

# FATE OF A NATION

Arab-Israeli Wars, Six-Day War, 1967



# P'LUGAH TAN'KIM

TANK COMPANY

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS

P'lugah Tan'kim HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

ARMOUR

Tan'kim Platoon

ARMOUR

Tan'kim Platoon

ARMOUR

Tan'kim Platoon

ARMOUR

Tan'kim Platoon

WEAPONS PLATOONS

ARTILLERY

Mortar Platoon

DIVISIONAL SUPPORT PLATOONS

ARMOUR

Tan'kim Platoon

INFANTRY

Ch'ir Mamochan  
(Motorised) Platoon

ARTILLERY

Self-propelled  
Artillery Battery

Artillery Battery

ANTI-AIRCRAFT

Anti-aircraft Platoon

AIRCRAFT

Air Support



Debabb (Tank) Company  
T-55

Tan'kim Platoon  
Sho't

Tan'kim Platoon  
Magach 2

**MOTIVATION AND SKILL**

Surrounded by hostile Arab states, Israel faced grave threats to its survival. With enemy troops just hours away from the capital of Tel Aviv, the Israeli Defence Force needed to be constantly ready to fight. The Israelis trained their tank crews hard, knowing that they were outnumbered. A P'lugah Tan'kim (Tank Company) is rated **Confident Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

**HEADQUARTERS****P'LUGAH TAN'KIM HQ****HEADQUARTERS**

1 Sho't	205 points
1 Centurion	180 points
1 Magach 3	195 points
1 Magach 2	160 points
1 M51 Isherman	100 points
1 M50 Sherman	85 points
1 M1 Super Sherman	80 points
1 AMX	80 points

**OPTIONS**

- Equip Sho't, Centurion, Magach 3, Magach 2, M51 Sherman, M50 Sherman, or M1 Super Sherman with Searchlight for +5 points.
- Arm AMX with AA MG for +5 points.

*You must field at least one Tan'kim Platoon equipped with the same type of tank as your Company HQ.*

The heart of the Armoured Corps are its tank companies, called *P'lugah Tan'kim* (pronounced p-loo-gah tahn-keem) in Hebrew. The infantry had been the stars of the First Arab-Israeli War in 1948, and were expected to be the same in 1956. However, the armoured forces' outstanding successes pushed them to the forefront of the ground forces for the war in 1967.

**SOUTHERN COMMAND — THE SINAI**

The Southern Command facing Egypt had most of Israel's armoured brigades, including several equipped with the latest *Sho't* ('Scourge', pronounced shot), a Centurion upgunned with a 105mm gun, and *Magach 2* ('Battering Ram', pronounced mah-gakh) M48 Patton tanks. The 46<sup>th</sup> Tank Battalion even fielded a company of *Magach 3* tanks re-armed with 105mm guns.

The remaining reservist brigades of Southern Command had more *Sho't* and *Magach 2* tanks along with upgunned M51 Isherman tanks armed with a lightweight French 105mm gun, and even some French AMX-13 light tanks.

While most Israeli tankers were reservists called up just two weeks before the war, the elite 7<sup>th</sup> *Sa'ar* (Storm) Armoured Brigade and the Armoured School Battalion had full-time regular force officers and the current crop of trainees. As the best-prepared units, the regulars led the offensive across the Sinai.



*Tan'kim Platoon  
Magach 2*

# COMBAT PLATOONS

## TAN'KIM PLATOON

### PLATOON

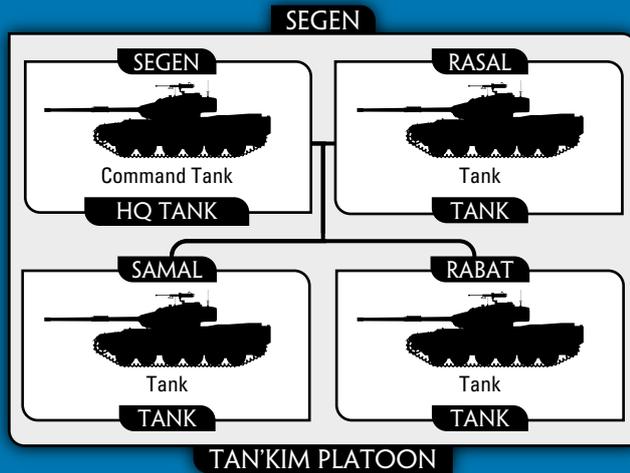
4 Sho't	795 points
3 Sho't	600 points
2 Sho't	405 points
3 Centurion	515 points
2 Centurion	350 points
4 Magach 3	745 points
3 Magach 3	560 points
2 Magach 3	375 points
4 Magach 2	610 points
3 Magach 2	460 points
2 Magach 2	310 points
4 M51 Isherman	365 points
3 M51 Isherman	275 points
4 M50 Sherman	305 points
3 M50 Sherman	230 points
4 M1 Super Sherman	290 points
3 M1 Super Sherman	220 points
4 AMX	290 points
3 AMX	220 points

### OPTIONS

- Equip Command Sho't, Centurion, Magach 3, Magach 2, M51 Isherman, M50 Sherman, or M1 Sherman with Searchlight for +5 points.
- Arm any or all AMX with AA MG for +5 points per tank.

Israel had no doubts that the most dangerous foe was the huge United Arab Republic army in the Sinai, but considered the much smaller, but better trained, Jordanian Army facing Central Command to be another major threat.

When Jordan attacked, Israel answered with a swift attack on two main axes. The 10<sup>th</sup> *Harel* (Mount Zion)



## CENTRAL COMMAND — THE WEST BANK

The Central Command facing Jordan was mainly equipped with second-line tanks: modernised M51 and M50 Sherman tanks, modern AMX light tanks, and even old M1 Super Sherman tanks. These were supported by a battalion of the latest *Sho't* tanks in the northern part of the West Bank, and a company of twelve Centurion tanks still armed with the old 20-pounder gun (the only ones left still awaiting their new 105mm guns) supported the *Harel* (Mountain of God referring to Mount Zion in Jerusalem) Mechanised Brigade that opened the route to Jerusalem.

Despite their older equipment, the reservist brigades of Central Command managed to defeat the Jordanian's modern Patton and Centurion tanks in open battle, but the cost was high. Two Jordanian armoured brigades destroyed more Israeli tanks than the entire Egyptian army fighting Southern Command in the Sinai.

Mechanised Brigade, equipped with M1 Sherman tanks (along with twelve 20 pdr-armed Centurions added to the 520<sup>th</sup> Tank Battalion), attacked towards Jerusalem, while the 37<sup>th</sup> and 45<sup>th</sup> *Barak* (Lightning) Armoured Brigades, mainly equipped with M50 and M51 Shermans and AMX light tanks, attacked towards Jenin from the north.



## ISRAELI TANKS

### GUNNERY FIRST

After demonstrating abysmal gunnery against the Syrians during the opening stages of the Water War, the Israelis revised their gunnery training. Unlike most armies who picked the best recruits as the tank commanders, the Israelis picked their best as the gunners.

*An Armoured Tank team that did not move in the Movement Step may re-roll failed rolls To Hit when shooting their main guns at platoons with all teams more than 16"/40cm away. Tanks with Autoloaders do not benefit from this rule.*

### AUTOLOADER

The French AMX-13 had an automatic loader allowing the gunner to fire twelve shots before reloading the gun (a process requiring the crew to dismount and taking 15 minutes or more). It wasn't as quick-firing as a crew member loading the gun, but it did allow a very small tank to mount a powerful gun in a small, light turret.

*AMX tanks do not suffer any penalty To Hit while moving and may re-roll failed rolls To Hit if they did not move in the Movement Step.*

### SEARCHLIGHTS

Some tanks were fitted with searchlights for night fighting. Unfortunately, these gave their position away when used.

*A platoon with a Searchlight rolls two dice and takes the best result when rolling on the Night Visibility Table (see page 272 of the rulebook). Other platoons shooting at the platoon being shot at shoot as if they had rolled a 6 on the Night Visibility Table.*

*Teams using Searchlights can be seen at any distance as if they shot in their Shooting Step, and do not count as Concealed by either night or terrain when shot at.*

### SKIRTS

The British-supplied Centurion tanks were fitted with 'bazooka skirts' or 'bazooka plates' and turret stowage bins to protect them from bazooka-armed tank hunters.

*If a tank protected by Skirts fails an Armour Save against a weapon with a Firepower rating of 5+ or 6 hitting its Side armour, roll a special 4+ Skirts Save:*

- *If the save is successful, the Skirts protect the tank from the hit, which has no effect.*
- *If the save is not successful, the shot penetrates the side armour as normal.*

### STABILISERS

A stabiliser is a device fitted to the tank's gun that keeps it level so the gunner can stay on target while the tank moves.

*A moving tank firing a gun fitted with a Stabiliser shoots at its full ROF.*

- *If the gun has ROF 2 or more, it adds a penalty of +1 to the score To Hit.*
- *If the gun has ROF 1, it ignores the normal +1 penalty To Hit when moving.*

*Before shooting, a tank can choose not to use its Stabiliser.*

## WEAPONS PLATOONS

### MORTAR PLATOON

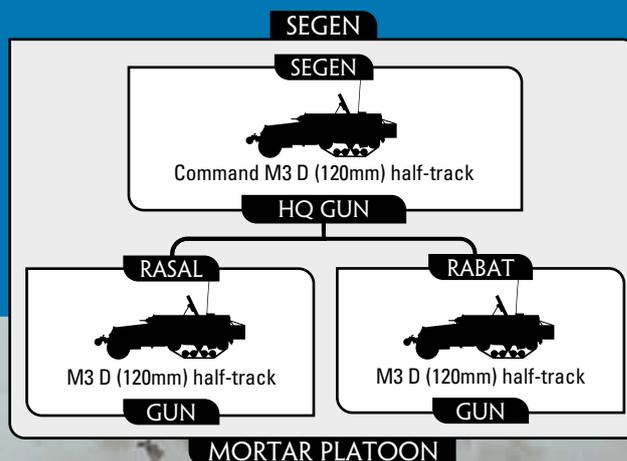
#### PLATOON

3 M3 D (120mm)	130 points
2 M3 D (120mm)	90 points

#### OPTION

- Arm any or all M3 D (120mm) half-tracks with a hull-mounted or AA MG for +5 points per half-track.

