

Fortified Infantry Company Cards

(Syria May Use Egyptian Cards for Tank Battalions*)

* - and may swap out one tank company for a German Tank Company from these cards if desired



Syrian Infantry Battalion HQ



Infantry Battalion HQ:

Co Cmd AK47 Team
2IC AK47 Team
Trench Section 25 pts
Add 0-3 AAMG +15 pts ea

Units in the Formation:

Battalion HQ 1
Infantry Company 2
Moshaa Mortar Co 0-1
Golan Fortifications 1
Moshaa Tank Bunkers 0-1
Moshaa Hvy Mortar Co 0-1
Moshaa Air Def Co 0-1

Support Options:

0-1 Moshaa Tank Company 0-1 SP Anti-Tank Company
0-1 Artillery or Heavy Artillery Company
0-1 Air Support

Special Rules

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

Turntable – may fire in any direction with no penalty

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.



Syrian Infantry Battalion HQ



Infantry Unit * Fortified HQ * Camouflaged Positions * Qadri



Courage 4+ Skill 5+
Morale 4+ Assault 5+
Rally 4+ Counter 3+

Is Hit On 2+ Infantry Save 3+

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

Weapon	Range	Halted	Moving	AT	FP	Notes
AK47 Team	8"	2	2	1	6	pinned ROF 1
12.7mm AAMG	16"	4	2	4	5+	turntable



Syrian Infantry Company



Infantry (Moshaaa) Platoon:

13 AK47 Teams
2 Blindicide Team
5 trench lines 185 pts

7 AK47 Teams
1 Blindicide Team
3 trench lines 105 pts

Add 0-2 HMG nest +25 pts ea
Add 0-2 RPD LMG +10 pts ea

Add 0-1 AT Group see card

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

Assault 6 – Hits on a 6 in assault

Heavy Weapon – may not charge into contact

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



Syrian Infantry Company



Infantry Unit * Fortified * Camouflaged Positions * Qadri



Courage 4+ Skill 5+
Morale 4+ Assault 5+
Remount 4+ Counter 3+

Is Hit On 2+ Infantry Save 3+

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

Weapon	Range	Halted	Moving	AT	FP	Notes
AK47 Team	8"	2	2	1	6	pinned ROF 1
Blindicide Team	8"	1	1	11	5+	HEAT, slow firing, assault 6
RPD LMG Team	16"	5	2	2	6	assault 6, hvy wpn
HMG nest	20"	6	-	2	6	pinned ROF 3



Syrian Anti-Tank Group



Moshaaa AT Group:

Add 0-2 B-10 82mm +25 pts ea

Add 0-1 Zis-2 (3+) +30 pts

Add 0-2
100mm BS-3 (4+) +40 pts ea

All gun teams are in gun pits

Special Rules

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

Recoilless – never concealed if they fire

Gun Shield– gun teams receive bulletproof cover from the front

Heavy Weapon – team cannot charge into contact

Assault 6 – hits on a 6 in assault

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



Syrian Anti-Tank Group



Infantry Attachment



Courage 4+

Skill 5+

Morale 4+

Assault 5+

Rally 4+

Counter 3+

Is Hit On

Gun Save

2+

3+ / 4+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
57mm 2"	4"	6"	8"	5+
100mm -	2"	4"	4"	6+

Weapon	Range	Halted	Moving	AT	FP	Notes
B-10 82mm RR	24"	2	1	14	3+	recoilless, HEAT
57mm ZIS-2 gun	32"	3	-	11	4+	gun shield, heavy weapon, assault 6
100mm BS-3 gun	40"	1	-	16	2+	gun shield, heavy weapon, assault 6



Golan Fortifications



Sinai Fortifications:

8 Minefield
8 barbed wire 480 pts

7 Minefield
7 barbed wire 420 pts

6 Minefield
6 barbed wire 360 pts

5 Minefield
5 barbed wire 300 pts

4 Minefield
4 barbed wire 240 pts

Add 0-8 trench line +5 pts ea

Special Rules



Golan Fortifications



Fortifications



Weapon	Range	Halted	Moving	AT	FP	Notes
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Moshaa Hvy Mortar Co



Moshaa Heavy Mortar Co:

6x 120-PM-38 team 130 pts

3x 120-PM-38 team 70 pts

All teams are in gun pits

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

Assault 6 – hits on a 6 in assault



Moshaa Heavy Mortar Co



Artillery Unit * Qadri



Courage 4+

Skill 5+

Morale 4+

Assault 5+

Remount 4+

Counter 3+

Is Hit On

Gun Save

2+

3+

Tactical

4"

Terrain Dash

4"

Xcountry Dash

6"

Road Dash

8"

