

# WARRIORS of the NILE

EGYPTIAN FORCES IN THE SIX DAY WAR 1967



Version 1 b (2013)

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This is a completely Unofficial supplement for Flames of War and is in no way supported by Battlefront Miniatures.

# EGYPTIAN FORCES IN 1967



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## EGYPTIAN SPECIAL RULES

### Poor Coordination

The Egyptian military discouraged individual initiative from most of their lower officers, requiring them to strictly adhere to orders no matter the local tactical situation. During the battle of Um Katef Israeli paratroops and tanks fought a tough battle and broke through the positions of the Egyptian 2nd Infantry Division, all the while a nearby force of almost 100 Egyptian tanks failed to assist because they were not order to do so.

*After an Egyptian Infantry or Mechanized Infantry Battalion rolls a success to receive reserves, they and their opponent roll one dice for each platoon coming from reserve. If the opponent rolls higher than the Egyptian player, then the opponent choses what platoon the Egyptian player brings on. If the Egyptian player rolls higher or the roll is a tie the Egyptian player brings on the platoon of their choice.*

*This roll also occurs when a platoon comes on from reserve automatically, such as on turn three or after.*

### Ties to the Regime

Most officers in the Egyptian Military were appointed because of their political connections rather than their experience or abilities. During the campaign Egyptian officers were often accused of abandoning their troops in the retreat to the Suez Canal.

*Egyptian CIC teams do not provide a re-roll for failed motivation or moral checks to friendly teams within command range.*

### Hen and Chicks

Poor training, leadership and tactics hindered Egyptian tankers from ever taking the tactical initiative from the Israelis. The tankers found it difficult to keep up with the rapidly changing situations they found themselves in.

*All Egyptian vehicles must maintain command distance as if they were infantry teams. (ex. A platoon of trained Egyptian tanks must remain within 4" of one another.)*

*If a Platoon Command team moves in the Movement Step, all of the Tank teams in its 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.*

### Fortify the Sinai

Egyptian forces had prepared formidable defenses in the Sinai Peninsula to defeat an Israeli armored attack.

*Egyptian Infantry and Gun teams may re-roll failed attempts to Dig-In.*

### Pre Planned Fire Missions

Egyptian artillery had great difficulty engaging rapidly moving Israeli units.

*Egyptian artillery may roll to hit as if they were trained when repeating a bombardment, in all other situations they are rated as conscript.*

# EGYPTIAN T-34/85 TANK BATTALION

## (Tank Company)

An Egyptian Tank Company must field a company HQ and two to three Tank Platoons. It may also field one Support Platoon from each box shown.

HEADQUARTERS

HEADQUARTERS



Battalion HQ

COMBAT COMPANIES

ARMOR



T-34/85 Tank Company

ARMOR



T-34/85 Tank Company

ARMOR



T-34/85 Tank Company

T-54/55 Tank Company

WEAPONS COMPANIES

RECONNAISSANCE



Armored Reconnaissance Company

ANTI AIRCRAFT



Anti Aircraft Company

BATTALION SUPPORT COMPANIES

ARMOR



Assault Gun Battery

INFANTRY



Engineer Company

INFANTRY



Mechanized Infantry Company

Infantry Company

ARTILLERY



Rocket Artillery Battery

ARTILLERY



Towed Artillery Battery

Heavy Artillery Battery

AIRCRAFT



Sporadic Air Support

# EGYPTIAN T-54/55 TANK BATTALION

## (Tank Company)

An Egyptian Tank Company must field a company HQ and two to three Tank Platoons. It may also field one Support Platoon from each box shown.

HEADQUARTERS

HEADQUARTERS



Battalion HQ

COMBAT COMPANIES

ARMOR



T-54/55 Tank Company

ARMOR



T-54/55 Tank Company

ARMOR



T-54/55 Tank Company

T-34/85 Tank Company

WEAPONS COMPANIES

RECONNAISSANCE



Armored Reconnaissance Company

ANTI AIRCRAFT



Anti Aircraft Company

BATTALION SUPPORT COMPANIES

ARMOR



Assault Gun Battery

INFANTRY



Mechanized Infantry Company

Infantry Company

INFANTRY



Engineer Company

Commando Company

ARTILLERY



Rocket Artillery Battery

ARTILLERY



Towed Artillery Battery

AIRCRAFT



Sporadic Air Support

## MOTIVATION AND SKILL

The tankers of the Egyptian Army were confident in their new Soviet tanks and ready to fight Israel once again. T-34/85 and T-54/55 tank battalions are rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## HEADQUARTERS

### TANK BATTALION HQ

#### HEADQUARTERS

1 T-34/85 45 points

1 T-54/55 60 points

#### OPTION

- Add .50 cal AA MG to any T-34/85 for +5 points each.
- Add a T-34 Recovery Vehicle for +5 points.



