edge.

The Defender places their Units in their table half.

The Attacker places all of their Units in their table half at least 16"/40cm from the table centre line.

WINNING THE GAME

The Attacker wins if start their turn Holding an Objective. The Defender wins if they start their turn on or after the sixth turn with no Attacking Tank or Infantry Units in their half.



BRIDGEHEAD

The enemy has forced a bridgehead across a river with light troops. Cut them off and destroy them.

SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Immediate Reserves (Defender)

SETTING UP

The Defender picks a long table edge to defend from. The Attacker attacks from the opposite edge.

The Attacker places two Objectives at least 8"/20cm from the centre line, at least 8"/20cm from long table edge, and at least 28"/70cm from the short table edges.

The Defender places one Minefield outside the opponent's deployment area for each 25 points in their force.

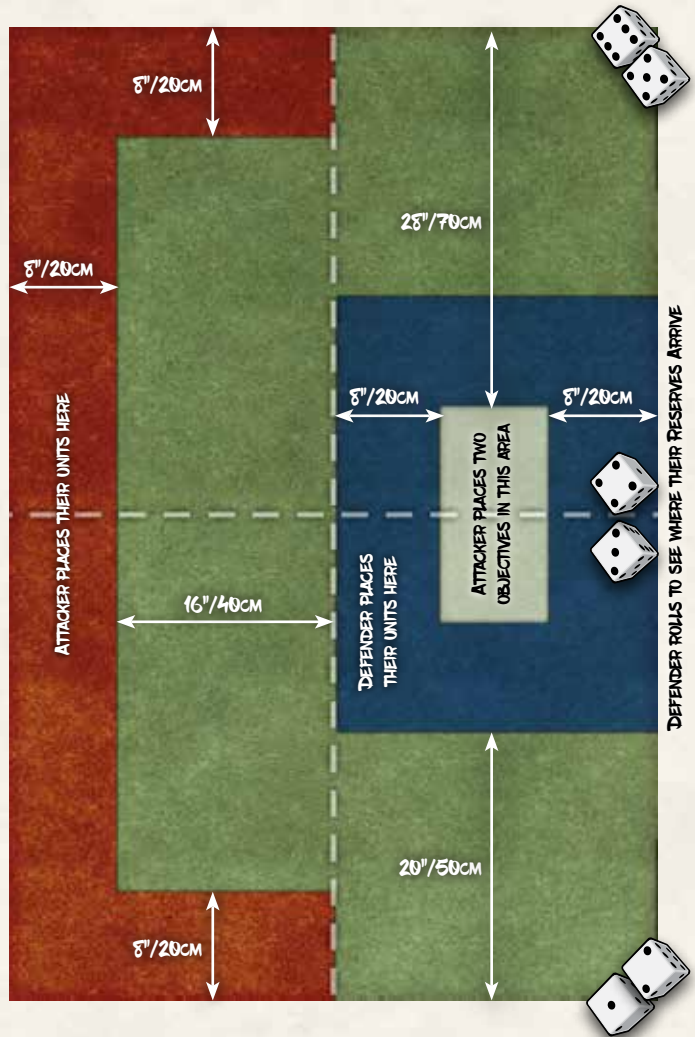
DEPLOYMENT

The Defender places the required part of their force in Deep Scattered Immediate Reserve and may hold one Unit in Ambush. They place their remaining Units in their half at least 20"/50cm from the side edges.

The Attacker places their Units at least 16"/40cm from the centre line or within 8"/20cm of the side edge.

WINNING THE GAME

The Attacker wins if start their turn Holding an Objective. The Defender wins if they start their turn on or after the sixth turn with no Attacking Tank or Infantry Units within 16"/40cm of an Objective.



MINEFIELDS

The location of a Minefield is shown by a Minefield marker. Any Team moving within 2"/5cm of a Minefield marker risks being knocked out.

A Team that then Moves into a Minefield must roll a die.

- If the score is at least equal to the Unit's Skill rating (or its Tactics rating if different), the Team crosses the Minefield safely.
- Otherwise, the Team was hit by a mine with Anti-tank 5 and Firepower 1+ and must take a Save to survive (using its Top armour if it is a Tank Team) (pages 44 to 45). If a Tank Team is Bailed Out or Destroyed, it halts in the middle of the Minefield. If it survives, it continues moving unharmed.

A Unit that took hits from a Minefield will be Pinned Down (page 48) when it finishes moving.

CLEARING A MINEFIELD

A Unit Leader that is not Pinned Down may issue a Mine Clearing Order as a Movement Order instead of Moving in the Movement Step.

If it does so, any Tank Team with a Mine Clearing Device (such as a plough, rollers, or flail) or any Infantry Team from the Unit within 6"/15cm of the Unit Leader may immediately remove a Minefield within 2"/5cm (having moved into the Minefield on a previous turn) instead of Moving. The Team is counted as Moving, but does not Move, and cannot Move further, Shoot or Assault.