Cross

3+

Weapon

120-PM-38 mortar

Range

56"

Halted

ARTILLERY

Moving

2

AT

3+

Notes

heavy weapon,
assault 6



Moshaa Mortar Company



Moshaa Mortar Company:

6x 82-BM-41 team 120 pts

3x 82-BM-41 team 65 pts

All teams are in gun pits

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

Assault 6 – hits on a 6 in assault



Moshaa Mortar Company



Artillery Unit * Qadri



Courage 4+

Skill 5+

Morale 4+

Assault 5+

Remount 4+

Counter 3+

Is Hit On

Gun Save

2+

3+

Tactical

6"

Terrain Dash

6"

Xcountry Dash

8"

Road Dash

8"

Cross

auto

Weapon

82-BM-41 mortar
or direct fire

Range

40"

Halted

ARTILLERY

Moving

1

AT

2

Notes

assault 6
heavy weapon



Moshaa AA Company



Moshaa AA Co:

6x 37mm 61-K team 145 pts

3x 37mm 61-K team 80 pts

All teams in gun pits

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

Assault 6 – hits on a 6 in assault



Moshaa Anti-Air Company



Infantry Unit * Qadri



Courage 4+

Skill 5+

Morale 4+

Assault 5+

Rally 4+

Counter 3+

Is Hit On

Gun Save

2+

4+

Tactical

-

Terrain Dash

2"

Xcountry Dash

4"

Road Dash

4"

Cross

6+

Weapon

37mm 61-K AA

Range

24"

Halted

4

Moving

1

AT

6

FP

4+

Notes

turntable,
assault 6,
heavy weapon



Moshaa Tank Bunkers



Moshaaa Tank Bunkers:

4x PzKw IV bunkers 120 pts
 3x PzKw IV bunkers 90 pts
 2x PzKw IV bunkers 60 pts

4x StuG bunkers 110 pts
 3x StuG bunkers 85 pts
 2x StuG bunkers 55 pts

Arm any or all bunkers:
 .50 cal AAMG +5 pts ea

All gun teams are in gun pits

Special Rules

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

Fixed – turretless tank bunkers may never rotate, their field of fire is fixed on deployment at 180 degrees on model front



Moshaa Tank Bunkers



Fortifications



Courage 4+ Skill 5+
 Morale 4+ Assault 5+
 Rally 4+ Counter 3+

	Hit on 2+		
	Front	Side	Top
Pz IV	6	3	1
StuG	7	3	1

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
-	-	-	-	-

Weapon	Range	Halted	Moving	AT	FP	Notes
PzKw IV	32"	2	-	11	3+	
StuG	32"	2	-	11	3+	fixed
MGs	16"	3	-	2	6+	
MGs (w/50 cal)	16"	4	-	4	5+	



German Tank Company



German Tank Company:

6x PzKw IV 180 pts
 5x PzKw IV 150 pts
 4x PzKw IV 120 pts
 3x PzKw IV 90 pts
 2x PzKw IV 60 pts

6x StuG 170 pts
 5x StuG 140 pts
 4x StuG 110 pts
 3x StuG 85 pts
 2x StuG 55 pts

Arm any or all vehicles:
 .50 cal AAMG +5 pts ea

Special Rules

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

Taa'a – if the command team moves all teams in the unit must move. Any team which moves adds 1 to its roll to hit.



German Tank Company



Tank Unit * Qadri * Taa'a



Courage 4+ Skill 5+
 Morale 4+ Assault 5+
 Rally 4+ Counter 3+

	Hit on 2+		
	Front	Side	Top
Pz IV	6	3	1
StuG	7	3	1

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
10"	12"	16"	18"	4+

Weapon	Range	Halted	Moving	AT	FP	Notes
PzKw IV	32"	2	-	11	3+	
StuG	32"	2	-	11	3+	
MGs	16"	3	-	2	6+	
MGs (w/50 cal)	16"	4	-	4	5+	



Syrian SPAT Company



SPAT Company:

6x SU-100M	205 pts
5x SU-100M	180 pts
4x SU-100M	150 pts
3x SU-100M	105 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

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

Taa'a – if the command team moves all teams in the unit must move. Any team which moves adds 1 to its roll to hit.



Syrian SPAT Company



Tank Co * Qadri * Accurate * Taa'a



Courage 4+	Skill 5+
Morale 4+	Assault 5+
Remount 4+	Counter 3+

Hit on 2+

Front	Side	Top
9	5	1

<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
8"	12"	14"	15"	4+

<u>Weapon</u>	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
D-10S 100mm gun	40"	1	1	16	2+	slow firing



Syrian T-34 Tank Company



T-34 Debabbat Company:

10 T-34/85M	275 pts
9 T-34/85M	260 pts
8 T-34/85M	240 pts
7 T-34/85M	215 pts
6 T-34/85M	195 pts
5 T-34/85M	170 pts
add AAMG	+5 pts ea

Special Rules

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

Taa'a – if the command team moves all teams in the unit must move. Any team which moves adds 1 to its roll to hit.