Soltam Systems developed its M65 120mm mortar from a Finnish Tampella design. Mounted in a half-track, this weapon system combined mobility, armour, and the ability to deliver artillery bombardments quickly and accurately.



## SUPPORT PLATOONS

### CH'IR MAMOCHAN (MOTORISED) PLATOON

#### PLATOON

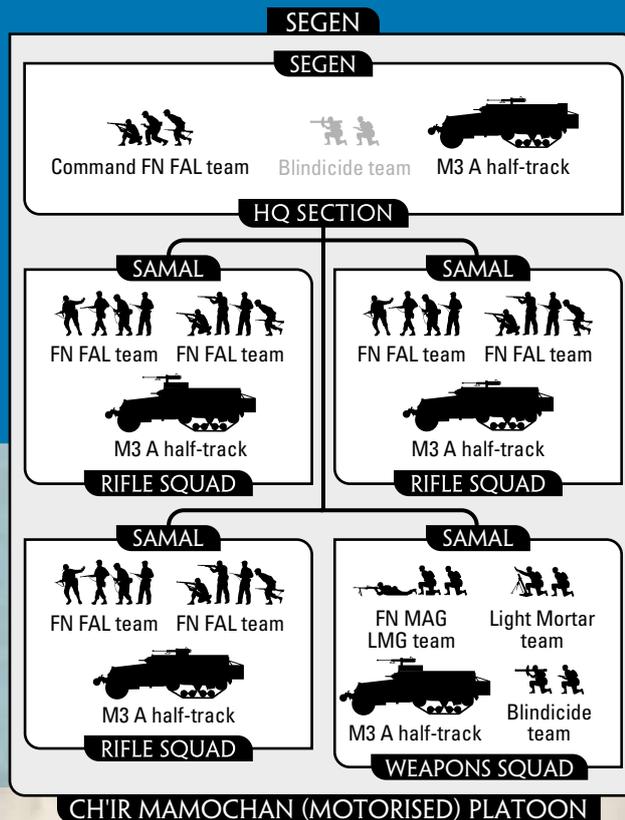
HQ Section and Weapons Squad with:

3 Rifle Squads	250 points
2 Rifle Squads	200 points

#### OPTIONS

- Replace Light Mortar team with FN MAG LMG team at no cost.
- Add Blindicide team to HQ Section for +15 points.

The motorised infantry, called *Ch'ir Mamochan* (pronounced kh-er mah-moh-khahn) in Hebrew, accompanied the tanks into battle, clearing built-up areas and fortified positions. Their main weapons were the Belgian FN FAL rifle (used both as a rifle and, in its heavy-barrelled form, as a squad automatic weapon) and the FN MAG machine-gun. Each platoon had a British 52mm (2") light mortar, a number of Belgian RL-83 Blindicide ('Armour Killer') bazookas, and plenty of powerful Belgian Mecar anti-tank rifle grenades.



## ISRAELI INFANTRY

### AUTOMATIC RIFLES

The Israeli Army uses the FN FAL as both its standard rifle and (in its heavy-barrelled form) as its squad automatic weapon. This gives the riflemen the ability to maintain their firepower on the move and deliver intense bursts of fire at short range.

*FN FAL teams do not suffer the usual +1 to hit penalty for firing a ROF 1 weapon while moving or Pinned Down.*

*When not Pinned Down, FN FAL teams re-roll all failed rolls to hit in Defensive Fire during assaults.*

### MOUNTED ASSAULT

The Israeli *Ch'ir Mamochan*, their motorised infantry, developed techniques for fighting from their vehicles to enable them to keep up with the pace of operations.

*Armoured Transport teams in a platoon with the Mounted Assault special rule are Mounted Assault Transports.*

*A Mounted Assault Transport has a dual nature. While empty, it is just an ordinary Transport team, except that they do not have to be Sent to the Rear when empty—they can remain on the table and continue to fight.*

*When carrying Passengers, a Mounted Assault Transport is treated as a Tank team for everything except Platoon Morale Checks. If it is carrying two or more Passenger teams, it also has Tank Escorts.*

*As a Tank team, a Mounted Assault Transport team carrying Passengers may Charge into Contact and fight in assault combat. As Open-topped Tank teams, the platoon will be forced to Fall Back by five hits or two Destroyed or Bailed Out vehicles in Defensive Fire (see page 154 of the rulebook).*

*If a Mounted Assault Transport team is Destroyed by Defensive Fire, all surviving Passengers Fall Back 2"/5cm away from the teams they were charging. If the Passengers cannot do this, they are Destroyed. The platoon is not automatically Pinned Down when the Passengers Dismount, and will only Fall Back if it takes five hits or two Destroyed or Bailed Out vehicles as usual. If a Mounted Assault Transport team is Destroyed during the assault, any Passengers are Destroyed with it.*

*The Passengers do not need to Dismount to Counterattack. They can stay Mounted or Dismount as they wish. If they Dismount to Counterattack, their Transport team will be Sent to the Rear.*

*If the platoon voluntarily Breaks Off instead of Counterattacking, and the entire platoon is mounted in Mounted Assault Transport teams, they may use the Break Off Through the Enemy rule (see page 166 of the rulebook) as if they were Tank teams.*

*At the end of the Assault Step, Mounted Assault Transport teams that are Bailed Out are Sent to the Rear if they have no Passengers, or automatically Remount (see page 102 of the rulebook) and are no longer Bailed Out if they have Passengers.*



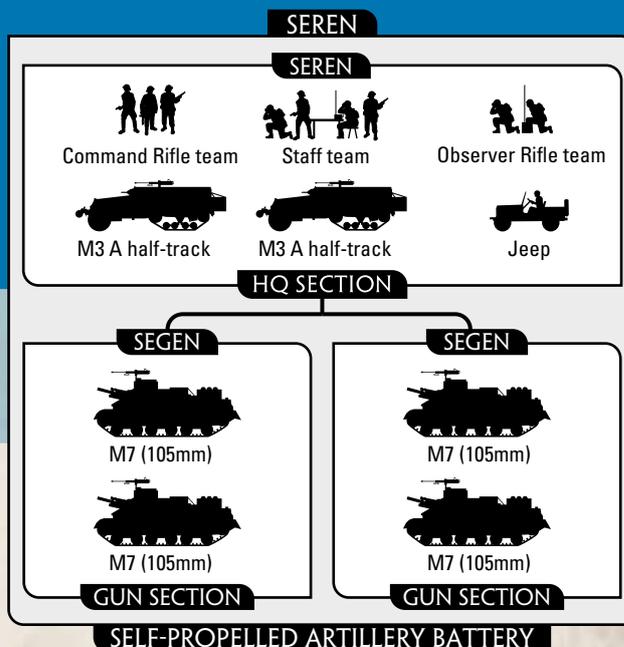
## SELF-PROPELLED ARTILLERY BATTERY

### BATTERY

HQ Section with:

4 M7 (105mm)	285 points
2 M7 (105mm)	170 points

The main Israeli self-propelled artillery piece in 1967 was the venerable American M7 Priest HMC of WWII vintage. Despite its age, it continued to give sterling service in support of the fast-moving armoured brigades.



## ARTILLERY BATTERY

### BATTERY

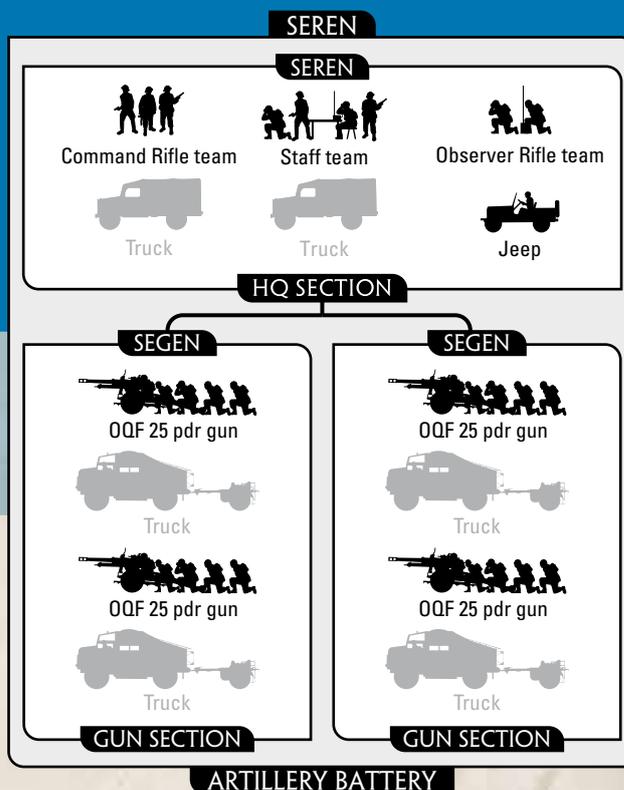
HQ Section with:

4 25 pdr	155 points
2 25 pdr	95 points

### OPTION

- Add trucks for +5 points for the battery.

The main towed artillery piece in Israeli service was the British OQF 25 pdr field gun, a lightweight, but hard-hitting weapon. As well as the original British Quad tractors, the Israeli artillery used the American Dodge ¾-ton and GMC 2½-ton trucks as gun tractors.



## ISRAELI ARTILLERY

### EXCELLENT COMMUNICATIONS

Modern radio systems gave every Israeli officer the capability to request artillery fire whenever needed, making their artillery incredibly flexible and responsive.

*Platoon and 2iC Command teams can act as Spotting teams and request artillery fire in the same manner as a Company Command team, suffering the same +1 penalty to Range In (see page 126 of the rulebook).*

### UNDER COMMAND

The battalion mortars maintained a close association with the troops they supported, allowing them to respond to requests for support quickly and accurately.