Minefield token

CROSSING MINEFIELDS



A Sho'T Tank Platoon attempts to cross some Minefields. They first must pass a Skill test to avoid the mines.

Having all failed they then roll Armour Saves. One tank is Destroyed and another Bailed Out, but the third passes through safely.

BARBED WIRE

Barbed Wire Obstacles come in 8"/20cm long by 2"/5cm deep sections. You can reduce the length to fit between terrain features, for example to block a road between two buildings.

CROSSING OBSTACLES

Barbed Wire Obstacles are treated like terrain. See below to see their effects on movement.

CUTTING BARBED WIRE

A Unit Leader that is not Pinned Down may issue an Cut Wire Order as a Movement Order instead of Moving in the Movement Step. If it does so, any Infantry Team from the Unit that is In Command may immediately remove an adjacent Barbed Wire Obstacle instead of Moving. The Team is counted as Moving, but does not Move, and cannot Move further, Shoot or Assault.

OBSTACLE	DASH SPEED	CROSS CHECK	HEIGHT	BULLETPROOF COVER
Barbed Wire Obstacle	Terrain Dash	Skill Test for Infantry Impassable to Gun Teams Yes for other Teams	Flat	No

NIGHT FIGHTING

MOVING AT NIGHT

Teams may not move faster than their Terrain Dash speed at Night. In addition, Teams add +1 to their Cross number when moving through Difficult Terrain at night.

SHOOTING AT NIGHT

Teams Shooting at Night always suffer an additional +1 penalty on the score needed To Hit.

LINE OF SIGHT AT NIGHT

Units must roll on the Night Visibility Table to determine their maximum Line of Sight distance. Teams from a Unit do not have Line of Sight to Teams beyond the rolled distance. Roll immediately before checking Line of Sight.

TARGET SHOT LAST TURN

The maximum distance does not limit Line of Sight to enemy Teams that Shot in their previous Shooting step.

BOMBARDMENTS AT NIGHT

Spotting Teams do not need to roll on the Night Visibility Table. Their Line of Sight is not affected by Night. However, attempts to Range In at Night add +1 to the score needed.

NO AIRCRAFT AT NIGHT

Do not roll for Aircraft to arrive at Night.

NIGHT VISIBILITY TABLE

DIE ROLL	DISTANCE
1	4"/10cm
2	8"/20cm
3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm

DAWN

In a game that starts at night, the Defender rolls a die at the start of their third turn:

- On a score of 5+, morning has broken. Once morning breaks, the Night Fighting rules are no longer used, and the rest of the battle is fought in Daylight.
- If the roll is unsuccessful, at the start of the Attacker's turn four, they roll two dice with morning breaking on any roll of 5+.
- If it is still dark at the start of the Defender's next turn, they roll three dice, and so on with each player rolling one more die until morning breaks on any roll of 5+.

Shooting at Night token



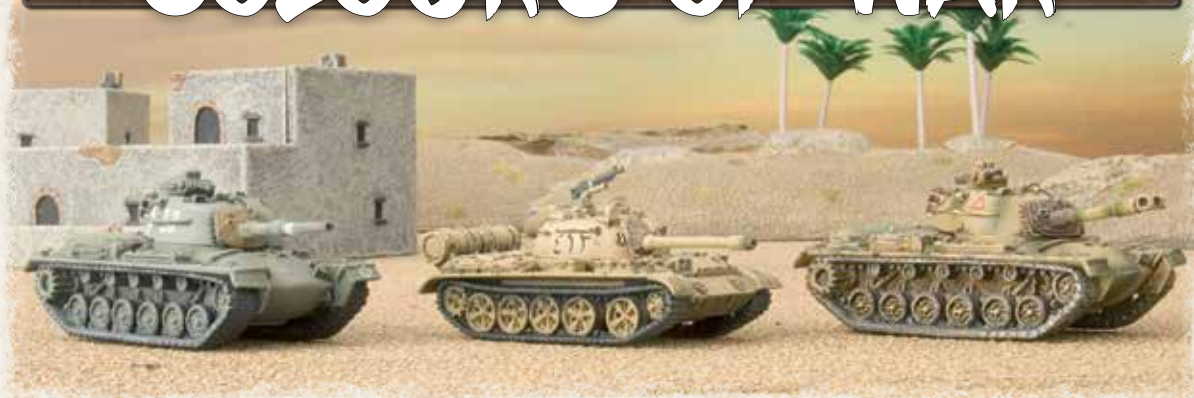
SHOOTING AT NIGHT

The M48 and infantry teams want to shoot the BMP-1. As it is night, they must roll to see how far they can see. The M-48 has Infra-red equipment, so rolls two dice and takes the best.