Syrian T-34/85 Company



Tank Unit * Qadri * Taa'a



Courage 4+	Skill 5+
Morale 4+	Assault 5+
Remount 4+	Counter 3+

Hit on 2+

Front	Side	Top
7	5	1

<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>
85mm ZIS-53 gun	32"	2	1	12	3+	
Co-ax MG	16"	3	2	2	6	
Hull MG	16"	1	1	2	6	



MiG-17



Air Flight:

1x MiG-17 155 pts

Special Rules



MiG-17



Air Unit



Courage 4+ Skill 4+

Morale 4+

Is Hit On

Air Save

5+

3+

Tactical

Terrain Dash

Xcountry Dash

Road Dash

Cross

----- unlimited -----

auto

Weapon	Range	Halted	Moving	AT	FP	Notes
Bombs	6"	ARTILLERY		3	2+	
Cannon	8"	-	2	10	4+	



Forward Observer



Forward Observer:

Observer Rifle Team 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 5+

Morale 4+ Assault 5+
Rally 4+ Counter 3+

Is Hit On

Infantry Save

4+

3+

Tactical

Terrain Dash

Xcountry Dash

Road Dash

Cross

8"

8"

12"

12"

Auto

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



GAFA Artillery Battalion – 122mm

122mm Artillery Bn:

18x 122mm team in gun pits 400 pts

12x 122mm team in gun pits 325 pts

6x 122mm team in gun pits 210 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

Assault 6 – hits on a 6 in assault



GAFA Artillery Battalion – 122mm

Artillery Unit * Gun Shield * Qadri



Courage 4+

Skill 5+

Morale 4+

Assault 5+

Rally 4+

Counter 3+

Is Hit On

Gun Save

2+

3+

Tactical

Terrain Dash

Xcountry Dash

Road Dash

Cross

-

2"

4"

4"

6+

Weapon

Range

Halted

Moving

AT

FP

Notes

122mm M-30 how
or direct fire

80"

ARTILLERY

3

2+

24"

2

1

7

2+

*brutal, heavy
weapon, assault 6*



GAFA Artillery Battalion – 25 Pdr

25-pdr Artillery Bn:

18x 25-pdr team in gun pits 350 pts

12x 25-pdr team in gun pits 285 pts

6x 25-pdr team in gun pits 185 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

Assault 6 – hits on a 6 in assault



GAFA Artillery Battalion – 25 Pdr

Artillery Unit * Gun Shield * Qadri



Courage 4+

Skill 5+

Morale 4+

Assault 5+

Remount 4+

Counter 3+

Is Hit On

Gun Save

2+

3+

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+

24"

2

1

9

3+

*assault 6
turntable,
heavy weapon*



Hvy Arty Battalion – 155mm



155mm Hvy Artillery Bn:

18x 155mm team in gun pits 510 pts

12x 155mm team in gun pits 420 pts

6x 155mm team in gun pits 270 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

Assault 6 – hits on a 6 in assault



Hvy Arty Battalion – 155mm



Artillery Unit * Qadri



Courage 4+

Skill 5+

Morale 4+

Assault 5+

Remount 4+

Counter 3+

Is Hit On

Gun Save

2+

4+

Tactical

Terrain Dash

Xcountry Dash

Road Dash

Cross

-

2"

4"

4"

6+

Weapon

Range

Halted

Moving

AT

FP

Notes

M50 155mm gun
or direct fire

88"

ARTILLERY

3

2+

brutal

24"

1

1

13

1+

assault 6, slow firing, hvy weapon



Hvy Arty Battalion – 152mm



152mm Hvy Artillery Bn:

18x 152mm team in gun pits 465 pts

12x 152mm team in gun pits 380 pts

6x 152mm team in gun pits 245 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

Assault 6 – hits on a 6 in assault



Hvy Arty Battalion – 152mm



Artillery Unit * Gun Shield * Qadri



Courage 4+

Skill 5+

Morale 4+

Assault 5+

Rally 4+

Counter 3+

Is Hit On

Gun Save

2+

4+

Tactical

Terrain Dash

Xcountry Dash

Road Dash

Cross

-

2"

4"

4"

6+

Weapon

Range

Halted

Moving

AT

FP

Notes

152mm D-1 how
or direct fire

80"

ARTILLERY

3

2+

brutal

24"

1

1

10

1+

assault 6, slow firing, hvy weapon