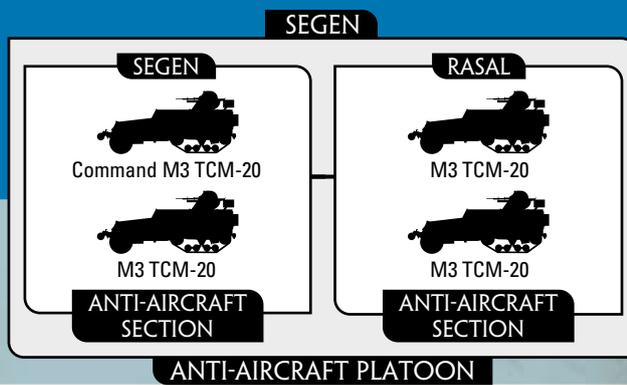
*Company, 2iC, and any Platoon Command teams do not suffer the normal +1 penalty to Range In when Spotting for Artillery Bombardments from platoons taken as a Combat or Weapons choice.*

## ANTI-AIRCRAFT PLATOON

### PLATOON

4 M3 TCM-20	160 points
2 M3 TCM-20	85 points

The Israelis continued their policy of upgrading old WWII equipment with the anti-aircraft half-tracks that came into their hands. They replaced the quadruple .50 cal machine-guns of the M16 half-tracks with two of the latest 20mm cannon.



## AIR SUPPORT

### PRIORITY AIR SUPPORT

Dassault Ouragan	250 points
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### LIMITED AIR SUPPORT

Dassault Ouragan	200 points
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### OPTION

- Equip Dassault Ouragan with Napalm for +30 points.

Once they had dealt a devastating blow to the Arab air forces in Operation *Moked*, the Israeli Air Force turned its attention to supporting the army on the battlefield. The French Dassault *Ouragan* (Hurricane, pronounced



oo-ra-gahn) was the main Israeli ground-attack aircraft. Carrying four 20mm cannon and a tonne of bombs, their attacks on Arab forces enabled hard-pressed soldiers on the ground to overcome pockets of resistance.

## ISRAELI AIRCRAFT

### OPERATION FOCUS

Operation *Moked* (Focus) was a pre-emptive air strike by the *Kheil HaAvir*, the Israeli air force, on the Arab air forces. Combined with their superb new *Shahak* air-superiority fighters, the surprise strike gave the Israelis total dominance in the air for the rest of the war.

*Israeli aircraft roll two dice on the How Many Aircraft table and take the best result.*

*Israeli aircraft succeed in Fighter Interception on a roll of 5+ rather than the usual 6.*

### FAST MOVERS

Fast-moving jet aircraft are difficult to hit with manually-aimed anti-aircraft guns. It takes an excellent crew and a bit of good luck to hit one.

*Fast-moving jet aircraft roll a die for each hit from an Anti-aircraft weapon. On a score of 5+, they speed through the danger zone, the shells bursting behind them, and are unharmed. Otherwise they are hit as normal.*

### TALL FLIGHT STANDS

Aircraft, such as the *Ouragan* and *Shahak*, that use the tall flight stand require some adjustments to the rules.

*Aircraft on tall flight stands must be placed within 6"/15cm of the target rather than the usual 4"/10cm of the target.*

### NAPALM

The Israelis used napalm against Arab columns and troop concentrations. This jellied petrol was a horrific weapon against infantry and unarmoured vehicles.

*Napalm uses a Double-width Template (12"/30cm by 6"/15cm) instead of the usual Template. Place the Template square to the table edges after removing the aircraft, with the narrow end closest to where the aircraft was positioned.*

*Teams under the Template are hit on a roll of 6. Only Fully-armoured vehicles have any protection against Napalm. If any other type of vehicle or team is hit by Napalm, it is automatically Destroyed unless it is in a Building, even if it is in Bulletproof Cover. A Fully-armoured vehicle hit by Napalm does not take an Armour Save. Instead, on a roll of 5+ the vehicle is Bailed Out. Otherwise, the crew are fine.*



# ISRAELI SPECIAL RULES

## A WAR OF SURVIVAL

Israeli soldiers are well aware of Arab propaganda demanding the destruction of the State of Israel. Not surprisingly, Israeli soldiers are determined to fight to protect their homes.

*Israeli platoons may re-roll any failed Platoon Morale Checks (as opposed to other Motivation Tests).*

*Israeli Company Command teams may re-roll any failed Company Morale Checks (as opposed to other Motivation Tests). In the absence of a Company or Higher Command team, any Platoon Command team on the table can take a Company Morale Check.*

## FEW AGAINST MANY

Israeli soldiers knew they were outnumbered and facing threats from all sides. Hesitation was fatal and reluctance a sin. Rapid movement, whether storming forward or ducking back from enemy fire, was essential to survival and victory.

*Any platoon with a Platoon Command team may attempt a Few Against Many move in its Assault Step.*

*Roll a Skill Test for each platoon.*

- If the test is passed, the platoon treats the Assault Step as a Movement Step in which it can move up to another 4"/10cm, regardless of its normal movement distance.*
- If the test is failed, the platoon cannot move any further this turn.*

*Either way, a platoon that attempts to make a Few Against Many move cannot take any part in an assault in the same turn.*

*Although it is not the Movement Step, teams making a Few Against Many move may Mount and Dismount as if it was the Movement Step.*

*Platoons cannot make Few Against Many moves if they moved At the Double, Bugged Down or Bailed Out vehicles cannot make Few Against Many moves. Teams that used Eyes and Ears to reveal Gone to Ground enemy troops cannot make a Few Against Many move.*

*Only Armoured vehicles can make Few Against Many moves if they are Pinned Down. Other types of teams cannot make Few Against Many moves if they are Pinned Down.*

*Gun teams that shot earlier in the turn and Immobile Gun teams cannot make a Few Against Many move, aside from Unlimbering. Teams of any type that have fired an Artillery Bombardment cannot make a Few Against Many move.*

## EVERY SOLDIER IS A LEADER

Officers come up from the ranks giving them a close relationship with their soldiers. Orders are discussed before battle so that anyone can take over the lead should the officer fall.

*If a Platoon Command Infantry team is Destroyed, another team takes over immediately. Remove any other Infantry team in the platoon that is within Command Distance of the Command team and replace it with the original Platoon Command team. If the Platoon Command team was a Warrior team, it is now just a standard Platoon Command team.*

*If a Platoon Command Tank team is Destroyed, another team takes over immediately. Nominate any other Tank team in the platoon that is within Command Distance of the Destroyed Command team to be the new Platoon Command team.*

*If there is no team of an appropriate type within Command Distance, then the Platoon Command team is Destroyed and the platoon is left leaderless.*

*The original Platoon Command team can still use this rule while a Warrior team is leading the platoon and acting as its Command team, but the rule does not apply to the Warrior team.*

## 24-HOUR BATTLE

The Israeli command knew that it had to win the 1967 war fast if it was going to win it at all. As a result, attacks were ordered to continue after dark, with only a few hours to resupply between one battle and the next.

*An Israeli player may attempt to fight at night. If they do so, roll a die before determining which player is the attacker:*

- On a roll of 6, the battle takes place at Dawn (see page 273 of the rulebook) and the Israeli player is the attacker.*
- On a roll of 5, the battle takes place at Dusk (see page 273 of the rulebook) and the Israeli player is the attacker.*
- Otherwise the game is fought using the normal rules and the attacker is determined as normal.*

*If both players are rolling on this table, take the higher roll, with this player being the attacker. If both players roll the same number, determine the attacker as normal.*



Tan'kim Platoon  
Sho't



Debabb (Tank) Platoon  
T-55

# ISRAELI ARSENAL

## TANK TEAMS

Team Weapon	Mobility Range	Armour			Notes
		Front ROF	Side Anti-tank	Top Firepower	
<b>TANKS</b>					
Sho't <i>L7 105mm gun</i>	Slow Tank <i>40"/100cm</i>	12 2	6 18	2 2+	Co-ax MG, .50 cal AA MG, Protected ammo, Skirts, Unreliable, Wide tracks. <i>Smoke, Stabiliser.</i>
Centurion <i>OQF 20 pdr gun</i>	Slow Tank <i>40"/100cm</i>	12 2	6 17	2 3+	Co-ax MG, .50 cal AA MG, Protected ammo, Skirts, Unreliable, Wide tracks. <i>Smoke, Stabiliser.</i>
Magach 3 <i>L7 105mm gun</i>	Standard Tank <i>40"/100cm</i>	12 2	8 18	2 2+	.50 cal Cupola MG, Co-ax MG, Wide tracks. <i>Smoke.</i>
Magach 2 <i>M41 90mm gun</i>	Standard Tank <i>40"/100cm</i>	12 2	8 16	2 3+	.50 cal Cupola MG, Co-ax MG, Wide tracks.
M51 Isherman <i>105mm D1504 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	4 16	1 2+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo. <i>Smoke.</i>
M50 Sherman <i>75-CN-50 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	4 14	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo, Unreliable, Wide tracks.
M1 Super Sherman <i>M1 76mm gun</i>	Standard Tank <i>32"/80cm</i>	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo, Unreliable, Wide tracks.
AMX <i>75-CN-50 gun</i>	Light Tank <i>32"/80cm</i>	4 1	2 14	1 3+	Co-ax MG, Protected ammo. <i>Autoloader.</i>

## SELF-PROPELLED GUNS

M3 D (120mm) <i>M65 120mm mortar</i>	Half-tracked <i>64"/160cm</i>	1 -	0 3	0 3+	<i>Smoke bombardment.</i>
M7 (105mm) <i>M2A1 105mm howitzer</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>72"/180cm</i>	1 1 -	0 9 4	0 2+ 4+	.50 cal AA MG. <i>Hull mounted, Breakthrough gun, Smoke.</i> <i>Smoke bombardment.</i>

## ANTI-AIRCRAFT GUNS

M3 TCM-20 <i>TCM-20 twin guns</i>	Half-tracked <i>16"/40cm</i>	1 5	0 5	0 5+	<i>Anti-aircraft.</i>
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## VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	3	2	6	<i>ROF 1 if other weapons fire.</i>
<i>.50 cal Vehicle MG</i>	<i>16"/40cm</i>	3	4	5+	<i>ROF 1 if other weapons fire.</i>

## MODELS TO USE FOR ISRAELIS

The Israelis are modelled as a combination of new codes for equipment specific to them and American and British codes for old WWII equipment still in use by the Israeli Defence Force. This table gives the relevant codes.

