

# Jordan Tank Company



# M48 Patton Tank Company



### M48 Patton HQ:

CiC M48 Patton 200 pts  
2iC M48 Patton

CiC M48 Patton 100 pts

### Units in the Formation:

Company HQ 1  
M48, M47 or Cent Platoon 2-4  
- one must be M48  
Mudaraaa AA Platoon 0-1

### Support Options:

0-1 Mechanized Platoon  
0-1 Field Artillery Battery  
0-1 Moshaa AT Platoon  
0-1 Heavy Artillery Battery

### Special Rules

**Qadri** – if formation morale is failed, on a 5+ the check is passed but the formation is leaderless

**Accurate** – stationary teams receive no to hit penalty for ranges >16"

**Operation Tariq** – a Sareya Mudara'aa always defends



# Sareya Mudara'aa – M48



### Tank Company \* Operation Tariq \* Qadri



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

### Hit on 3+

Front	Side	Top
12	8	2

<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
10"	12"	18"	20"	2+

<u>Weapon</u>	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
M41 90mm gun	40"	2	1	16	3+	
.50 cal AAMG	20"	3	2	4	5+	
Co-ax MG	16"	1	1	2	6	



# M48 Patton Tank Platoon



### M48 Patton Platoon:

3 M48 Patton 300 pts  
2 M48 Patton 200 pts

### Special Rules

**Qadri** – if unit morale is failed, on a 5+ the check is passed but the unit is leaderless

**Accurate** – stationary teams receive no to hit penalty for ranges >16"



# M48 Patton Platoon



### Tank Unit \* Accurate \* Qadri



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

### Hit on 3+

Front	Side	Top
12	8	2

<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
10"	12"	18"	20"	2+

<u>Weapon</u>	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
M41 90mm gun	40"	2	1	16	3+	
.50 cal AAMG	20"	3	2	4	5+	
Co-ax MG	16"	1	1	2	6	



# Centurion 5 Tank Company



### Centurion 5 HQ:

CiC Centurion 5  
2iC Centurion 5      235 pts

CiC Centurion 5      120 pts

### Units in the Formation:

Company HQ                    1  
M48, M47 or Cent Platoon    2-4  
- one must be Centurion  
Mudaraaa AA Platoon        0-1

### Special Rules

**Qadri** – if formation morale is failed, on a 5+ the check is passed but the formation is leaderless

**Skirts** – Side Armor is 8 against HEAT weapons

**Unreliable** – when making a dash move becomes bogged down on a roll of one

**Accurate** – stationary teams receive no to hit penalty for ranges >16"

**Operation Tariq** – formation always defends

### Support Options:

0-1 Mechanized Platoon                    0-1 Moshaa AT Platoon  
0-1 Field Artillery Battery                0-1 Heavy Artillery Battery



# Sareya Mudara'aa - Cent



## Tank Company \* Operation Tariq \* Qadri



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

### Hit on 3+

Front	Side	Top
12	6	2

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
8"	12"	14"	15"	2+

Weapon	Range	Halted	Moving	AT	FP	Notes
OQF 20-pdr gun	40"	2	1	17	3+	smoke
.50 cal AAMG	20"	3	2	4	5+	
Co-ax MG	16"	1	1	2	6	



# Centurion 5 Tank Platoon



### Centurion 5 Platoon:

3 Centurion 5      355 pts  
2 Centurion 5      235 pts

### Special Rules

**Qadri** – if unit morale is failed, on a 5+ the check is passed but the unit is leaderless

**Skirts** – Side Armor is 8 against HEAT weapons

**Unreliable** – when making a dash move becomes bogged down on a roll of one

**Accurate** – stationary teams receive no to hit penalty for ranges >16"



# Centurion Platoon



## Tank Unit \* Accurate \* Skirts \* Unreliable \* Qadri



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

### Hit on 3+

Front	Side	Top
12	6	2

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
8"	12"	14"	15"	2+

Weapon	Range	Halted	Moving	AT	FP	Notes
OQF 20-pdr gun	40"	2	1	17	3+	smoke
.50 cal AAMG	20"	3	2	4	5+	
Co-ax MG	16"	1	1	2	6	