The officers in charge of the Egyptian Tank forces had been trained in Soviet Armored Doctrine and were confident in their ability to destroy the IDF.

*All compulsory Tank Platoons in a Tank Company must be made up entirely of the same model of tank as the Company HQ.*

## COMBAT COMPANIES

### T-34/85 COMPANY

10 T-34/85 450 points

9 T-34/85 405 points

8 T-34/85 360 points

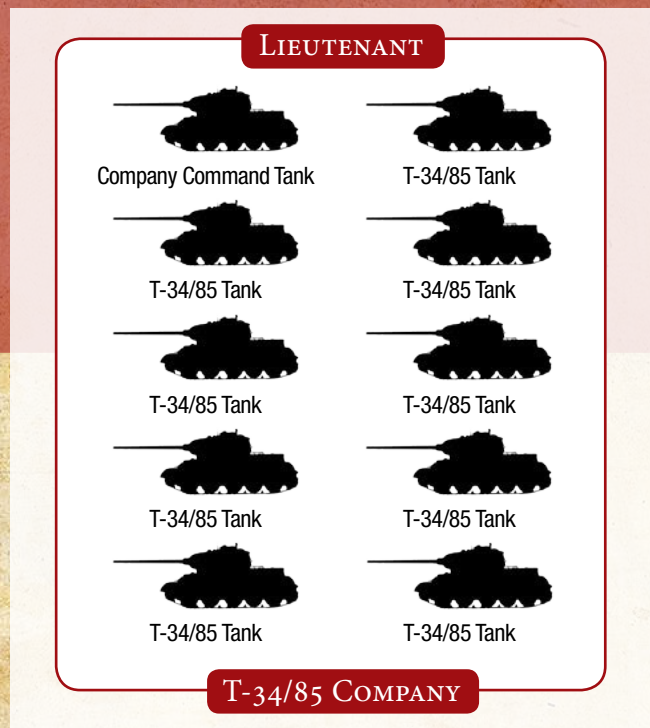
7 T-34/85 315 points

6 T-34/85 270 points

5 T-34/85 225 points

#### OPTION

- Add .50 cal AA MG to any T-34/85 for +5 points per tank.











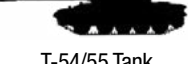

Egypt was amply supplied with Soviet equipment after relations between Egypt and the United States cooled in the 1950's. Much of that equipment was tanks and especially the venerable T-34/85. Some were lost in 1956 during the Suez Crisis, but most were still in service in 1967. The T-54/55 had begun to replace the T-34/85 as the main battle tank of the Egyptian army but the 4th Armored Division was still equipped with a company in 1967. However most were in tank regiments that supported the infantry.

## T-54/55 COMPANY

10 T-54/55	600 points
9 T-54/55	540 points
8 T-54/55	480 points
7 T-54/55	420 points
6 T-54/55	360 points
5 T-54/55	300 points
4 T-54/55	240 points
3 T-54/55	180 points

Egypt began to receive the modern Soviet T-54 and T-55 tanks following the 1956 Suez War. The Soviet Union supplied this excellent tank to replace the many T-34/85s which were destroyed by Israel during the conflict. The T-54/55's armor was substantially better than the T-34/85 or the Israeli Shermans and its 100mm tank gun gave it tremendous firepower. The Egyptian tankers were confident that this tank would serve them well in any war with Israel.