Team	Code	Team	Code
Sho't	AISBX02	M3 TCM-20	AIS161
Centurion	AISBX02	Jeep	US411
Magach 3	AISBX01	Dodge ¾-ton truck	US413
Magach 2	AISBX01	GMC 2½-ton truck	US430
M51 Isherman	AISBX03	Quad tractor	BR277
M50 Sherman	AISBX04	M3 A half-track	US201
M1 Super Sherman	US044	Half-track Stowage	AIS671
HVSS Sherman Tracks	USO192	Ch'ir Mamochan (Motorised) Platoon	AIS722
AMX	AIS41	25 pdr gun	BR573
M3 D (120mm)	AIS204	Dassault Ouragan	AAC01
M7 (105mm)	BR170	Israeli Decals	AIS941

## TRANSPORT TEAMS

Team Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Notes
Jeep	Jeep	-	-	-	
Dodge ¾-ton, GMC 2½-ton, or Quad	Wheeled	-	-	-	
M3 A half-track	Half-tracked	1	0	0	Passenger-fired .50 cal AA MG, Passenger-fired Hull MG.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
FN FAL team	16"/40cm	1	2	6	Automatic rifles, Tank Assault 4.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
Blindicide team	8"/20cm	1	11	5+	Tank Assault 5.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

## GUN TEAMS

Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
FN MAG LMG	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down or moving.
25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
<i>Firing Bombardment</i>		80"/200cm	-	4	5+	<i>Smoke bombardment.</i>

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Dassault Ouragan	Cannon	3+	8	5+	Fast Mover.
	Bombs	4+	5	1+	
	Napalm	6	-	5+	Napalm.



*Tan'kim Platoon*  
*Magach 2*

*Ch'ir Mamochan*  
*(Motorised) Platoon*

*Tan'kim Platoon*  
*Sho't*

*Artillery Battery 25*  
*pdr guns*

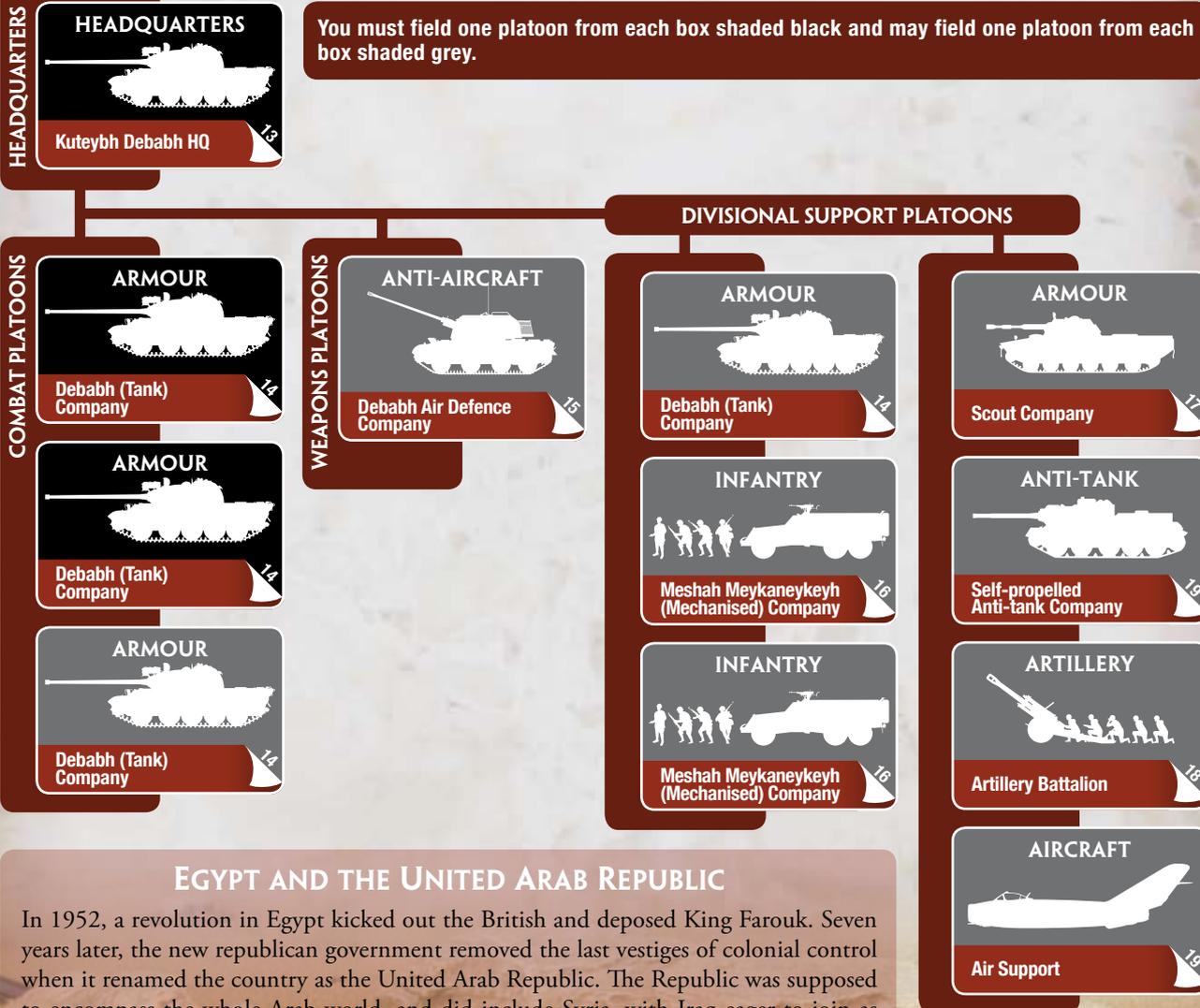
*Mesbah Meykaneykeyb*  
*(Mechanised Platoon)*

# KUTEYBH DEBABH

TANK BATTALION

(TANK COMPANY)

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.



## EGYPT AND THE UNITED ARAB REPUBLIC

In 1952, a revolution in Egypt kicked out the British and deposed King Farouk. Seven years later, the new republican government removed the last vestiges of colonial control when it renamed the country as the United Arab Republic. The Republic was supposed to encompass the whole Arab world, and did include Syria, with Iraq eager to join as well, but in-fighting soon shattered any hope of unity. Syria and Iraq retained the flag, and their independence, leaving the United Arab Republic with just the old Egyptian lands. When President Nasser died in 1970, hopes of a pan-Arab state died with him and the old name of Egypt returned.

 *Debabh (Tank) Company*  
T-34/85M



**MOTIVATION AND SKILL**

The soldiers of the United Arab Republic were confident of the ability of the combined Arab armies to destroy Israel. Their rigid training fit well with their centralised command and massed tactics. A *Kuteybh Debabh (Tank Battalion)* is rated as **Confident Conscript**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

**HEADQUARTERS**

**KUTEYBH DEBABH HQ**

**HEADQUARTERS**

1 T-34/85M 25 points

1 T-54 or T-55 55 points

1 IS-3M 50 points

**OPTIONS**

- Arm T-34/85M with .50 cal AA MG for +5 points.
- Equip T-54 or T-55 tank with Stabiliser and Infra-red Searchlight for +10 points.

MUQHADEM

MUQHADEM

Command tank

COMPANY HQ

KUTEYBH DEBABH HQ

You must field at least one *Debabh Company* equipped with the same type of tank as your *Company HQ*.

The United Arab Republic had two armoured divisions, a mechanised division, and four infantry divisions (one of them Palestinian) in the Sinai. The armoured divisions had two or three regiments of the latest T-54 and T-55 tanks, sometimes with a regiment of older T-34/85M tanks as well. The other Egyptian divisions had a regiment

of T-34/85M tanks and another of IS-3M heavy tanks or T-54 tanks. Each regiment had two tank battalions, called *Kuteybh Debabh* (pronounced kur-tee-bah deh-by-bah) in Arabic, of 31 tanks each, and at least in theory, a company of ZSU-57-2 anti-aircraft tanks.



*Debabh (Tank) Company*  
T-55

# COMBAT COMPANIES

## DEBABH (TANK) COMPANY

### COMPANY

10 T-34/85M	195 points
9 T-34/85M	185 points
8 T-34/85M	170 points
7 T-34/85M	155 points
6 T-34/85M	140 points
5 T-34/85M	120 points

- Arm any or all T-34/85M tanks with .50 cal AA MG for +5 points per tank.

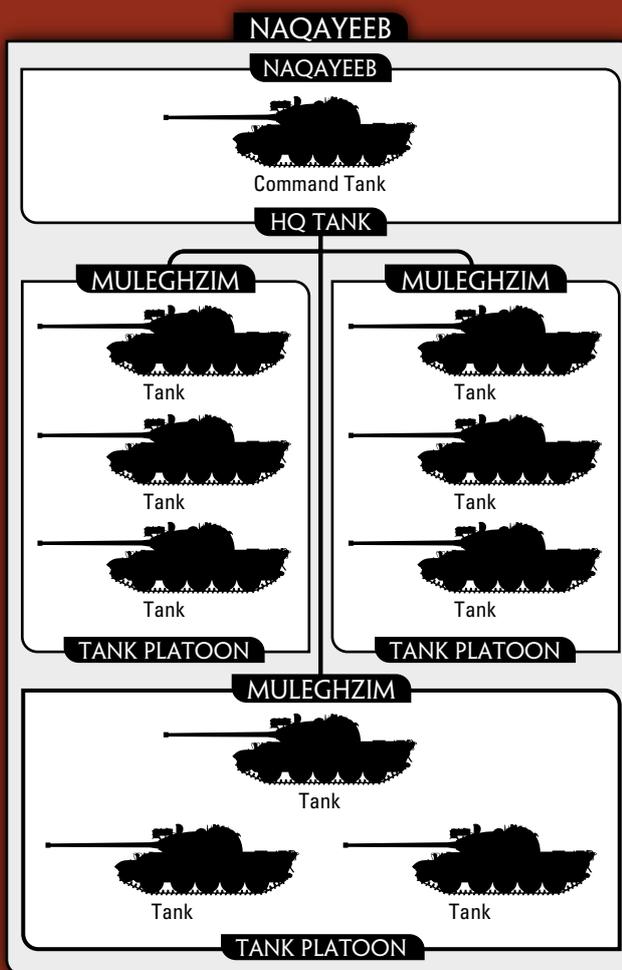
10 T-54 or T-55	445 points
9 T-54 or T-55	420 points
8 T-54 or T-55	395 points
7 T-54 or T-55	360 points
6 T-54 or T-55	325 points
5 T-54 or T-55	285 points

- Equip all T-54 or T-55 tanks with Stabilisers and Infra-red Searchlights for +10 points per tank.