## M47 Patton Tank Platoon



### M47 Patton Platoon:

3 M47 Patton 255 pts  
2 M47 Patton 170 pts

### Special Rules

**Qadri** – if unit morale is failed, on a 5+ the check is passed but the unit is leaderless

**Accurate** – stationary teams receive no to hit penalty for ranges >16"



## M47 Patton



### Tank Unit \* Accurate \* Qadri



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

### Hit on 3+

Front	Side	Top
11	6	2

<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
10"	12"	18"	20"	2+

<u>Weapon</u>	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
M36 90mm gun	40"	2	1	15	3+	
.50 cal AAMG	20"	3	2	4	5+	
Co-ax MG	16"	1	1	2	6	



## Mudara'aa AA Platoon



### Mudara'aa AA Platoon:

2 M42 (Twin 40mm) 100 pts

### Special Rules

**Qadri** – if unit morale is failed, on a 5+ the check is passed but the unit is leaderless



## M42 (Twin 40mm)



### Tank Unit \* Qadri



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

### Hit on 3+

Front	Side	Top
1	1	0

<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
12"	16"	28"	32"	2+

<u>Weapon</u>	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
Twin M2A1 40 AA	24"	5	3	6	4+	

# Mechanized Company



## Sareyat Moshaa Mek HQ



### Sareyat Moshaaa Mek:

CiC rifle team  
2iC rifle team  
M113 35 pts

### Units in the Formation:

Sareyat Mosh Mek HQ 1  
Moshaaa Mek Platoon 2-3  
Moshaaa Mortar Pltn 0-1  
Moshaaa AT Platoon 0-1

### Special Rules

**Qadri** – if formation morale is failed, on a 5+ the check is passed but the formation is leaderless

**Slow Firing** – +1 to hit for moving ROF

**Operation Tariq** – formation always defends

**HQ Transport** – M113 transport team remains part of the HQ unit

### Support Options:

0-2 Tank Platoon 0-1 Mudaraa AA Platoon  
0-1 Field Artillery Battery 0-1 Heavy Artillery Battery



## Sareyat Moshaaa Mekanky



### Mechanized Company \* Qadri



Courage 4+ Skill 4+  
Morale 4+ Assault 4+  
Rally 4+ Counter 3+

Is Hit On 3+ Infantry Save 3+

<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
8"	8"	12"	12"	Auto

<u>Weapon</u>	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
Rifle Team	16"	1	1	2	6	slow firing



## Moshaa Mekaneekey Platoon



### Moshaaa Mech Platoon:

7 RMG Teams  
1 Lt Mortar Team  
1 Super bazooka  
4 M113 190 pts

5 RMG Teams  
1 Lt Mortar Team  
1 Super bazooka  
3 M113 145 pts

### Special Rules

**Qadri** – if unit morale is failed, on a 5+ the check is passed but the unit is leaderless

**Slow Firing** – +1 to hit for moving ROF

**HEAT** – affected by anti-HEAT armor, target does not receive +1 armor at ranges >16"



## Mechanized Platoon



### Infantry Unit \* Qadri



Courage 4+ Skill 4+  
Morale 4+ Assault 4+  
Rally 4+ Counter 3+

Is Hit On 3+ Infantry Save 3+

<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
8"	8"	12"	12"	Auto

<u>Weapon</u>	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
RMG Team	16"	2	1	2	6	
Lt Mortar Team	16"	1	1	1	4+	slow firing
Super bazooka	8"	1	1	11	5+	HEAT, slow firing



# M113 Transport



## M113 Transport:

Transport attachment to Moshaa Mekaneekey Platoon

### Special Rules

**Amphibious** – treat impassable water as difficult terrain

**Passengers** – team can carry three infantry teams as passengers



# M113 Transport



Tank Attachment \* Amphibious \* Passengers 3



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

Hit on 3+

Front	Side	Top
2	2	1

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
12"	16"	28"	32"	2+

Weapon	Range	Halted	Moving	AT	FP	Notes
.50 cal AA MG	20"	3	2	4	5+	



# Moshaa Mortar Platoon



## Moshaa Mortar Platoon:

6x M125 240 pts  
4x M125 170 pts  
2x M125 95 pts

### Special Rules

**Qadri** – if unit morale is failed, on a 5+ the check is passed but the unit is leaderless

**Amphibious** – treat impassable water as difficult terrain

**Portee** – may dismount as gun teams



# Moshaa Mortar Platoon



Tank Unit \* Amphibious \* Portee \* Qadri



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

Hit on 3+

Front	Side	Top
2	2	0

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
12"	16"	28"	32"	2+

Weapon	Range	Halted	Moving	AT	FP	Notes
M29 81mm Mortar	24"	2	2	2	3+	min range 8"
or bombard	48"	ARTILLERY		1	4+	smoke bombard
.50 cal AA MG	20"	3	2	4	5+	