LIEUTENANT

 Company Command Tank	 T-54/55 Tank
 T-54/55 Tank	 T-34/55 Tank
 T-54/55 Tank	 T-54/55 Tank
 T-54/55 Tank	 T-54/55 Tank
 T-54/55 Tank	 T-54/55 Tank

T-54/55 COMPANY

## WEAPONS COMPANIES

### ARMORED RECONNAISSANCE COMPANY

COMMAND BTR-50, COMMAND SMG TEAM AND











3 BTR-50 & 2 AK-47 & 2 RPG-2 Teams	175 points
2 BTR-50 & 2 AK-47 & 2 RPG-2 Teams	125 points
add	
3 PT-76 Tanks	+ 125 points

*An Armored Reconnaissance Company is a Reconnaissance Company.*



*An Armored Reconnaissance Company does not suffer from Hen and Chicks.*

*The BTR-50 Reconnaissance Platoon and Amphibious Tank Platoon are deployed at the same time and count as one company when calculating the number of companies in reserve or ambush. However they each act independently once deployed and count as separate platoons for all other purposes.*

LIEUTENANT

 Command BTR-50	 Command SMG Team	
 BTR-50	 AK-47 Team	 RPG-7 Team
 BTR-50	 AK-47 Team	 RPG-7 Team
 BTR-50	 AK-47 Team	 RPG-7 Team

BTR-50 RECONNAISSANCE PLATOON

 PT-76 Command Tank	
 PT-76	 PT-76

AMPHIBIOUS TANK PLATOON

ARMORED RECONNAISSANCE COMPANY

## ANTI AIRCRAFT COMPANY

4 ZSU-57/2

225 points

2 ZSU-57/2

115 points

The Egyptian tank brigades turned to the ZSU-57/2 to defend against Israeli airstrikes on the armored columns. However the primary protection for Egyptian ground forces was to be the Egyptian air force. Following Operation Moked, which saw the destruction most of the EAF on the first day of the war, the Israeli air force dominated the sky keeping the ZSU's very busy.

LIEUTENANT



ZSU-57/2

# EGYPTIAN MECHANIZED INFANTRY BATTALION

## (Mechanized Company)

HEADQUARTERS

HEADQUARTERS



Battalion HQ

An Egyptian Mechanized Battalion must field a battalion HQ and two to three Mechanized Infantry Companies. It may also field one Support Company from each box shown.

COMBAT COMPANIES

INFANTRY



Mechanized Infantry Company

INFANTRY



Mechanized Infantry Company

INFANTRY



Mechanized Infantry Company

WEAPONS COMPANIES

ARTILLERY



Mortar Company

RECONNAISSANCE



Armored Reconnaissance Company

ARTILLERY



Anti Tank Gun Company

ANTI AIRCRAFT



Anti Aircraft Company

BATTALION SUPPORT COMPANIES

ARMOR



T-34/85 Tank Company

T-54/55 Tank Company

ARMOR



T-34/85 Tank Company

T-54/55 Tank Company

Assault Gun Battery

INFANTRY



Engineer Company

Commando Company

ARTILLERY



Heavy Mortar Company

ARTILLERY



Heavy Anti Tank Gun Company

ARTILLERY



Rocket Launcher Battery

ARTILLERY



Towed Artillery Battery

Heavy Towed Artillery Battery

AIRCRAFT



Sporadic Air Support



## MOTIVATION AND SKILL

Soldiers of the Mechanized Infantry Battalions were well trained and equipped with modern Soviet vehicles. They were prepared to take the battle to Israel on its own soil. Teams in a Mechanized Infantry Battalion are rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## HEADQUARTERS

### MECHANIZED HQ

#### HEADQUARTERS

Battalion HQ 35 points

#### OPTION

- Replace both BTR-152's with BTR-50's for + 10 points.
- Replace both BTR-152's with BTR-60P's for +10 points.

All Mechanized Infantry Companies must be equipped with the same transports as the Mechanized HQ.

**CAPTAIN**

	
Battalion Command BTR-152	Battalion Command SMG Team
	
2IC Command BTR-152	2IC Command SMG Team

**COMPANY HQ**

## COMBAT COMPANIES

### MECHANIZED INFANTRY COMPANY

2 Mechanized Infantry Platoons 385 points













1 Mechanized Infantry Platoon 200 points

#### OPTION













- Replace all BTR-152's with BTR-50's for +15 points per platoon.
- Replace all BTR-152's with BTR-60P's for +15 points per platoon.
- Upgrade all Rifle MG Teams to AK-47 Teams for +30 points per Platoon.
- Upgrade all RPG-2 to RPG-7 for +15 points per platoon.

Egyptian mechanized battalions had been entirely reequipped with Soviet weapons and vehicles by 1967. They, like their opponents mechanized infantry, were intended to keep pace with the armored forces and secure enemy positions bypassed by the tanks.