The infantry roll high enough to see the BMP-1, so can shoot it. The M-48 did not. However, since the T-54 fired last turn, the M-48 can see it at any distance.

COLOURS OF WAR



One of the most interesting discoveries when researching the Arab-Israeli Wars was the scarcity of detailed information. The Israeli Defence Force still maintains a high degree of secrecy about its operations, while Arab sources suffer from a lack of cameras at the time and quite limited detail. Even research by modellers looking at original vehicles comes to conflicting opinions. As a result, the next few pages contain our best guess, but if you have different information then feel free to try something else (and let us know!).



Wool Brown

Zukhov Shade

Wool Brown and Dry Dust

MIDDLE EASTERN SKIN

Painting skin tones is perhaps one of the most tricky and most debated parts of painting miniatures. After a bit of experimentation, we came up with the following method.

- Basecoat the skin areas in Wool Brown.
- Give them a Zukhov Shade.
- Highlight with a 50:50 mix of Wool Brown and Dry Dust, and add further highlights of Dry Dust if you wish.

ISRAELI TANK MARKINGS

The Suez Crisis was Israel's first large-scale use of tanks. In it they discovered that small markings were liable to be missed in the heat of battle. As a result, their markings in 1967 and 1973 were far larger and more obvious. Unfortunately, their meaning is still somewhat obscure due to the Israeli penchant for secrecy!

The three most obvious markings were barrel stripes and chevrons indicating the battalion and company, numbers and letters indicating the platoon and the tank's position in it, and a big stripe for air recognition. The following seems to be the most common pattern, but others have been observed.

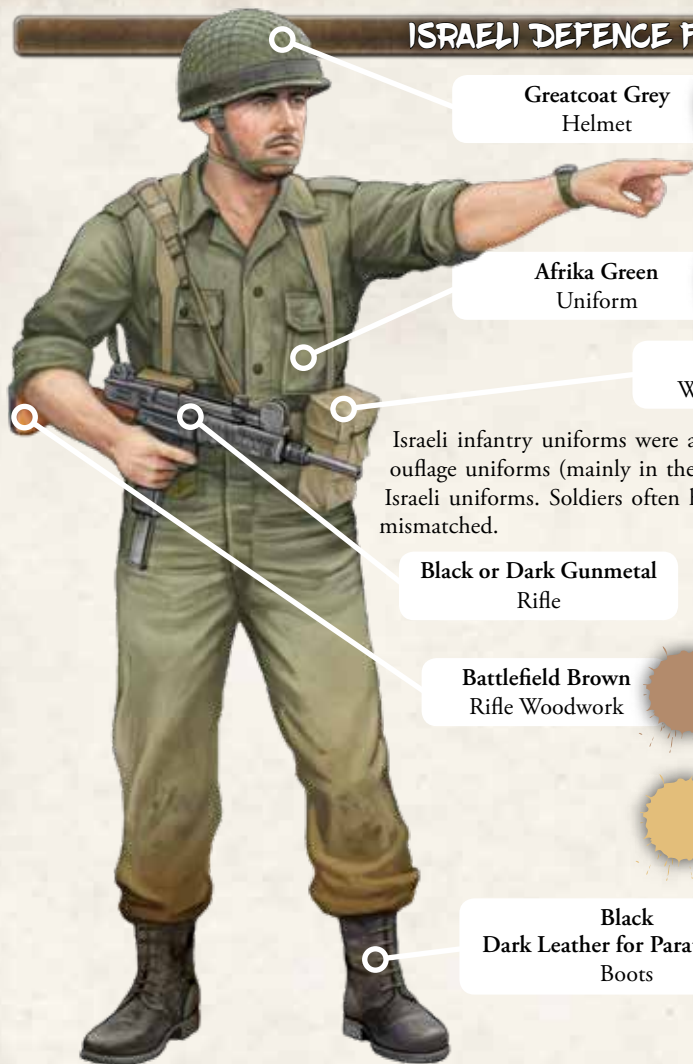
The number of the battalion was indicated by the number of stripes on the gun barrel. Companies are indicated by chevrons (V-shaped markings) pointing down for the first company, forward for the second company, and up for the third company. These were painted on any convenient flat panel on the side. On Centurions this was usually the side skirt. On Pattons, this was usually the turret side.

Platoons were generally indicated by the numbers 1, 2, 3, and 4, with the individual tanks indicated by the letters *aleph* (א), *bet* (ב), and *gimel* (ג), the first three letters of the Hebrew alphabet. The platoon commander may have been marked as *aleph* or perhaps just the unadorned platoon number.

A broad white stripe with a black outline formed the Israeli air recognition marking. The stripe ran fore and aft across the engine deck, and often down the rear plate as well. It may also have been displayed on the turret top as some photos show this. Half-tracks and jeeps had a stripe running across from one front wheel to the other forming a T with the fore and aft stripe running back to the passenger compartment and often down the rear of the vehicle as well.