# Infantry Company





## Sareyat Moshaaa HQ



### Sareyat Moshaaa HQ:

Co Cmd Rifle Team  
2iC Rifle Team  
Trench Section 30 pts

### Units in the Formation:

Sareyat Moshaaa HQ 1  
Moshaaa Platoon 2-3  
West Bank Fortifications 1  
Moshaaa AT Nests 0-1  
Moshaaa AT Platoon 0-1

### Special Rules

**Qadri** – if formation morale is failed, on a 5+ the check is passed but the formation is leaderless

**Slow Firing** – +1 to hit for moving ROF

**Camouflaged Positions** – teams in trench or gun pit may not be targeted for direct fire by teams over 16" until they fire

**Fortified HQ** – deploy prior to objectives, all fortifications within 12" and no closer than 6" to another fortified platoon. HQ can alternately be deployed with another fortified platoon.

### Support Options:

0-2 Tank Platoon  
0-1 Field Artillery Battery  
0-1 Heavy Mortar Platoon  
0-1 Heavy Artillery Battery



## Sareyat Moshaaa HQ



Infantry Unit \* Fortified HQ \* Camouflaged Positions \* Qadri



Courage 4+ Skill 4+  
Morale 4+ Assault 4+  
Rally 4+ Counter 3+

Is Hit On 3+  
Infantry Save 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
8"	8"	12"	12"	Auto

Weapon	Range	Halted	Moving	AT	FP	Notes
Rifle Team	16"	1	1	2	6	slow firing



## Moshaaa Platoon



### Moshaaa Platoon:

7 RMG Teams  
1 Lt Mortar Team  
1 Super bazooka  
2 barbed wire  
4 trench lines 170 pts

5 RMG Teams  
1 Lt Mortar Team  
1 Super bazooka  
2 barbed wire  
3 trench lines 145 pts

### Special Rules

**Qadri** – if unit morale is failed, on a 5+ the check is passed but the unit is leaderless

**Slow Firing** – +1 to hit for moving ROF

**HEAT** – affected by anti-HEAT armor, target does not receive +1 armor at ranges >16"

**Fortified Platoon** – deploy prior to objectives, all fortifications within 12" and no closer than 6" to another fortified platoon



## Infantry (Moshaaa) Platoon



Infantry Unit \* Fortified \* Camouflaged Positions \* Qadri



Courage 4+ Skill 4+  
Morale 4+ Assault 4+  
Rally 4+ Counter 3+

Is Hit On 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
8"	8"	12"	12"	Auto

Weapon	Range	Halted	Moving	AT	FP	Notes
RMG Team	16"	2	1	2	6	
Lt Mortar Team	16"	1	1	1	4+	slow firing
Super bazooka	8"	1	1	11	5+	HEAT, slow firing



## Moshaaa AT Platoon



### Moshaaa AT Platoon:

4 AT Jeeps	120 pts
3 AT Jeeps	90 pts
2 AT Jeeps	60 pts

### Special Rules

**Qadri** – if unit morale is failed, on a 5+ the check is passed but the unit is leaderless

**Accurate** – stationary teams ignore penalty for shooting at platoons >16" away

**Recoilless** – never concealed if they fire

**Brutal** – Infantry and unarmored tank teams re-roll successful saves

**Hull-Mounted** – limited to a 180 degree fire arc from the front of the vehicle

**HEAT** – affected by anti-HEAT armor, target does not receive +1 armor at ranges >16"



## Anti-Tank Platoon



### Unarmored Tank Unit \* Qadri



Courage 4+

Skill 4+

Morale 4+

Assault 4+

Rally 4+

Counter 3+

Is Hit On

Tank Save

3+

4+

Tactical  
12"

Terrain Dash  
12"

Xcountry Dash  
18"

Road Dash  
40"

Cross  
4+

### Weapon

M40 106mm

### Range

32"