10 IS-3M	400 points
9 IS-3M	375 points
8 IS-3M	345 points
7 IS-3M	315 points
6 IS-3M	280 points
5 IS-3M	245 points

The Soviet Union sold large numbers of T-34/85M tanks and a smaller number of IS-3M (Iosif Stalin) heavy tanks to Egypt after the 1952 revolution, but few had arrived in time for the Second Arab-Israeli War in 1956. After this unexpected defeat, the Soviet Union also began shipping their new T-54 and T-55 tanks to the Egyptians.

While the T-34/85M had been as good as or better than most Israeli tanks in 1956, it was showing its age by 1967



## DEBABH (TANK) COMPANY

and was mostly relegated to infantry support work, backed up by the powerful IS-3M heavy tank. By comparison, the T-54 and T-55 were very powerful modern tanks. Their frontal armour matched the heavy IS-3M, their gun could penetrate any Western tank, and they were as fast as the lighter T-34.



Debabb (Tank) Company  
T-55

Tan'kim Platoon  
Magach 2

UNITED ARAB REPUBLIC TANKS

**INFRARED SEARCHLIGHTS**

When the Israelis continued their attacks into the night they were shocked to discover that the latest Soviet tanks used by the Arabs mounted infrared searchlights that allowed them to locate targets in the dark far more easily.

*A platoon with Infrared Searchlights rolls two dice and takes the best result when rolling on the Night Visibility Table (see page 272 of the rulebook). Vehicles with Infrared Searchlights do not need to re-roll Bogging Checks when crossing Rough Terrain at Night.*

*Tanks using Infrared Searchlights can be seen at any range and do not count as Concealed by either night or terrain when shot at by other tanks equipped with Infrared Searchlights, even if the other tanks do not use their searchlights.*

*Unlike Western tanks, Soviet tanks did not incorporate a white-light option in their searchlights, so cannot illuminate targets for other teams.*

**TAA'A**

*Taa'a*, obedience to elders and submission to the will of Allah, was an important aspect of Arab culture. This meshed well with Soviet doctrine that required a tank company to operate as a single entity under the close control of the company commander.

*If an Arab Warrior or Platoon Command team moves in the Movement Step, all of the Tank teams in its platoon (Arab company) must move as well. If the Platoon Command team does not move, only Tank teams that started the Movement Step Out of Command may move.*

*Any Tank team that moves adds +1 to the score required to hit when shooting with its main gun. This gives a cumulative penalty of +2 for ROF 1 weapons (such as the 122mm gun on the IS-3M and the 100mm gun on the T-54 and T-55) unless they have Stabilisers. Machine-guns do not suffer this penalty.*

**STABILISERS**

The stabiliser on the later model T-54 and T-55 tanks enabled them to fire on the move with a reasonable degree of accuracy. Given the difficulty of loading the huge 100mm rounds in a cramped turret, anything that made each shot more likely to hit was a big improvement.

*A moving tank firing a gun fitted with a Stabiliser shoots at its full ROF.*

- *If the gun has ROF 2 or more, it adds a penalty of +1 to the score To Hit.*
- *If the gun has ROF 1, it ignores the normal +1 penalty To Hit when moving (but still retains the +1 to hit for the Taa'a special rule).*

*Before shooting, a tank can choose not to use its Stabiliser.*

WEAPONS COMPANY

**DEBABH AIR DEFENCE COMPANY**

2 ZSU-57-2 95 points

The ZSU-57-2 anti-aircraft tank is the chassis of a T-54 battle tank mounting twin 57mm anti-aircraft guns in an open-topped turret. Its rate of fire made it deadly to aircraft, while its high-velocity, long-barrelled guns punch through light armour with ease.

**NAQAYEEB**

**NAQAYEEB**



Command ZSU-57-2

**NAQAYEEB**



ZSU-57-2

**AIR DEFENCE COMPANY**

**DEBABH AIR DEFENCE COMPANY**



*Debabh Air Defence Company*  
ZSU-57-2

# SUPPORT COMPANIES

## MESHAH MEYKANNEYKEYH (MECHANISED) COMPANY

### COMPANY

HQ Section with:

3 Infantry Platoons	240 points
2 Infantry Platoons	165 points
1 Infantry Platoon	90 points

### OPTIONS

- Add RPD LMG teams for +15 points per team.
- Add B-10 82mm recoilless teams for +20 points per team.
- Add BTR-152 transporters for +5 points per vehicle.

The United Arab Republic followed Soviet Doctrine, supporting their tanks with mechanised infantry battalions, *Kuteybh Meshah Meykaneykeyh* (pronounced kur-tee-bah moo-shaht mee-kan-ik-ee-a) in Arabic, mounted in six-wheeled BTR-152 armoured transporters. The infantry were equipped with a mix of Soviet and locally-made equipment. Soldiers carried a mix of AK47 assault rifles and locally-made semi-automatic rifles, backed up with Belgian Blindicide ('Armour Killer') bazookas, Soviet RPD machine-guns, and B-10 82mm recoilless guns.

### RECOILLESS GUNS

The B-10 82mm recoilless gun gave the infantry an effective light anti-tank weapon at the company level. Unfortunately, the huge backblast from firing it revealed its position, making it important to knock out the target with the first shots.

*B-10 82mm recoilless guns use the Recoilless Guns rule on page 119 of the rulebook. This means that the firing team never counts as Concealed when they fire the recoilless gun, and they cannot fire the recoilless gun from buildings or if there is a friendly Infantry team within 2"/5cm behind them.*

### NAQAYEEB

#### NAQAYEEB

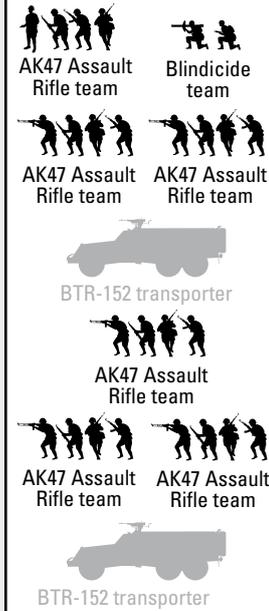


### HQ SECTION

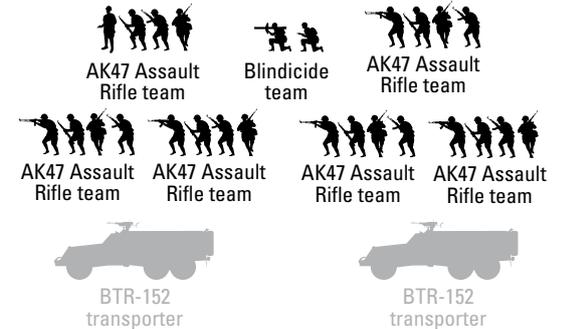
#### MULEGHZIM



#### MULEGHZIM



#### MULEGHZIM



### MESHAH MEYKANNEYKEYH COMPANY



SCOUT COMPANY

COMPANY

- 1 BTR-50PK and 6 PT-76 150 points
- 1 BTR-50PK and 3 PT-76 85 points

OPTION

- Add Infantry Platoon for +95 points.

Each tank and mechanised infantry regiment had a scout company equipped with amphibious PT-76 tanks and BTR-50PK transporters. Soviet doctrine (as used by the United Arab Republic) called for a rapid, uninterrupted advance, so the reconnaissance elements were expected to move forward at speed until engaged, then either overrun the defenders or bypass them and continue advancing. If worst came to worst, the destruction of the scout company would alert the following troops to the presence of a strong defensive position.

These companies combine tanks for firepower and infantry in light BTR-50PK transporters to lead the advance. If the company ran into anti-tank guns, the infantry platoon could dismount and assault to clear the way forward, covered by their transporters and the tanks.

CARRIES PASSENGERS

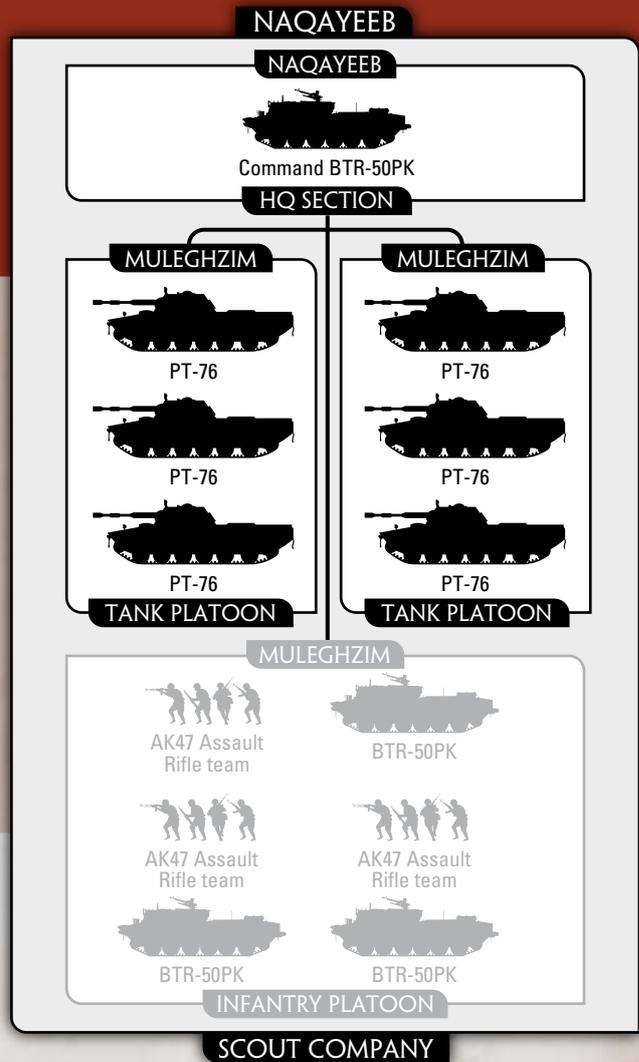
The BTR-50PK used by the scout companies was primarily an armoured personnel carrier. These troops were trained to do 'reconnaissance by battle', that is to drive forward until they encountered resistance they couldn't overrun!