Many vehicles also carried battalion or brigade symbols on the front left (looking forward) mudguard, but the meaning of most of these is unknown.

ISRAELI DEFENCE FORCE



Greatcoat Grey
Helmet

or Sherman Drab
Helmet

Worn Canvas
Covered Helmets

Afrika Green
Uniform

or Military Khaki
Uniform

Worn Canvas
Webbing and Gaiters

Israeli infantry uniforms were a mix of old British khaki uniforms, French camouflage uniforms (mainly in the paratroopers and Golani Brigade), and new olive Israeli uniforms. Soldiers often had a mix of these with their jackets and trousers mismatched.

Black or Dark Gunmetal
Rifle

Battlefield Brown
Rifle Woodwork

Motherland Earth
Camouflage

Army Green
Camouflage

Crusader Sand
Camouflage

Black
Dark Leather for Paratroopers
Boots

French Camouflage

ISRAELI ARMoured VEHICLES

Greatcoat Grey
Vehicles

Israeli vehicles were painted Sinai Grey, a greyish-greenish-brownish colour that was thought to provide a reasonable camouflage in the Sinai desert, the more vegetated West Bank, and the rocky Golan Heights. The actual colour of Sinai Grey is much debated as it seems to change colour with the light. Interestingly, the Israelis painted the bumpers and wheels (and tracks on half-tracks) of jeeps and half-tracks in black.

Worn Canvas
Drybrush Highlight

Black
Bumpers and Wheels

Dark Gunmetal
Machine-guns and Tracks

Sho't

Magach 3

JORDANIAN ARAB ARMY



Sicily Yellow
Helmet

Black
Camouflage

Tommy Green
Uniform

or Military Khaki
Uniform

Crusader Sand
Webbing and Gaiters

or Worn Canvas
Webbing and Gaiters

The Jordanian Arab Army was descended from the British-led Transjordan Arab Legion, and as such used a lot of British equipment. Their uniforms were of local manufacture, but the helmets and webbing were standard British equipment.

Dark Gunmetal
Rifle

Battlefield Brown
Rifle Woodwork

Black
Boots

JORDANIAN ARMoured VEHICLES

Jordan used a mix of British and American equipment painted in a yellow colour, with hard wavy lines of green as camouflage. Some vehicles added wavy lines in black as well.

Their marking system was essentially the British system. Vehicles carried geometric symbols indicating battalion and company. Red symbols denoted the first battalion, yellow the second, and blue probably denoted mechanised infantry. The first squadron had triangles, the second squares, and the third had circles. The names of famous Arabic generals were often inscribed below these symbols. The front right mudguard (looking forward) carried the brigade flash, while the other mudguard carried the registration plate.



M48 Patton

Dry Dust or Sicily Yellow
Vehicles

Army Green or Black
Camouflage

Dark Gunmetal
Machine-guns, Anti-aircraft
Guns, and Tracks



M113

EGYPTIAN ARMY

The Egyptian Army operated in the deserts of Egypt, the Sinai and Yemen, so its uniforms were an appropriate light sand colour. The remainder of their equipment was of Soviet origin, suitably repainted in a sand colour in the case of the helmets.



Crusader Sand
Helmet

or Dry Dust
Helmet

Crusader Sand
Uniform

Military Khaki
Webbing and Bags

Battlefield Brown
Rifle Woodwork

Black or Dark Gunmetal
Rifles and Machine-guns

Black or Tommy Green
Boots

EGYPTIAN ARMOURED VEHICLES

Egyptian tanks were supplied in the Soviet Army's standard green paint (Soviet Green), but were completely overpainted in a pale sand colour with no camouflage and very few markings. Some tanks may have carried vehicle numbers on the turret sides, and some pictures show eagles and other markings in parades.

Crusader Sand
Vehicles

or Dry Dust
Vehicles

Crusader Sand
Drybrush Highlight

Dark Gunmetal
Machine-guns and Tracks



T-34/85



T-54

SYRIAN ARMY

The Syrian army had a mix of uniforms due to the influence of the French Army after World War II, through to a more Soviet inspired design from the 1960's onwards. Generally they would be equipped with a plain khaki coloured uniform that would work well in the diverse terrain of the region with Soviet green helmets and pouches.



Soviet Green
Helmet

Military Khaki
Uniform

Worn Canvas
Uniform Highlight

Cobra Green and Ordnance Shade
Webbing and Bags

Battlefield Brown
Rifle Woodwork

Black or Dark Gunmetal
Rifles and Machine-guns

Black
Boots

SYRIAN ARMOURD VEHICLES

In the 1960's the Syrian Army turned towards the Soviet Union for the supply of their arms and whilst they maintained a number of ex-World War II vehicles their new equipment was all Soviet. These were supplied in the Soviet Army's standard green paint (Soviet Green), but could be over painted with local camouflage schemes using sand, brown and even grey coloured paint. Markings (if present at all) were generally limited to tank numbers and brigade or battalion markings.



