Egyptian and Syrian 1967 and 1973

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
MBT	T34/100	11	10	8	6+	5				22	2	
MBT	T34/85	12	10	7	6+	5				18	2	
MBT	T54/T55	13	12	8	6+	5				24	3	
MBT	T62	13	12	9	6+	5				28	4	73
MBT	Pzkpfw IV H/J	11	9	7	6+	5			Static	17	2	Golan Heights
MBT	Tiger 1	13	10	8	6+	4			Static			Golan Heights
MBT	IS3	15	11	8	6+	5			Lumbering	23	3	
Light	SU100	13	10	8	6+	4			Fixed forward	17	2	
Light	ISU152	14	10	10h	6+	4			Lumbering, fixed forward, brutal	30	3	
Light	Archer	10	9	8	6+	4			Fixed rear, open topped	22	3	
Light	ASU57	10	8	6	6+	4			Fixed Forward, open topped	10	1	
Light	Stug III G								Fixed Fore, Static			Golan Heights
Light	BRDM Spandrel	10	8	n/a	n/a	4	4+	10h		26	3	73
Light	Sherman FL10	12	10	7	5+	5				22	3	Egyptian
Light	PT76	11	9	7h	6+	5				14	4	
Light	BRDM1	10	8	0	6+	4			Recce	12	2	
Light	BRDM2	10	8	0	5+	4			ATV, Recce	15	2	
Light	BTR40 (Recce)	10	8	0	6+	4			Recce, Open Top			
Light	BTR 40 (APC role)	10	8	0	6+	4			Open top			
Light	BTR 40 (AA)	10	8	7H	6+	4			AA Gun (8+)			
Light	SA9 Gaskin	10	8	n/a	n/a	4			SAM	35	4	73
Light	SA6 (2K12) SAM	11	9	n/a	n/a	4			SAM			73
Light	SA3 (2-12T)	6	6	n/a	n/a	4			SAM			Truck Mounted
Light	ZSU23-4 Shilka	10	8	5a	5+	4			AA Gun (6+)	24	3	73
Light	ZSU57	10	8	6	5+	4			AA Gun (7+), open topped	21	3	
Light	BTR50	10	8	0	5+	4			APC++	7	1	
Light	BTR60	10	8	0	5+	4			APC++, ATV	7	1	
Light	BTR152	10	8	0	6+	4			APC+, open topped	6	1	
Light	BTR40	10	8	0	6+	4			APC, Open Top	5	1	
Light	BMP1	11	9	7h	6+	4	5+	9h	APC	14	2	73
Light	Truck	6	6	n/a	n/a	3			Prime mover, APC+++	5	1	
SPRT	B11 Recoilless rifle	n/a	n/a	7h	6+	3			Recoilless rifle, towed	12	2	
INF	Infantry	n/a	n/a	0	5+	5			AT grenades (4i)	30	4	
INF	Assault Infantry (commandos)	n/a	n/a	8i	5+	6			LAW	33	4	73
SPRT	SPG9	n/a	n/a	7h	6+	3			Recoilless Rifle	20	2	
SPRT	100mm anti tank gun	n/a	n/a	8	6+	3			Towed, Anti-tank guun	14	2	
SPRT	37mm AA	n/a	n/a	2a	6+	3			Towed, AA gun (7+)	9	1	
SPRT	57mm anti tank gun	n/a	n/a	6	6+	3			Towed, anti-tank gun	11	1	
SPRT	85mm anti tank gun	n/a	n/a	7	6+	3			Towed, anti-tank gun	12	2	
SPRT	AT3 Sagger	n/a	n/a	0	5+	3	5+	9h		20	3	
SPRT	B10 Recoilless rifle	n/a	n/a	6h	6+	3			Recoilless rifle, towed	12	2	
SPRT	Machine gun team	n/a	n/a	0	5+s	3			Sustained fire	30	4	
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4	
SPRT	RPG7 team	n/a	n/a	8i	5+	2			LAW	25	4	
SPRT	SA7 team	n/a	n/a	0	6+	2			MANPAD (8+)	20	1	
SPRT	ZU23-2	n/a	n/a	5a	6+	3			AA gun (7+), Towed	18	2	
SPRT	AA MG Team	n/a	n/a	0	6+	3			AA Gun (8+)		2	DSHK AAA
SPRT	AA Gun truck	6	6	0	6+	3			AA Gun (8+)			
SPRT	B10 on truck	6	6	6h	6+	3			Recoilless rifle			
SPRT	B11 on truck	6	6	7h	6+	3			Recoilless rifle			