**LIEUTENANT**

			
BTR-152	Company Command SMG Team	Rifle MG Team	RPG-2 Team
			
BTR-152	Rifle MG Team	Rifle MG Team	RPG-2 Team
			
BTR-152	Rifle MG Team	Rifle MG Team	RPG-2 Team

**MECHANIZED INFANTRY PLATOON**

			
BTR-152	Rifle MG Team	Rifle MG Team	RPG-2 Team
			
BTR-152	Rifle MG Team	Rifle MG Team	RPG-2 Team
			
BTR-152	Rifle MG Team	Rifle MG Team	RPG-2 Team

**MECHANIZED INFANTRY PLATOON**

**MECHANIZED INFANTRY COMPANY**

## WEAPONS COMPANIES

### MORTAR COMPANY

Command SMG Team and observer team


6 82mm Mortars 160 points

3 82mm Mortars 85 points


#### OPTION

- Add trucks to the Company for +5 points per mortar.


LIEUTENANT




Command SMG Team




Observer Team




82mm Mortar




82mm Mortar




82mm Mortar



82mm Mortar



82mm Mortar



82mm Mortar

MORTAR COMPANY

### ANTI TANK COMPANY

Command SMG Team and


6 107mm Recoilless Anti Tank Guns 165 points

3 107mm Recoilless Anti Tank Guns 90 points


#### OPTION

- Add trucks to the company for +5 points per AT gun.
- Replace all 107mm Recoilless Rifles with 57mm Anti Tank Guns for +5 points per gun.


LIEUTENANT




Command SMG Team




107mm Recoilless Rifle




107mm Recoilless Rifle




107mm Recoilless Rifle



107mm Recoilless Rifle



107mm Recoilless Rifle



107mm Recoilless Rifle

ANTI TANK COMPANY

# EGYPTIAN INFANTRY BATTALION

## (Infantry Company)

HEADQUARTERS

HEADQUARTERS



Battalion HQ

An Egyptian Infantry Battalion must field a battalion HQ and two to three Infantry Companies. It may also field one Support Company from each box shown.

COMBAT COMPANIES

INFANTRY



Infantry Company

INFANTRY



Infantry Company

INFANTRY



Infantry Company

WEAPONS COMPANIES

ARTILLERY



Mortar Company

ANTI AIRCRAFT



Anti Aircraft Gun Company

ARTILLERY



Anti Tank Gun Company

BATTALION SUPPORT COMPANIES

ARMOR



Assault Gun Battery

IS-III Tank Company

ARMOR



T-34/85 Tank Company

T-54/55 Tank Company

INFANTRY



Engineer Company

ARTILLERY



Heavy Mortar Company

ARTILLERY



Heavy Anti Tank Gun Company

ARTILLERY



Rocket Launcher Battery

ARTILLERY



Towed Artillery Battery

Heavy Towed Artillery Battery

FORTIFICATIONS

Field Fortifications

AIRCRAFT



Sporadic Air Support

## MOTIVATION AND SKILL

Soldiers of the Infantry Battalions were primarily intended to man fortified positions and grind down the Israeli formations before Egyptian Armored forces counterattacked. Teams in a Infantry Battalion are rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## HEADQUARTERS

### INFANTRY HQ


#### HEADQUARTERS

Battalion HQ 35 points


#### OPTION

- Add up to three HMG Teams for +25 points per team.


**CAPTAIN**




Battalion Command SMG Team




2IC Command SMG Team



HMG team



HMG team



HMG team

**BATTALION HQ**

## COMBAT COMPANIES

### INFANTRY COMPANY

#### COMMAND TEAM AND TWO LMG TEAMS AND


2 Infantry Platoons 280 points

1 Infantry Platoon 165 points


#### OPTION

- Upgrade all RPG-2 to RPG-7 for +5 points per team.


**LIEUTENANT**




Command SMG Team




Rifle MG Team




Rifle MG Team




Rifle MG Team




Rifle MG Team



Rifle MG Team




RPG-2 Team




RPG-2 Team


**INFANTRY PLATOON**




Rifle MG Team




Rifle MG Team




Rifle MG Team




Rifle MG Team



Rifle MG Team



RPG-2 Team



RPG-2 Team

**INFANTRY PLATOON**

**INFANTRY COMPANY**

The Egyptian infantry battalions in the Sinai were deployed forward to bare the brunt of any Israeli attack until the armored forces to their rear could counterattack. The plan was proposed by Egypt Soviet advisors and had worked well for the Soviets at the Battle of Kursk in World War II.