*BTR-50PK armoured personnel carriers are Tank teams. However, each BTR-50PK can carry up to four Infantry teams as Passengers as if it was a Transport team. BTR-50PK armoured personnel carriers cannot be Sent to the Rear during the game like Transport teams.*

*If the BTR-50PK armoured personnel carriers are Pinned Down, their Passenger teams are also Pinned Down. Bailed Out BTR-50PK armoured personnel carriers do not roll to Remount at the end of the Step in the way that Armoured Transports do.*

*If an BTR-50PK armoured personnel carrier is Destroyed by shooting, Artillery Bombardment or air attack, the Passengers take a 5+ Passenger Save with the survivors Dismounting Under Fire and becoming Pinned Down as usual. If an BTR-50PK armoured personnel carrier is Destroyed in an assault, any Passengers are automatically Destroyed.*

*Mechanised platoons combining BTR-50PK armoured personnel carriers and Infantry teams count both types of team when determining if the platoon has More Teams Destroyed than Still Fighting in Platoon Morale Checks.*



SPEARHEAD OF THE ADVANCE

The scout company was supposed to lead the advance, pushing forward to locate enemy strongpoints before they could engage and delay the main force.

*The Scout Company uses the Spearhead Deployment special rule on page 261 of the rulebook. It is not a Reconnaissance Platoon.*



PT-76

# ARTILLERY BATTALION

## BATTALION

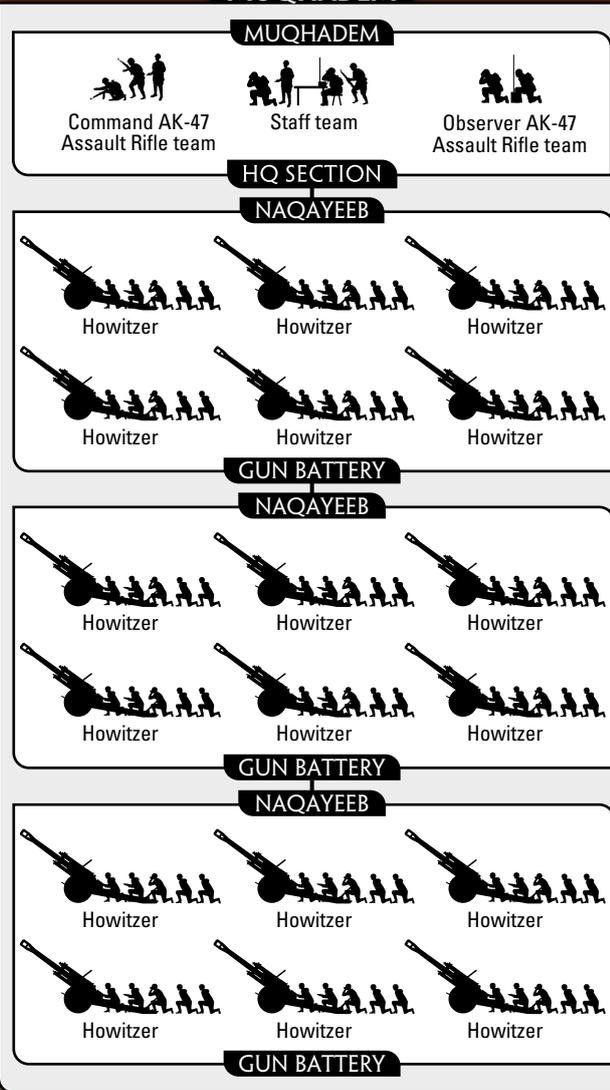
HQ Section with:

18 122mm M-30	295 points
12 122mm M-30	220 points
6 122mm M-30	145 points
18 152mm D-1	340 points
12 152mm D-1	250 points
6 152mm D-1	165 points

The Russians have traditionally had a strong artillery arm. The Soviet Army maintained this tradition with each division supported by multiple battalions of 18 guns each. The United Arab Republic, being organised on Soviet lines, carried things further, concentrating whole artillery brigades to maximise its effect.

Most of the artillery was old Second World War surplus (even if it got a new name). The 122mm M-30 was the old 1938 model and the 152mm D-1 was the old 1943 model. Despite their age, they still outranged the Israeli artillery, as well as throwing heavier shells.

### MUQHADEM



### ARTILLERY BATTALION

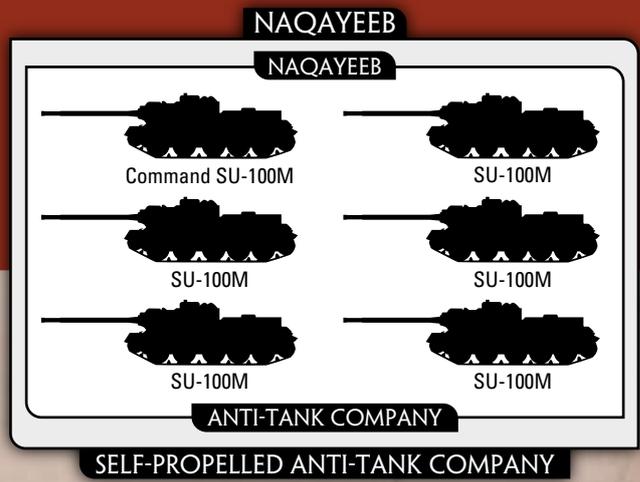
 *Tan'kim Platoon*  
*Magach 2*

 *Self-propelled Anti-tank Company*  
*SU-100M*

**SELF-PROPELLED ANTI-TANK COMPANY**

6 SU-100M	170 points
5 SU-100M	145 points
4 SU-100M	115 points
3 SU-100M	85 points

When they received their T-34 tanks, the United Arab Republic also purchased Czechoslovakian-built SU-100M self-propelled guns. Despite the design dating back to the end of the Second World War, the 100mm gun in the SU-100M could still knock out any tank fighting in 1967.



**TANK KILLER**

The SU-100M self-propelled gun was used as a long-range anti-tank weapon to support tanks and infantry against Israeli tanks. Its rate of fire was slow, but its accuracy was good when the crew took their time to line up their shots.

*An SU-100M that did not move in the Movement Step may re-roll failed rolls To Hit when shooting their main guns at platoons with all teams more than 16"/40cm away.*

**AIR SUPPORT**  
**SPORADIC AIR SUPPORT**

MiG-17	155 points
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Despite Israel's surprise attack on the Arab air forces, the sheer number of aircraft available to the United Arab Republic and its allies allowed them to continue small-scale air attacks until the end of the war.



**FAST MOVERS**

Fast-moving jet aircraft are difficult to hit with manually-aimed anti-aircraft guns. It takes an excellent crew and good deal of luck to hit one.

*Fast-moving jet aircraft roll a die for each hit from an Anti-aircraft weapon. On a score of 5+, they speed through the danger zone, the shells bursting behind them, and are unharmed. Otherwise they are hit as normal.*

**TALL FLIGHT STANDS**

Aircraft, such as the MiG 17, that use the tall flight stand require some adjustments to the rules.

*Aircraft on tall flight stands must be placed within 6"/15cm of the target rather than the usual 4"/10cm of the target.*

**MODELS TO USE FOR THE UNITED ARAB REPUBLIC**

The United Arab Republic's troops are modelled as a combination of new codes for equipment specific to them and Soviet codes for old WWII equipment still in use by the Sinai Field Army. This table gives the relevant codes.

Team	Code	Team	Code
T-34/85M	AARBX03	BTR-152	AAR211
IS-3M	AARBX01	Meshah Meykaneykeyh (Mechanised) Platoon	AAR722
T-54 or T-55	AARBX02	122mm M-30 howitzer	SBX10
SU-100M	SBX14	152mm D-1 howitzer	SBX10
PT-76	AAR031	MiG-17	AAC03
BTR-50-PK	AAR221	Arab and Jordanian Decals	AAR941
ZSU-57-2	AARBX04		

# UNITED ARAB REPUBLIC SPECIAL RULES

## ALAMAM

The Arab armies have been fed a steady diet of anti-Jewish propaganda since the formation of Israel. The basic message is usually the same, 'Soon all Arabs will unite to smite Israel and destroy the Jews.' Many Arab soldiers were eager to *alamam*, to advance, and get to grips with the Israelis, often rashly so, and take the offensive all the way to Tel Aviv.

*Any Arab platoon with a Command team may attempt an Alamam move at the start of the Shooting Step instead of shooting. If a platoon attempts to make an Alamam move, it may not shoot, even if it fails to make an Alamam move.*

*Roll a Motivation Test for the platoon:*

- *If the test is successful, the platoon may move another 4"/10cm.*
- *Otherwise, the platoon cannot move this step.*

*All of the normal rules apply for this movement. Platoons cannot make Alamam moves if they are Pinned Down or moved At the Double. Bugged Down or Bailed Out vehicles cannot make Alamam moves.*

## JABRI

While the officers of the Arab armies were from the upper parts of society, the soldiers were nomads, villagers, and peasants. The gulf between them was enormous. Officers lived well, but paid scant attention to the wellbeing of their troops. When the situation deteriorated, most officers put their own survival well ahead of that of their troops. Fortunately for the Arab cause, the soldiers were much more *jabri*, fatalistic, and often fought to the end, even without their officers.