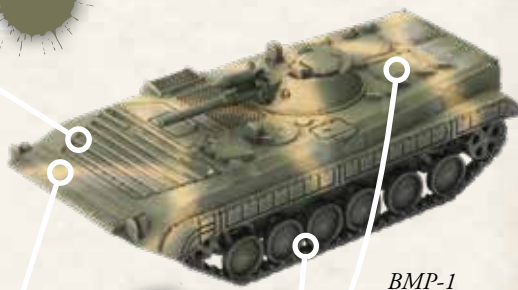
T-54

Soviet Green
Vehicle Base

Crusader Sand
Camo 1

or Dry Dust
Camo 1

Panzer Grey
Camo 2



BMP-1

Dark Gunmetal
Machine-guns and Tracks

MINIATURES RANGE

Over the following pages you will see the entire range of *Fate Of A Nation* Miniatures brought to you by Battlefront Miniatures. These are available for purchase from good hobby stores or the *Fate Of A Nation* game website. Each pack has been designed to match the unit entries in this book to take the guesswork out of building your army. For more information on the contents of these packs please check out our Product Spotlights at www.AIW.team-yankee.com

UNIT CARDS



AIS901 Israeli Unit Cards
AAR901 Egyptian Unit Cards
AAR902 Syrian Unit Cards
AJO901 Jordanian Unit Cards

For ease of reference while playing, each nation's card pack contains all the Force, Formation, and Unit cards you need.

MAGACH-6 TANK COMPANY



Contains
 5x Magach 6
 2x M7 Priest
 2x Jeep (TOW)



CENTURION SQUADRON



Contains
 5x Centurion (105mm)
 2x M42 Duster



T-62 TANK BATTALION

Contains
9x T-62 Tanks
2x ZSU-23-4



AARAB01

T-54 TANK BATTALION

Contains
9x T-54 Tanks
2x ZSU-23-4



AARAB02

SHO'T TANK PLATOON

x2



Contains
2x Sho't (105mm) or Sho't (20pdr)



AISBX02

MAGACH TANK PLATOON

x2



Contains
2x Magach 3 (105mm) or
Magach 2 (90mm)



AISBX01

MAGACH 6 TANK PLATOON (PLASTIC)



Contains
5x Magach 6 (plastic)



AISBX05

ISHERMAN (105MM) TANK PLATOON

x2



Contains
2x Isherman (105mm)



AISBX03

SHERMAN (75MM) TANK PLATOON

x2



Contains
2x Sherman (75mm)



AISBX04

TIRAN 5 TANK PLATOON



x2

Contains
2x Tiran 5



AMX



x2

Contains
2x AMX



MECH PLATOON



Contains
1x Uzi SMG team with
MECAR AT grenades
7x FN FAL team with
MECAR AT grenades
2x FN MAG team
1x 60mm mortar
2x Blindicide AT team



M3 PLATOON

Optional APC
Stowage ([AIS672](#))
shown on vehicles



Contains
5x M3A halftracks (plastic)
5x Optional M3A (20mm) guns



M3C (81MM)



Contains
1x M3C (81mm)



M3D 120MM



Contains
1x M3D 120mm



M113 PLATOON (PLASTIC)



Contains
5x M113 (plastic)



PARATROOPER MG PLATOON



Contains
4x FN MAG HMG team



PARATROOPER MORTAR PLATOON



Contains
4x 81mm mortar



JEEP (TOW) PLATOON

x2



Contains
2x Jeep (TOW)



ANTI-TANK JEEP PLATOON

x2



Contains
2x Anti-tank Jeeps



SAYUR JEEP

x2



Contains
2x Sayur Jeeps



OURAGAN FIGHTER FLIGHT

x2



Contains
2x Ouragan



SKYHAWK FIGHTER FLIGHT

x2



Contains
2x Skyhawk



MIRAGE FIGHTER FLIGHT

x2



Contains
2x Mirage



M3 TCM-20 AA



Contains
1x M3 TCM-20 AA



M3 (90MM)



Contains
1x M3 (90mm)



M7 PRIEST ARTILLERY BATTERY (PLASTIC)



Contains
4x M7 Priests (plastic)



25PDR ARTILLERY BATTERY



Contains
4x 25pdr gun
1x FN FAL Observer team



105MM ARTILLERY BATTERY



Contains
4x 105mm howitzer
1x FN FAL Observer team



M50/155 (155MM)



Contains
1x M50/155 (155mm)



155MM ARTILLERY BATTERY



Contains
2x 155mm howitzer
1x FN FAL Observer team (not pictured)



120MM ARTILLERY BATTERY



Contains
4x 120mm mortar
1x FN FAL Observer team



T-54 TANK COMPANY (PLASTIC)