### Halted

1

### Moving

-

### AT

16

### FP

2+

### Notes

*recoilless,  
hull-mounted,  
Accurate,  
brutal, HEAT*



## Mosha'aa AT Nests



### Moshaaa AT Nests:

4 M40 Nests	140 pts
3 M40 Nests	105 pts
2 M40 Nests	70 pts
1 M40 Nest	35 pts

### Special Rules

**Accurate** – stationary teams ignore penalty for shooting at platoons >16" away

**Recoilless** – never concealed if they fire

**Brutal** – Infantry and unarmored tank teams re-roll successful saves

**Attachment** – all nests must be attached to a Moshaaa (Infantry) platoon for deployment

**Heavy Weapon** – team cannot charge into contact

**HEAT** – affected by anti-HEAT armor, target does not receive +1 armor at ranges >16"



## Moshaaa Anti-Tank Nests



### Infantry Attachment



Courage n/a

Skill 4+

Morale n/a

Assault n/a

Remount n/a

Counter n/a

Is Hit On

Gun Save

4+

\*

\* = one firepower test to pin, second firepower test to destroy

### Weapon

M40 106mm

### Range

32"

### Halted

1

### Moving

-

### AT

16

### FP

2+

### Notes

*recoilless,  
accurate, brutal,  
heavy weapon,  
HEAT*



# West Bank Fortifications



## West Bank Fortifications:

2 HMG bunker  
 6 Minefield  
 8 barbed wire      500 pts

2 HMG bunker  
 5 Minefield  
 7 barbed wire      440 pts

2 HMG bunker  
 4 Minefield  
 6 barbed wire      380 pts

Add 0-2 3" nest      25 pts ea  
 Add 0-4 barbed wire 10 pts ea  
 Add 0-6 trench line 5 pts ea

## Special Rules



# West Bank Fortifications



## Fortifications



Courage n/a	Skill 4+
Morale n/a	Assault n/a
Remount n/a	Counter n/a



<u>Weapon</u>	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
HMG bunker	20"	4	-	2	6	<i>pinned ROF 3</i>
ML 3" mortar nest	24"	2	-	1	3+	<i>may fire over friendly troops min range 8"</i>

# Jordanian Support Options



## Heavy Artillery Battery



### Heavy Artillery Battery:

6x M114 teams 180 pts

3x M114 teams 100 pts

Add transport:  
truck per gun team 5 pts

Upgrade trucks to M5  
tractors [each] 10 pts

### Special Rules

**Qadri** – if unit morale is failed, on a 5+ the check is passed but the unit is leaderless

**Gun Shield**– gun teams receive bulletproof cover from the front

**Brutal** – Infantry and unarmored tank teams re-roll successful saves

**Heavy Weapon** – team cannot charge into contact



## Heavy Artillery Battery



### Artillery Unit \* Gun Shield \* Qadri



Courage 4+

Skill 4+

Morale 4+

Assault 4+

Rally 4+

Counter 3+

Is Hit On

Gun Save

3+

4+

Tactical

Terrain Dash

Xcountry Dash

Road Dash

Cross

-

2"

4"

4"

6+

Weapon

Range

Halted

Moving

AT

FP

Notes

M114 155mm how  
or direct fire

88"

ARTILLERY

3

2+

smoke bombard  
brutal, smoke,  
heavy weapon

24"

1

1

10

1+



## Field Artillery Battery



### Field Artillery Battery:

6x 25-pdr teams 180 pts

3x 25-pdr teams 100 pts

Add transport:  
Quad tractor/limber  
per gun team 5 pts

### Special Rules

**Qadri** – if unit morale is failed, on a 5+ the check is passed but the unit is leaderless

**Gun Shield**– gun teams receive bulletproof cover from the front

**Turntable** – may fire in any direction with no penalty

**Heavy Weapon** – team cannot charge into contact



## Field Artillery Battery



### Artillery Unit \* Gun Shield \* Turntable \* Qadri



Courage 4+

Skill 4+

Morale 4+

Assault 4+

Rally 4+

Counter 3+

Is Hit On

Gun Save

3+

4+

Tactical

Terrain Dash

Xcountry Dash

Road Dash

Cross

2"

2"

4"

6"