*If an Arab platoon with a Platoon Command team or an attached Command team fails a Platoon Morale Check (after any re-rolls), or an Arab company with a Higher, Company, or 2iC Command team fails a Company Morale Check, roll a die:*

- *On a roll of 5 or 6, you pass the Platoon or Company Morale Check, but remove the most senior Command team involved as it heads to the rear. In the case of a Platoon Morale Check this is the most senior Command team in or Joined to the platoon. In the case of a Company Morale Check, it is the Command team that would normally take the Motivation Test. If this was the last team in a platoon, the platoon is no longer on the table, but is not Destroyed.*
- *Otherwise, the Platoon or Company Morale Check is failed as normal.*

## CENTRALISED CONTROL

The armies of the United Arab Republic were equipped and trained by the Soviet Union. The Soviet Army's doctrine stressed the use of massed forces and shock effect over small unit tactics, and this meshed well with the Arab armies' focus on obedience and high-level planning.

To reflect this, United Arab Republic forces are organised differently from other armies. For game purposes, a United Arab Republic company is treated as a single platoon and a whole battalion operates like most armies' companies.

*Wherever the rules talk about a platoon, read that as an Arab company. Where the rules talk about a company, read that as an Arab battalion.*

Thus a United Arab Republic company is led by a Platoon Command team and operates like a large platoon. A United Arab Republic battalion is led by a Company Command team and operates as a large company. This means for example, that while an Israeli platoon must remain in command to move freely, an entire United Arab Republic company must be in command to do the same.

## QUALITY OF QUANTITY

Following the focus on mass and shock effect, the Arab armies used large-scale assaults to overcome Israeli defences. With whole companies assaulting at once, only a strong defence with plenty of firepower could stop them.

*A platoon (Arab company) with at least fifteen Infantry or Gun teams In Command has Quality of Quantity. Include any attached teams, and any Warrior and Independent teams that have Joined it when determining if a platoon (Arab company) has Quality of Quantity.*

*A platoon (Arab company) starting the Shooting Step with Quality of Quantity must take at least ten hits (instead of the usual five) in a single Shooting Step before they become Pinned Down, although a single hit from an Artillery Bombardment still Pins them Down.*

*Teams from a platoon (Arab company) starting the Assault Step with Quality of Quantity may Charge into Contact and Counterattack from 12"/30cm away from the enemy rather than 8"/20cm as usual. Teams further than 12"/30cm are still Non-assaulting teams.*

*A platoon (Arab company) with at least fifteen Assaulting Infantry teams must take at least ten hits in Defensive Fire before they are Pinned Down and forced to Fall Back.*



# UNITED ARAB REPUBLIC ARSENAL

## TANK TEAMS

Team Weapon	Mobility Range	Armour			Notes
		Front ROF	Side Anti-tank	Top Firepower	
T-34/85M 85mm ZIS-53 gun	Standard Tank 32"/80cm	7 2	5 12	1 3+	Co-ax MG, Hull MG.
IS-3M 122mm D-25T gun	Slow Tank 32"/80cm	12 1	10 15	2 2+	Co-ax MG, .50 cal AA MG, Unreliable. Breakthrough gun, Slow traverse.
T-54 or T-55 D-10T 100mm gun	Standard Tank 32"/80cm	12 1	8 16	2 2+	Co-ax MG, .50 cal AA MG
SU-100M 100mm D-10S gun	Slow Tank 40"/100cm	9 1	5 16	1 2+	Overloaded. Hull mounted, Tank killer.

## SCOUT TANKS

PT-76 D-56T 76mm gun	Standard Tank 32"/80cm	2 2	1 11	1 3+	Co-ax MG, Amphibious, Wide tracks. Stabiliser.
BTR-50PK	Standard Tank	1	1	1	AA MG, Amphibious, Carries four passengers, Wide tracks.

## ANTI-AIRCRAFT

ZSU-57-2 Twin S-68 57mm	Standard Tank 32"/80cm	1 5	1 12	0 4+	Anti-aircraft.
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## TRANSPORT TEAMS

Team Weapon	Mobility Range	Armour			Notes
		Front ROF	Side Anti-tank	Top Firepower	
BTR-152	Wheeled	1	0	0	Passenger-fired AA MG.

## VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
AK47 Assault Rifle team	8"/20cm	2	1	6	Full ROF when moving.
Blindicide team	8"/20cm	1	11	5+	Tank Assault 5.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

## GUN TEAMS

Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
RPD LMG	Man-packed	16"/40cm	5	2	6	ROF 2 when Pinned Down or moving.
B-10 82mm recoilless gun	Man-packed	24"/60cm	2	14	3+	Recoilless gun.

## ARTILLERY

122mm M-30 howitzer Firing bombardment	Immobile	24"/60cm	1	7	2+	Breakthrough gun, Gun shield.
		80"/200cm	-	4	3+	
152mm D-1 howitzer Firing bombardment	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield.
		80"/200cm	-	5	2+	

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
MIG-17	Cannon	3+	10	4+	Fast Mover.
	Bombs	4+	5	2+	

# SARAYA MUDR'E

ARMoured SQUADRON

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Saraya Mudr'e HQ

23

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

ARMOUR



Mudr'e (Armoured) Platoon

24

ARMOUR



Mudr'e (Armoured) Platoon

24

ARMOUR



Mudr'e (Armoured) Platoon

24

ARMOUR



Mudr'e (Armoured) Platoon

24

WEAPONS PLATOONS

ANTI-AIRCRAFT



Mudr'e Anti-aircraft Platoon

24

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Mudr'e (Armoured) Platoon

24

ARTILLERY



Artillery Battery

25

INFANTRY



Meshah Meykanykeyh (Mechanised) Platoon

25



Mudr'e (Armoured) Platoon  
M48



Meshah Meykanykeyh  
(Mechanised) Platoon

### MOTIVATION AND SKILL

The Jordanian army still retains a degree of professionalism from its tutelage by the British Army. Their belief in their ability to beat the Israelis has taken a pounding over the last decade, although new equipment is slowly restoring their confidence. A Jordanian Saraya Mudr'e (Armoured Squadron) is rated **Confident Trained**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

## HEADQUARTERS

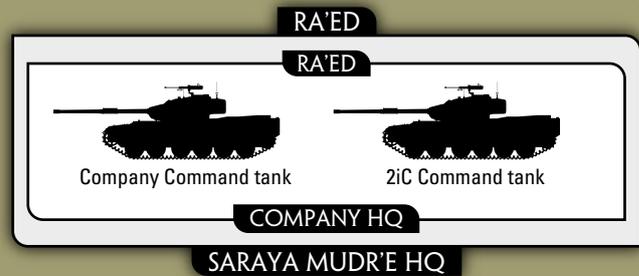
### SARAYA MUDR'E HQ

#### HEADQUARTERS

2 Centurion 195 points

2 M48 Patton 185 points

You must field at least one Mudr'e (Armoured) Platoon equipped with the same type of tank as your Company HQ.



Jordan was a small country with a relatively small army. Until 1956, the Jordanian Army had been a long-service professional force led by British officers. With the formation of the Jordanian Arab Army, the British were kicked out and the army expanded four-fold, including the creation of two armoured brigades (each of two armoured regiments) and two independent armoured regiments.

Following British practice, the armoured regiments were battalion sized, composed of three company-sized armoured squadrons, called *Saraya Mudr'e* (pronounced sur-ree-ya moo-der-rah) in Arabic. The Jordanian Arab Army was the best equipped in the Middle East, with all of its tanks being modern M47 and M48 Patton tanks from the United States or Centurions from Britain.

## JORDANIAN TANKS

### SKIRTS

The British-supplied Centurion tanks were fitted with 'bazooka skirts' or 'bazooka plates' and turret stowage bins to protect them from bazooka-armed tank hunters.

If a tank protected by Skirts fails an Armour Save against a weapon with a Firepower rating of 5+ or 6 hitting its Side armour, roll a special 4+ Skirts Save:

- If the save is successful, the Skirts protect the tank from the hit, which has no effect.
- If the save is not successful, the shot penetrates the side armour as normal.

### STABILISERS

The Centurion was fitted with a very efficient stabiliser that kept the gun pointing at the target between shots as the tank moved. This made shooting on the move from a Centurion much more effective than other tanks.

A moving tank fitted with a Stabiliser can fire a main gun with ROF 2 or more at its full ROF, but adds a penalty of +1 to the score to hit. This is in addition to the +1 to hit for the Taa'a special rule, giving a total of +2 to hit.

Before shooting, a tank can choose not to use its Stabiliser.

### TAA'A

Taa'a, obedience to elders and submission to the will of Allah, was an important aspect of Arab culture. Jordanian military tradition owed a lot to the British Army, but even more to their own history and traditions, especially after the rapid expansion of the army and the resulting lack of well-trained junior officers and NCOs.

If a Warrior or Platoon Command team moves in the Movement Step, all of the Tank teams in its platoon must move as well. If the Platoon Command team does not move, only Tank teams that started the Movement Step Out of Command may move.

Any Tank team that moves adds +1 to the score required to hit when shooting with its main gun. This gives a cumulative penalty of +2 for stabilised ROF 2 weapons. Machine-guns do not suffer this penalty.



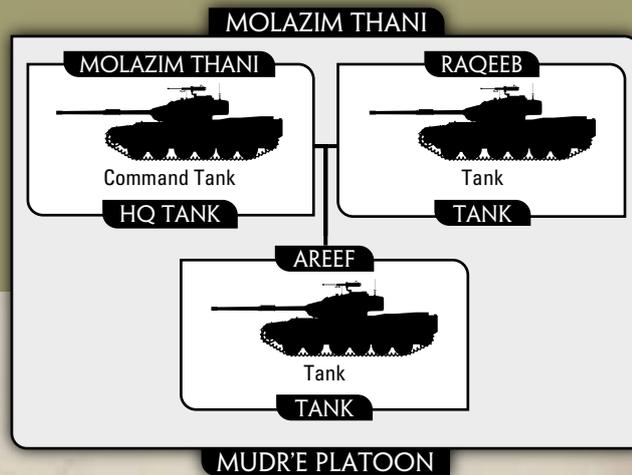
M48 Patton

## COMBAT PLATOONS

### MUDR'E (ARMOURED) PLATOON

3 Centurion	290 points
2 Centurion	195 points
3 M48 Patton	275 points
2 M48 Patton	185 points

Jordan's armoured forces used the same British Centurion and American M48 Patton tanks as their Israeli foes. However, since they faced mainly up-gunned Sherman tanks and AMX light tanks, they usually outmatched the Israelis on a tank-for-tank basis.