Contains
5x T-54 (plastic)



AARBX06

T-62 TANK COMPANY (PLASTIC)



Contains
5x T-62 (plastic)



AARBX07

*The Egyptian and Syrian armies have similar unit organisations and equipment.
To quickly tell if a product can be used by a nation look for these flags*



Egyptian forces use these miniatures



Syrian forces use these miniatures

T-34 TANK COMPANY (PLASTIC)



Optional Post War
tracks (**ASO001**)
shown on vehicles

Contains
5x T-34 (plastic)



IS-3 TANK COMPANY

x5



Contains
5x IS-3



M4 SHERMAN

M4 Sherman



Contains
1x FL10 Sherman turret
1x M4 Sherman



ZSU-57-2 AA COMPANY



x2



Contains
2x ZSU-57-2



ZSU-23-4 AA COMPANY



x2



Contains
2x ZSU-23-4



BTR-60 COMPANY (PLASTIC)



Contains
5x BTR-60 (plastic)



AARBX12

BTR MECH COMPANY



Contains
3x Blindicide anti-tank team
2x PKM LMG team

Blindicide anti-tank team

PKM LMG Team

AK-47 rifle team

Contains
1x AK-47 rifle team (Formation HQ)
13x AK-47 rifle team

AK-47 rifle team (HQ)



AARBX13

PT-76 SCOUT PLATOON



x3

Contains
3x PT-76



BRDM-2 SCOUT PLATOON



x4

Contains
4x BRDM-2



BTR-50PK



Contains
1x BTR-50PK



BTR-152



Contains
1x BTR-152



WEAPONS PLATOON



Contains
1x AT-3 Sagger missile
1x SA-7 Grail AA missile
2x 82mm recoilless gun
1x DSHK AA mg



BMP-1 COMPANY (PLASTIC)



Contains
5x BMP-1 (plastic)



BMP-1 MECH COMPANY



Contains
6x RPG-7 anti-tank team
2x PKM LMG team
1x SA-7 Grail AA missile

Contains
1x AK-47 assault rifle team (Formation HQ)
7x AK-47 assault rifle team



57MM ANTI-TANK COMPANY



Contains
4x 57mm anti-tank gun



AARBX14

THUNDERBOLT COMPANY



RPG-7 anti-tank team

AT-3 Sagger team

Contains
6x RPG-7 anti-tank team
1x AT-3 Sagger team
1x SA-7 Grail AA missile
1 AT-3 Sagger missile

SA-7 Grail AA missile

AK-47 assault rifle team

Contains
1x AK-47 assault rifle team
(Formation HQ)
9x AK-47 assault rifle team

AK-47 assault rifle team



AARBX09

100MM ANTI-TANK COMPANY



Contains
2x 100mm
Anti-tank gun

AAR520

SAGGER ANTI-TANK COMPANY



Contains
4x AT-3 Sagger missile

AAR726

82MM MORTAR PLATOON



Contains
6x 82mm mortar

AAR735

*To complete your army use the
Israeli products listed below*

AISBX02 Centurion Sho't Tank Platoon

120MM MORTAR PLATOON



Contains
6x 120mm Mortar



SU-100 ANTI-TANK PLATOON (PLASTIC)



Optional Post War
tracks (**ASO001**)
shown on vehicles



Contains
3x Plastic SU-100 (plastic)



MIG-17 FIGHTER FLIGHT



x2



Contains
2x MiG-17 Fresco



BM21 HAIL ROCKET BATTERY



x3



Contains
3x BM-21 Hail



37MM AA COMPANY



Contains
3x 37mm AA gun



AAR540

ARTILLERY BATTERY

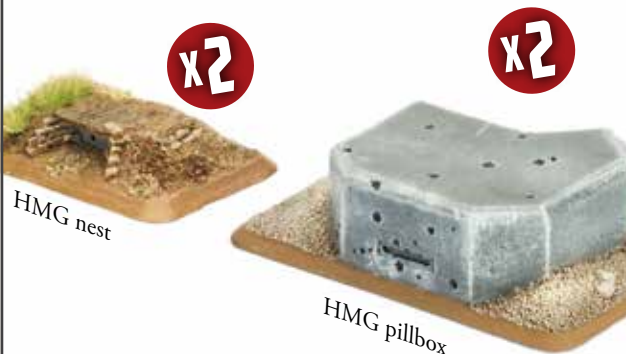


Contains
3x 122mm howitzer or
152mm howitzer
1x AK-47 Observer team



AARBX19

MACHINE-GUN BUNKERS



HMG nest

HMG pillbox

Contains
2x HMG Pillbox
2x HMG Nest

XBX02

PANZER BUNKER



To field Panzer Bunkers combine
Sandbag Gun Pit Markers (**BB120**)
and Panzer IV Platoon (**GBX79**)