## WEAPONS COMPANIES

### ANTI AIRCRAFT GUN COMPANY

Command SMG Team and

4 ZPU-4 14.5mm AA MG            150 points

2 ZPU-4 14.5mm AA MG            85 points

#### OPTION

- Replace all ZPU-4 14.5 mm AA guns with 57mm AA guns for +20 points per gun.
- Add trucks to the company for +5 points per gun.

#### LIEUTENANT



Command SMG Team



ZPU-4 14.5mm AA MG



ZPU-4 14.5mm AA MG



ZPU-4 14.5mm AA MG



ZPU-4 14.5mm AA MG

#### ANTI AIRCRAFT GUN COMPANY

## BATTALION SUPPORT COMPANIES

### MOTIVATION AND SKILL

The Egyptian Army was well trained compared to many other Arab armies of the day. However when the tactical situation demanded improvisation most units struggled to adapt, preferring to stay with the original plan. Egyptian Battalion Support companies are rated **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

### ENGINEER COMPANY

#### COMMAND TEAM AND


1 Engineer Infantry Platoon 110 points

#### OPTION


- Add three trucks for +15 points for the company.
- Upgrade up to three Engineer Rifle teams to Engineer AK-47 teams for +5 points each.
- Upgrade the RPG-2 to RPG-7 for +5 points per team.

*If purchased in support of a tank or mechanized battalion the Engineer Company may add three BTR-50's for +30 points for the platoon.*


LIEUTENANT




Command SMG Team




Engineer Rifle Team




Engineer Rifle Team




RPG-2 Team




Engineer Rifle Team




Engineer Rifle Team




Engineer Rifle Team



Engineer Rifle Team



Engineer Rifle Team



Engineer Rifle Team

ENGINEER INFANTRY PLATOON

ENGINEER COMPANY

### 120MM HEAVY MORTAR COMPANY

#### Command SMG Team and observer team


6 120mm Heavy Mortars 130 points

3 120mm Heavy Mortars 75 points


#### OPTION

- Add trucks to the platoon for +5 points per mortar.