## WEAPONS PLATOONS

### MUDR'E ANTI-AIRCRAFT PLATOON

2 M42 (Twin 40mm)	70 points
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The M42 anti-aircraft tank is based on the chassis of the M41 Walker Bulldog light tank. Mounting twin Bofors 40mm anti-aircraft guns, they are deadly against aircraft, even modern jets.



## SUPPORT PLATOONS

### MESHAH MEYKANEYKEYH (MECHANISED) PLATOON

#### PLATOON

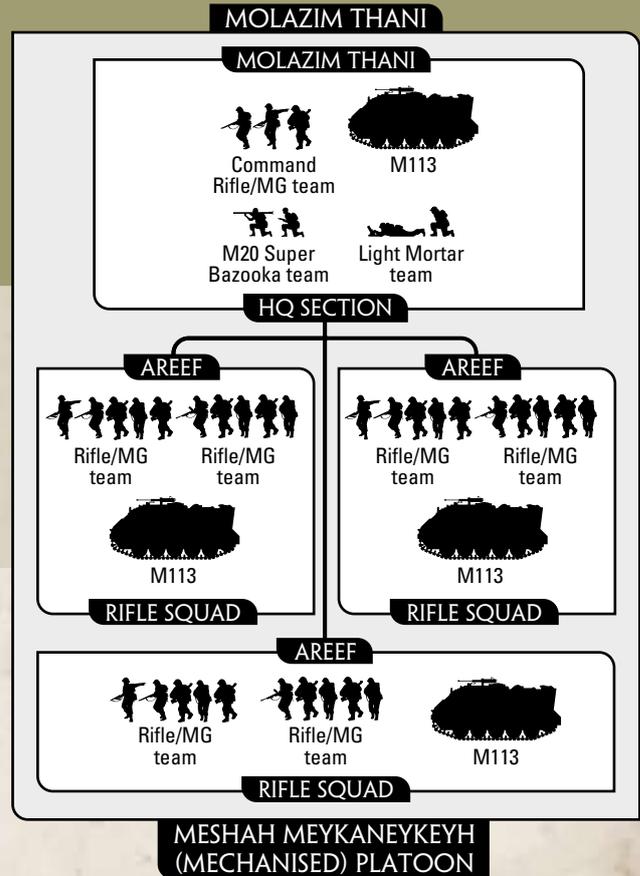
HQ Section with:

3 Rifle Squads	175 points
2 Rifle Squads	135 points

The Jordanian mechanised infantry, called *Meshah Meykaneykeyh* (pronounced moo-shaht mee-kan-ik-ee-a) in Arabic, were mounted in modern American M113 armoured personnel carriers. Their uniforms and equipment were largely Second World War surplus from British stocks, although their rifle was the M1 Garand and their anti-tank weapon the M20 Super Bazooka from the United States.



M113



### ARTILLERY BATTERY

#### PLATOON

HQ Section with:

6 25 pdr	155 points
3 25 pdr	85 points

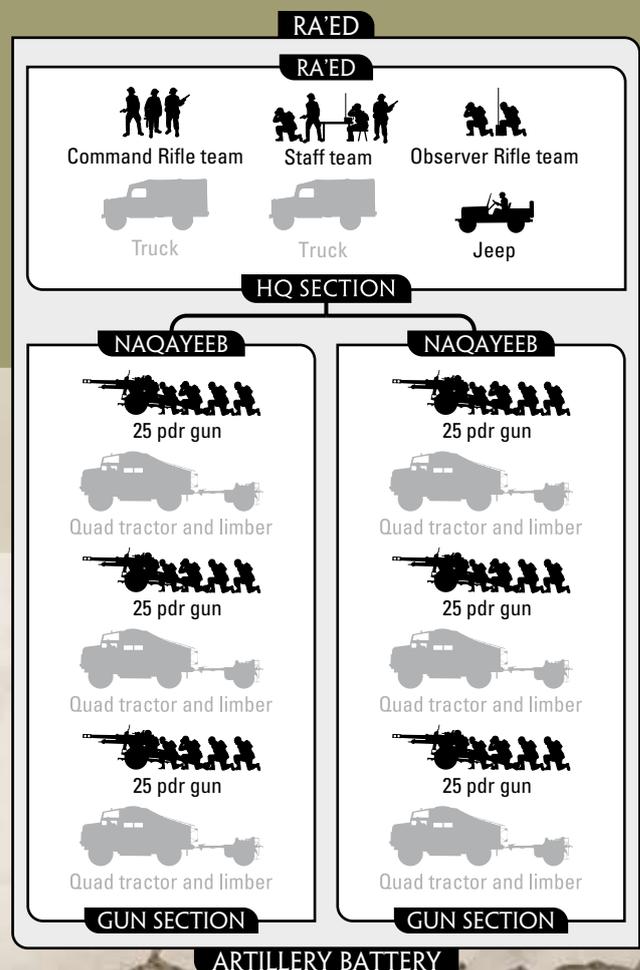
#### OPTION

- Add trucks and Quad limbers for +5 points for the battery.

The Jordanian artillery was equipped with old British OQF 25 pdr guns. Despite its age, the gun still performed its job well, delivering a high volume of fire to silence targets while the tanks and infantry manoeuvred into assault positions.



25pdr



# JORDANIAN SPECIAL RULES

## ALAMAM

The Arab armies have been fed a steady diet of anti-Jewish propaganda since the formation of Israel. The basic message is usually the same, 'Soon all Arabs will unite to smite Israel and destroy the Jews.' Many Arab soldiers were eager to *alamam*, to advance, and get to grips with the Israelis, often rashly so, and take the offensive all the way to Tel Aviv.

*Any Arab platoon with a Command team may attempt an Alamam move at the start of the Shooting Step instead of shooting. If a platoon attempts to make an Alamam move, it may not shoot, even if it fails to make an Alamam move.*

*Roll a Motivation Test for the platoon:*

- *If the test is successful, the platoon may move another 4"/10cm.*
- *Otherwise, the platoon cannot move this step.*

*All of the normal rules apply for this movement. Platoons cannot make Alamam moves if they are Pinned Down or moved At the Double. Bogged Down or Bailed Out vehicles cannot make Alamam moves.*

## JORDANIAN LIONS

Jordanian troops displayed an exceptional stubbornness in holding their positions. Time after time their troops fought where they stood, refusing to give up ground until defeated.

*When Jordanian platoons test their Motivation to Counterattack in assaults, you may re-roll the die and apply the re-rolled result to all Jordanian platoons that failed on the original roll.*

## JABRI

Jordanian officers were mostly Bedouin loyal to King Hussein, while most of the soldiers in the technical services (including most tank crews) were town-dwelling Hadari and viewed with suspicion. The gulf between them was a significant weakness. When the situation deteriorated, many officers put their own survival ahead of that of their troops. Fortunately for the Arab cause, the soldiers were much more *jabri*, fatalistic, and often fought to the end, even without their officers.

*If an Arab platoon with a Platoon Command team or an attached Command team fails a Platoon Morale Check (after any re-rolls), or an Arab company with a Higher, Company, or 2iC Command team fails a Company Morale Check, roll a die:*

- *On a roll of 5 or 6, you pass the Platoon or Company Morale Check, but remove the most senior Command team involved as it heads to the rear. In the case of a Platoon Morale Check this is the most senior Command team in or Joined to the platoon. In the case of a Company Morale Check, it is the Command team that would normally take the Motivation Test. If this was the last team in a platoon, the platoon is no longer on the table, but is not Destroyed.*
- *Otherwise, the Platoon or Company Morale Check is failed as normal.*



*Meshab Meykaneykeyh  
(Mechanised Platoon)*



*Tan'kim Platoon  
Magach 2*



# JORDANIAN ARSENAL

## TANK TEAMS

Team Weapon	Mobility Range	Armour			Notes
		Front ROF	Side Anti-tank	Top Firepower	

### TANKS

Centurion <i>OQF 20 pdr gun</i>	Slow Tank 40"/100cm	12 2	6 17	2 3+	Co-ax MG, .50 cal AA MG, Protected ammo, Skirts, Unreliable, Wide tracks. <i>Smoke, Stabiliser.</i>
M48 <i>M41 90mm gun</i>	Standard Tank 40"/100cm	12 2	8 16	2 3+	.50 cal Cupola MG, Co-ax MG, Wide tracks.

### ANTI-AIRCRAFT GUNS

M42 (Twin 40mm) <i>Twin M2A1 40mm guns</i>	Light Tank 24"/60cm	1 5	1 6	0 4+	Wide tracks. <i>Anti-aircraft.</i>
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## TRANSPORT TEAMS

Team Weapon	Mobility Range	Armour			Notes
		Front ROF	Side Anti-tank	Top Firepower	

Jeep	Jeep	-	-	-	
Dodge ¾-ton or Quad	Wheeled	-	-	-	
M113	Light Tank	2	2	1	Passenger-fired .50 cal AA MG, Amphibious, Wide tracks.

## VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	16"/40cm	3	2	6	<i>ROF 1 if other weapons fire.</i>
<i>.50 cal vehicle MG</i>	16"/40cm	3	4	5+	<i>ROF 1 if other weapons fire.</i>

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
M20 Super Bazooka team	8"/20cm	1	11	5+	Tank Assault 5.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

## GUN TEAMS

Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
<i>Firing Bombardment</i>		80"/200cm	-	4	5+	<i>Smoke bombardment.</i>

## MODELS TO USE FOR JORDANIANS

The Jordanians are modelled as a combination of new codes for equipment specific to them and American and British codes for old WWII equipment still in use by the Jordanian Arab Army. This table gives the relevant codes.

Team	Code	Team	Code
Centurion	AISBX02	M113	AJOBX01
M48	AISBX01	Meshah Meykaneykeyh (Mechanised) Platoon	AJO722
M42 (Twin 40mm)	AJO161	Staff team	BR710
Jeep	US411	25 pdr gun	BR573
Dodge ¾-ton truck	US413	Arab and Jordanian Decals	AAR941
Quad tractor	BR277		

*This is a supplement for Flames Of War, the World War II Miniatures Game.*  
A copy of the rulebook for *Flames Of War* is necessary to use the contents of this book.



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