MECHANISED PLATOON



106MM WEAPONS NESTS



MORTAR PLATOON



155MM FIELD BATTERY



Contains
3x 155mm Howitzers
1x OP Team



25PDR FIELD BATTERY



Contains
1z Automatic rifle
Observer team
1x OP Team



M42 DUSTER



Contains
1x M42 Duster



*To complete your army use the
Israeli products listed below*

- AISBX02** Sho't Tank Platoon
- AISBX01** Magach Tank Platoon
- AISBX07** M113 Platoon
- AIS121** Anti-tank Jeep Platoon
- XBX02** Machine-gun Bunkers

ALPHA

AA (Anti-aircraft) . . .	37, 42, 48, 64
Accurate	64
Aircraft	14, 19, 27, 37, 42, 48
Deep Reserves	166
Danger Close	51
Helicopters	64
Landed	33, 47
Meeting Engagements	166
Shooting At	37, 42, 48
Strike Aircraft	14, 19, 27, 67
Aircraft Saves	19, 46
Ambush	27, 165
Amphibious	65
Anti-Helicopter	64
Anti-tank Rating	36, 44
Armoured Tanks	14, 17, 44-45, 48, 52
Armour Saves	44-45, 52, 59
Artillery	17, 49
Aiming Point	50, 54
Bulletproof Cover	52
Danger Close	51
Meeting Engagements	166
Pre-planned	53
Range In	51
Repeat Bombardments	53
Roll to Hit	52
Rotate to Face	51
Smoke Bombardments	54
Spotting Team	49-51
Templates	50-52
Assault #	67
Assaults	26, 55-61
Break Off	61
Charge into Contact	55, 56, 60
Consolidating	61
Counterattack	59, 60
Defensive Fire	57, 58
Is Assault Over	59, 61
Roll Saves	59
Roll to Hit	58
Shooting Before	55
Sneaking Up on Tanks	57
Transport Teams	59,
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BRAVO

Bailed Out	27, 45, 58, 59, 62, 164
Barbed wire	176
Bazooka Skirts	65
Blitz Move	34
Bombardments	see Artillery
Break Off	61
Brutal	64
Buildings	21, 22, 23, 24, 31, 46
Concealment	39, 40
Line of Sight	38, 40
Bulletproof Cover	46, 52, 58
Bunker	65

CHARLIE

Charge into Contact	55, 56, 60
Commander	15, 45, 47, 62
Changing Tanks	45
Formation Morale	63
Assaulting	55
Command Leadership	15, 45, 48, 59, 62
Joining Units	55
Killing Commanders	47
Never Test Unit Morale	62
Unit Morale	62
Command Leadership	15, 45, 48, 59, 62
Concealment	39, 40
Score to Hit	42
Consolidating	61
Counterattack	59, 60
Cross Test	17, 30
Cross Here	35

DELTA

Danger Close	51
Dash Speed	28, 42, 164
Dawn	178
Dedicated AA	64
Deep Reserves	166
Defensive Fire	57
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Dig In	34
At Deployment	163
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Falling Back	58
Fast Jet	67
Firepower	36, 45, 46, 52
Follow Me	35
Force Diagrams	69, 70
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Fortified Position	67
Forward Firing	64
Foxholes	34, 46, 52, 61
At Deployment	163

GOLF

Gaps	38
Gone to Ground	28, 42, 51,
At Deployment	163
Good Spirits, In	62, 63
Guided AA	64
Guided	64
Gun Shield	65

HOTEL

Halted ROF	36, 42, 55, 57
HEAT	64
Heavy Weapon	14, 55, 65
Hills	21, 31, 39, 40
Concealment	40
Line of Sight	38, 39
HQ Transport	67
HQ Units	15, 43, 47, 59

INDIA

Immediate Reserves	166
In Command	29
Independent	67
Independent Teams & Units	15, 43, 55, 164
Infantry Saves	18, 46
None in Assaults	59
Brutal Weapon	64
Infantry Teams	14, 36, 46, 52
Aircraft, shooting at	37, 46
Concealed In Flat Terrain	40
In Good Spirits	62
Guided cannot hit	64

Pinned Down	48
Saves	46, 59
Sneaking Up on Tanks	57
Start in Fox Holes	163
Infantry Units	18
Infra-Red (IR)	65

JULIET

Joining Units	55
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Large Gun	65
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No Retreat	175
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Random mission table	162
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Mounting Transports	32
Movement	28-35
Aircraft	28
Cross Test	30
Cross Here	35
Cross Number	17
Dash Speed	28, 30
Difficult Terrain	30
In Command	29
Minefields	177
Movement Orders	34
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One Shot	64
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PAPA

Passengers	32-33
Assaults	55
Deployment	163
Reserves	166
Pinned Down	27, 48, 52
Assaults	57, 61
Pinned ROF 1	64
Points	16, 70
Pre-planned Artillery	53