LIEUTENANT




Command SMG Team




Observer Team




120mm Mortar




120mm Mortar




120mm Mortar



120mm Mortar



120mm Mortar



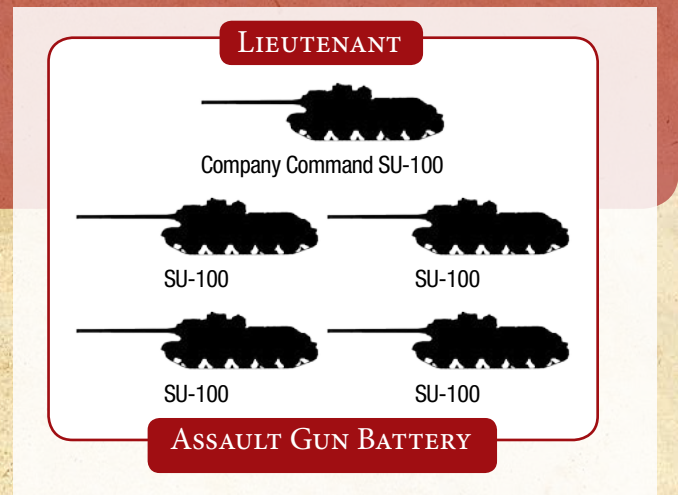
120mm Mortar

120MM HEAVY MORTAR COMPANY

## ASSAULT GUN BATTERY

5 SU-100	250 points
4 SU-100	200 points
3 SU-100	150 points

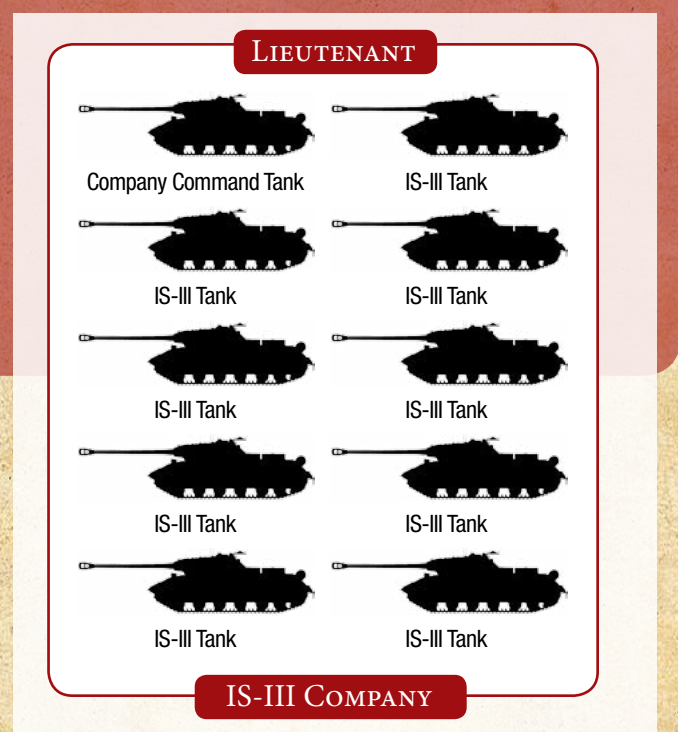
The Egyptian Army relied on the 100mm gun of the Soviet SU-100 to support its tank battalions in battle. While a WWII era vehicle, the SU-100 was still capable of destroying almost any tank it encountered. The open terrain of the Sinai gave this tank killer an excellent view of approaching enemy armor formations.



## IS-III COMPANY

10 IS-III	835 points
9 IS-III	755 points
8 IS-III	675 points
7 IS-III	595 points
6 IS-III	510 points
5 IS-III	425 points
4 IS-III	340 points
3 IS-III	255 points

The Egyptian Army had over 100 of the massive Stalin III tanks. This beast was developed during WWII to take on the heaviest of German tanks. Decades later its armor was still nearly impenetrable to most anti tank weapons. The 122mm tank gun was more than capable of penetrating the Israeli Sherman tank's armor. The IS-III tanks were part of the Egyptian 4th Armored Division in the Sinai in 1967.



## HEAVY ANTI TANK COMPANY

### Command SMG Team

6 100mm BS-3 Anti Tank Guns 375 points

3 100mm BS-3 Anti Tank Guns 195 points

### OPTION

- Replace all 100mm BS-3 Anti Tank Guns with 85mm Anti Tank Guns for -15 points per gun.
- Add trucks to the company for +5 points per gun.

### LIEUTENANT



Command SMG Team



100mm BS-3 Anti Tank Gun



100mm BS-3 Anti Tank Gun



100mm BS-3 Anti Tank Gun



100mm BS-3 Anti Tank Gun



100mm BS-3 Anti Tank Gun



100mm BS-3 Anti Tank Gun

### HEAVY ANTI TANK COMPANY

## TOWED ARTILLERY BATTERY

### Command SMG Team and observer team

6 122mm obr 39 Howitzers 170 points

3 122mm obr 39 Howitzers 90 points

### OPTION

- Add trucks to the platoon for +5 points per gun and one truck for the command and staff team.

### LIEUTENANT



Staff Team



Command SMG Team



Observer Team



122mm obr 39 Howitzer



122mm obr 39 Howitzer



122mm obr 39 Howitzer



122mm obr 39 Howitzer



122mm obr 39 Howitzer



122mm obr 39 Howitzer

### TOWED ARTILLERY BATTERY

A Towed Artillery Battery is rated *Confident Conscript*.

Before the game begins you may choose to deploy your Towed Artillery Battery off board, using the *Horizon* special rule. If the battery is deployed off board only the observer team appears on the table. If this option is not taken the battery is deployed as normal.

## TOWED HEAVY ARTILLERY BATTERY

Command SMG Team and observer team

6 130mm B-13 Artillery 270 points

3 130mm B-13 Artillery 140 points

### OPTION

- Add trucks to the platoon for +5 points per gun and one truck for the command and staff team.

*A Towed Heavy Artillery Battery is rated Confident Conscript.*

*Before the game begins you may choose to deploy your Towed Heavy Artillery Battery off board, using the Horizon to Horizon special rule. If the battery is deployed off board only the observer team appears on the table. If this option is not taken the battery is deployed as normal.*

### LIEUTENANT



Staff Team



Command SMG Team



Observer Team



130mm B-13 Artillery



130mm B-13 Artillery



130mm B-13 Artillery



130mm B-13 Artillery



130mm B-13 Artillery



130mm B-13 Artillery

### TOWED HEAVY ARTILLERY BATTERY

## ROCKET LAUNCHER BATTERY

Command SMG Team and observer team

8 BL-21 MRL 190 points

4 BL-21 MRL 120 points

### OPTION

- Add loading crews to each BL-21 for +10 points per BL-21 MRL.