Jordan 1967 and 1973

Type	Name	Armour		Wpn	To	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side		hit		To hit	Wpn				
MBT	Centurion Mk 5	13	11	8	6+	4						
MBT	Centurion Mk 10	14	12	9	6+	5				26	3	
MBT	Charioteer	10	8	9	6+	4			Dismount observer	23	3	
MBT	M47	12	11	8	6+					21	3	
MBT	M48A1	13	11	8	6+	5				22	3	
Light	Saladin	10	8	7h	6+	4			ATV	10	1	
Light	Saracen	10	8	0	6+	4			APC, ATV	6	1	
Light	Ferret	9	8	0	6+	5			ATV, Recce	30	3	
Light	Recce jeep/Land Rover	6	6	0	5+	3			ATV, recce	8	1	
Light	Jeep/Land Rover with 106mm	6	6	7h	5+	3			ATV, Recoilless rifle	8	1	
Light	M125	10	8	0	8+m	4			Mortar	18	2	
Light	M42 Duster	11	9	5a	6+	4			AA Gun (7+)	17	2	
Light	Archer	10	9	8	6+	4			Fixed rear, open topped	22	3	
Light	M113	10	8	0	6+	4			APC+	5	1	
Light	Truck	6	6	n/a	n/a	3			Prime mover, APC+++	4	1	
INF	Infantry	n/a	n/a	0	5+	5			AT grenades (4i)	30	4	
INF	Jordanian Police	n/a	n.a	0	6+	5				24	3	
SPRT	Super Bazooka team	n/a	n/a	5i	5+	2			Bazooka	22	4	
SPRT	106mm Recoilless rifle	n/a	n/a	7h	6+	3			Recoilless rifle, towed	14	2	
SPRT	17pr	n/a	n/a	8	6+	5			Anti tank gun, towed	13	1	
SPRT	25pr	n/a	n/a	6h	6+	5			Anti tank gun, towed	11	1	
SPRT	Machine gun team	n/a	n/a	0	5+s	3			Sustained fire	30	4	
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	25	3	

Israeli 1967 and 1973

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
MBT	AMX13	11	10	7	5+	5			Fast	19	2	IDF were using these in a MBT Role
MBT	Centurion Shot	13	12	9	5+	6				32	5	
MBT	Magach 1 and 2	13	11	8	5+	6				29	4	
MBT	Magach 6 and 6a	14	12	9	5+	6			Vulnerable	34	5	
MBT	Magaxh 3 and 5	13	11	9	5+	6				31	5	
Light	PT76	11	9	7h	6+	5				14	4	
MBT	Tiran 4	13	11	9	5+	6			Vulnerable	32	4	
MBT	Tiran 5	13	12	9	5+	6			Vulnerable	34	4	
Light	M3 20mm	9	8	3a	5+	4			ATV, open topped, AA gun (7+)	7	1	
Light	M3 SP Mortar	9	8	0	8+m	5			ATV, mortar, open topped	16	2	
Light	M3 SPG – 57mm ATG	9	8	6	6+	4			Fixed Forward			
Light	M3 SPG 90mm ATG	9	8	7	6+	4			Fixed Forward			
Light	Truck mounted SS11	6	6	n/a	n/a	4	5+	10h		20	2	
Light	Recce jeep	6	6	0	5+	3			ATV, recce	8	1	
Light	Jeep with 106mm	6	6	7h	5+	3			ATV, Recoiless rifle	8	1	
Light	Panhard A/C			7	6+	4						
Light	M113 Nagmash	10	8	0	5+	5			APC+	7	1	
Light	M113 Nagmash up-gunned	10	8	0	5+	5			APC+,, ACAV	8	1	
Light	M3 Half track	9	8	0	5+	5			APC+, open topped, ATV	5	1	
Light	M3 Half track up-gunned	9	8	0	5+	5			APC+, open topped, ACAV, ATV	7	1	
Light	Truck	5	5	n/a	n/a	3			Prime mover, APC+++	5	1	
INF	Infantry	n/a	n/a	0	5+	5			AT grenades (4i)	30	4	
INF	Paratroopers	n/a	n/a	0	5+	6			AT grenades (4i)	28	4	
SPRT	Redeye team	n/a	n/a	0	6+	2			MANPAD (8+)	20	1	
SPRT	Machine gun team	n/a	n/a	0	5+s	3			Sustained fire	30	4	
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4	
SPRT	Blindicide team	n/a	n/a	5i	5+	2			Bazooka	22	4	