5+

Weapon

Range

Halted

Moving

AT

FP

Notes

OQF 25-pdr gun  
or direct fire

80"

ARTILLERY

3

4+

smoke bombard  
smoke,  
heavy weapon

24"

2

1

9

3+



## Forward Observer



### Forward Observer:

Observer Rifle  
Team, jeep free\*

\* = if one or more artillery units is chosen

### Special Rules

**Slow Firing** – +1 to hit for moving ROF



## Forward Observer



### Infantry Attachment



Courage 4+

Skill 4+

Morale 4+

Assault 4+

Rally 4+

Counter 3+

Is Hit On

Infantry Save

4+

3+

Tactical

8"

Terrain Dash

8"

Xcountry Dash

12"

Road Dash

12"

Cross

Auto

Weapon

Obs Rifle Team

Range

16"

Halted

1

Moving

1

AT

2

FP

6

Notes

*slow firing*



## Heavy Mortar Platoon



### Heavy Mortar Platoon:

4 ML 4.2" team 90 pts

2 ML 4.2" team 50 pts

Add transport  
1 truck per mortar 5 points

### Special Rules

**Qadri** – if unit morale is failed, on a 5+ the check is passed but the unit is leaderless

**Heavy Weapon** – team cannot charge into contact



## Heavy Mortar Platoon



### Artillery Unit \* Qadri



Courage 4+

Skill 4+

Morale 4+

Assault 4+

Rally 4+

Counter 3+

Is Hit On

Gun Save

3+

3+

Tactical

4"

Terrain Dash

4"

Xcountry Dash

6"

Road Dash

8"

Cross

3+

Weapon

Rifle Team

Range

16"

Halted

1

Moving

1

AT

2

FP

6

Notes

*slow firing*

ML 4.2" mortar

48"

ARTILLERY



2

3+


*smoke  
bombardment,  
heavy weapon*

 **M5 High Speed Tractor** 

**Special Rules**

 **M5 High Speed Tractor** 



**Unarmored Transport Attachment**



**Is Hit On** **Tank Save**  
**3+** **5+**

<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
10"	12"	18"	20"	3+



<u>Weapon</u>	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
.50 cal AAMG	20"	3	2	4	5+	

 **Hawker Hunter** 


**Air Flight:**

1x Hawker Hunter 100 pts

**Special Rules**

 **Hawker Hunter** 

**Air Unit**



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**Courage 4+** **Skill 4+**  
**Morale 4+**

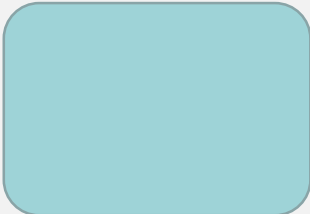
**Is Hit On** **Air Save**  
**5+** **3+**

<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
-----	-----	unlimited	-----	auto

<u>Weapon</u>	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
Bombs	6"	ARTILLERY		3	2+	
Cannon	8"	-	2	8	5+	



# Truck



Special Rules



# Truck

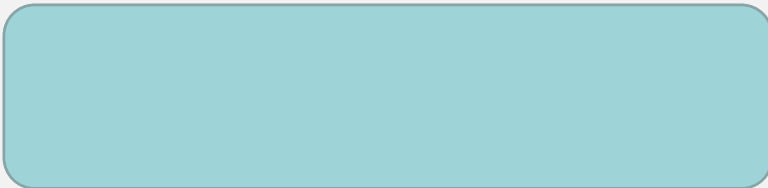


Unarmored Transport Attachment

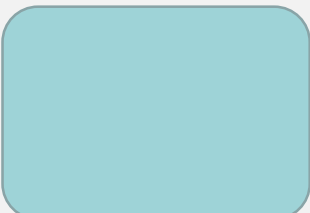


Is Hit On	Tank Save
3+	5+

<u>Tactical</u> 8"	<u>Terrain Dash</u> 8"	<u>Xcountry Dash</u> 14"	<u>Road Dash</u> 32"	<u>Cross</u> 5+
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# Jeep



Special Rules



# Jeep



Unarmored Transport Attachment



Is Hit On	Tank Save
3+	5+

<u>Tactical</u> 12"	<u>Terrain Dash</u> 12"	<u>Xcountry Dash</u> 18"	<u>Road Dash</u> 40"	<u>Cross</u> 4+
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