ROMEO

Rally from Pinned Down ..	27, 48
Radar	64
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Range	36, 38, 49
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ROF (Rate of Fire)	36, 42
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Roll to Hit	42, 52, 58
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SIERRA

Salvo	49
Saves	44-46, 52, 59
Aircraft	46
Armour Saves	44-45, 52, 59
Assaults	59
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Unarmoured Tank	46
Scattered Reserves	166
Score to Hit	42, 52
Scout	42, 67
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Shoot and Scoot	34
Shooting	26, 36
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Before Assaulting	55
Bulletproof Cover	46
Check Line of Sight	38
Check Range	38
Commanders	45, 47
Concealment	39, 40
Dash Speed, no shooting	42
Declare Targets	41
Defensive Fire	57
Mistaken Target	43
Night	42, 51, 178
Out of Command	42
Passengers	33
Pinned Down	48
Range	38
Roll Saves	44-46
Roll to Hit	42
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Score to Hit	42
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Smoke	27, 48, 54, 65
Score to Hit	42
Score to Range In	51
Smoke Bombardment	54, 65
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Spotting Team	49-53
Stabiliser	66
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TANGO

Tactical Speed	28
Stabiliser	66
Through Terrain	30
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Tank Teams	14, 36, 44-45, 52
Armoured	14, 17, 44-45, 48, 52, 58, 59
Cannot Assault Tanks	55
Falling Back	58
In Good Spirits	62
Saves	44-45, 52, 59
Sneaking Up on	57
Unarmoured	14, 46, 48, 52, 55, 59
Tank Team Saves	44-46, 52, 59
Tank Units	16
Deep Reserves	166
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NAM

1965-1972

THE VIETNAM WAR MINIATURES GAME

The Vietnam War defined a generation, whether it was through service in Vietnam or opposition to the war. It remains one of the longest and bloodiest wars since the Second World War.

The Free World had all of the advantages of mobility and firepower. Whole battalions flew into battle in helicopters. Armoured cavalry and mechanised infantry used their M113 'tracks' both for mobility and heavy firepower. Of course, the majority of soldiers were still 'grunts' fighting on foot, but even they could call in massive firepower at will.

The Nationalists had the advantages of the home team. They fought as guerrillas, appearing as if from nowhere to ambush the Free World forces hunting them and outwitting their foes. Later, as the war progressed, they switched to conventional tactics using armoured forces in open battle.

Battlefront brings this conflict from the Cold War to life in a game where you command your troops in miniature on a realistic battlefield.

VIETNAM.TEAM-YANKEE.COM

The background of the entire page is a dynamic, action-packed illustration of a tank battle. In the foreground, a green M1 Abrams tank with the number '31' on its side is shown from a three-quarter front view, firing its main gun. A soldier is visible in the turret. In the background, other tanks are engaged in combat, with large explosions and fire. The sky is filled with smoke and falling fire. At the top, the title 'TEAM YANKEE' is written in large, bold, white letters with a black outline, set against a stylized American flag. Below the title, the words 'WORLD WAR III' are written in a smaller, white, sans-serif font.

TEAM YANKEE

WORLD WAR III

IT'S 1985 AND THE COLD WAR JUST GOT HOT!

Team Yankee, a heavy combat team of M1 Abrams tanks and M113 armoured personnel carriers, faces a Soviet invasion of West Germany. Outnumbered and outgunned, Captain Sean Bannon and his men will have to fight hard and they'll have to fight smart if they are going to survive.

Lt. Colonel Yuri Potecknov's motor rifle battalion is preparing to execute its mission in the scientific manner that he had been taught at the Frunze Military Academy and used in Afghanistan. Victory today will bring the world proletarian revolution that much closer.

Team Yankee brings the conflict that simmered throughout the Cold War to life in a game where you command your troops in miniature on a realistic battlefield.

WWW.TEAM-YANKEE.COM

The fate of a nation hangs in the balance. Israel cannot lose even a single battle. One defeat would mean the destruction of the tiny Jewish state. In 1967 the Israeli army seized the initiative and attacked first before the Arab forces could finishing massing on the border. Over six days, hundreds of tanks swept across the Arab defences, punching deep into enemy territory and gaining a precious buffer to keep the Israeli people safe from future aggression.

In 1973 the time had come for the Arab forces to turn the tables on their neighbours, launching a carefully planned assault that caught the defenders off guard. Fighting on all sides, the Israeli Defence Force knew that defeat would result in their annihilation.

During these conflicts thousands of wrecks would lay strewn across the desert. Tens of thousands of soldiers would be dead or wounded. There could be no peace between the Arabs and Israel.

• • •

Battlefront brings this conflict from the Cold War to life in a game where you command your troops in miniature on a realistic battlefield.



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