New Rules

Barbed wire

Barbed wire makes a formidable obstacle on the battlefield, it is a lot more effective against vehicles than most people expect. It is worth noting that the First World War Rhomboid shape was actually more effective against barbed wire than modern designs as the wire got entangled in the tracks less! A belt of barbed wire is treated as a linear very rough terrain piece with the following exceptions:

- The unit stops on the near side of the obstacle not the far side
- If it is successfully moved through a section equal in width to an infantry base is removed
- Engineers treat as difficult terrain

Minefields

Minefields may be marked or unmarked. Marked minefields are indicated on the tabletop by a mutually agreed method. Unmarked are recorded by the player (using a map or written locating system, etc). These are revealed when the appropriate unit moves into them. You may also have dummy minefields which are treated as a minefield until a unit fails to pass through them. No unit may rapid move in a minefield. Units moving through a known minefield may opt to make a special move cautiously option which counts as a double action but the unit only moves half. They then roll on the cautious movement column below. Once the unit moves in a minefield roll on the appropriate table below:

Anti-tank minefield

Unit	1	2	3	4	5	6	7	8	9	10
Infantry/Support	No effect	No effect	No effect	No effect	No effect	No effect	No effect	No effect	No effect	No effect
Light	No effect	No effect	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins	Kill	Kill	Kill
MBT	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins	Kill	Kill
Cautious	No effect	No effect	No effect	No effect	No effect	1 pin	1 pin	1D6 pins	1D6 pins	Kill

Anti-personnel minefield

Unit	1	2	3	4	5	6	7	8	9	10
Infantry/Support	No effect	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins	1D6 pins
Light	No effect	No effect	No effect	No effect	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins	Kill
MBT	No effect	No effect	No effect	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins	1D6 pins
Cautious infantry/support	No effect	No effect	No effect	No effect	No effect	1 pin	1 pin	1 [in	1D6 pins	1D6 pins
Cautious vehicle	No effect	No effect	No effect	No effect	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins

Mixed minefield

Unit	1	2	3	4	5	6	7	8	9	10
Infantry/Support	No effect	No effect	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins

Light	No effect	No effect	No effect	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins	Kill	Kill
MBT	No effect	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins	Kill
Cautious infantry/support	No effect	No effect	No effect	No effect	No effect	1 pin	1 pin	1 [in	1D6 pins	1D6 pins
Cautious vehicle	No effect	No effect	No effect	No effect	No effect	No effect	1 pin	1 pin	1D6 pins	1D6 pins

Mine resistant vehicles roll two dice and use the lower.

Mines may be removed by an engineer stand using cautious movement. Roll on the table above an no effect becomes move forward that far clearing a path one vehicle/stand wide for that distance. If hits are caused the until does not move but takes no damage. Giant Viper or similar clears a path through the whole minefield on a 2+ on 1D6.

New Traits

Please note all of these are all unofficial.

Anti tank grenades

These have an attack value of 4 when used against vehicles but only have a range of 2".

Brutal

The sheer massed power of the shell thrown by this weapon allows each conversion dice rolled against infantry to cause a hit instead of being limited to one.

Dismount observer

The blast from this weapon is that large that doctrine required a dismounted observer. To reflect this if the vehicle moves and fires it receives a -1 to hit.

Fixed rear

This works identically to fixed forward weapons except the vehicle may only fire into the rear arc.

Mine Resistant

When rolling for mine attacks roll 2D10 and use the lower. If attacked by an IED roll the penetration twice and use the lower score.

Open Topped

When attacked by anti tank grenades at a range of 2" or less then the infantry may roll 2D10 for penetration and choose the highest. If the unit takes a pin marker from artillery, mortars or aircraft then the passengers also take a pin marker on 4+ on 1D6.

Sustained Fire

These machine guns gain a +1 to hit for each activation in the same turn firing at the same target.

Vulnerable

Treat as a Soviet MBT when rolling damage.