*A Rocket Launcher Battery is rated Confident Conscript.*

*Before the game begins you may choose to deploy your Rocket Launcher Battery off board, using the Horizon to Horizon special rule. If the battery is deployed off board only the observer team appears on the table. If this option is not taken the battery is deployed as normal.*

### LIEUTENANT



Command SMG Team



Observer Team



BL-21 MRL



BL-21 MRL



BL-21 MRL



BL-21 MRL



BL-21 MRL



BL-21 MRL



BL-21 MRL



BL-21 MRL

### ROCKET LAUNCHER BATTERY

## COMMANDO COMPANY

### COMMAND SMG TEAM AND

2 Commando Platoons 225 points

1 Commando Platoon 125 points

### OPTION

- Add three trucks to each platoon for + 15 points per platoon.

*A Commando Company is rated as Confident Veteran.*

### LIEUTENANT



Command SMG Team



Ak-47 Team



Ak-47 Team



RPG-7 Team



RPG-7 Team



Ak-47 Team



Ak-47 Team



RPG-7 Team

### COMMANDO PLATOON



Ak-47 Team



Ak-47 Team



RPG-7 Team



RPG-7 Team



Ak-47 Team



Ak-47 Team



RPG-7 Team

### COMMANDO PLATOON

### COMMANDO COMPANY

## AIR SUPPORT

Sporadic Air Support

MiG-15

100 points

Much of Egypt's air force was destroyed during Operation Moked on the first day of the war. However older aircraft from other Arab countries flew some limited sorties against the advancing Israeli forces.

### LIEUTENANT



MiG-15

# FORTIFICATIONS

TRENCH LINES

TRENCHES

Trench Lines

TRENCHES

Trench Lines

TRENCHES

Trench Lines

TRENCHES

Trench Lines

MINEFIELDS

MINEFIELDS

Minefield

MINEFIELDS

Minefield

BARBED WIRE

BARBED WIRE

Barbed Wire

BARBED WIRE

Barbed Wire

GUN PLATOONS

ARTILLERY

Gun Positions

ARTILLERY

Gun Positions

## TRENCH LINES

Fortification

3 Trench Lines

15 points

### OPTION

- Add up to five more trench lines for +5 points each.

## MINEFIELDS

Fortification

2 Minefields

100 points

1 Minefield

50 points

## BARBED WIRE

Fortification

6 Barbed Wire Entanglements

60 points

3 Barbed Wire Entanglements

30 points

## GUN POSITIONS

Fortification

6 Gun Pits and a trench line

35 points

3 Gun Pits and a trench line

20 points

## Tanks

Team	Mobility	Front	Side	Top	Notes
	Range	ROF	Anti Tank	Firepower	
<b>T-34/85</b>	Standard Tank	7	5	1	<i>Co-ax MG, Hull MG</i>
85mm ZIS-53 Gun	32"	2	12	3+	
<b>T-54/55</b>	Standard Tank	12	8	2	<i>Co-ax MG, .50 cal AA MG, Stabilizers</i>
D-10T 100mm Gun	32"	1	16	2+	<i>Breakthrough Gun, Infra Red Searchlights</i>
<b>JS-III Heavy Tank</b>	Slow Tank	15	8	2	<i>Co-ax MG, .50 call AA MG</i>
122mm Gun	32"	1	15	2+	<i>Breakthrough Gun, Unreliable</i>

## Anti Tank Vehicles

<b>SU-100</b>	Standard Tank	9	5	1	<i>Slow, Overloaded</i>
100mm Gun	40"	1	16	2+	<i>Breakthrough Gun</i>

## Reconnaissance Vehicles

<b>PT-76 Light Tank</b>	Standard Tank	2	1	1	<i>Co-ax MG, Amphibious, Wide Tracks</i>
D-56T 76mm Gun	32"	2	11	3+	<i>Stabilizers</i>

## Anti Aircraft Vehicles

<b>ZSU-57/2</b>	Standard Tank	1	1	1	<i>Amphibious, Wide Tracks</i>
Twin S-68 57mm Guns	32"	5	12	4+	<i>Anti-aircraft</i>

## Artillery Vehicles

<b>BL-21 MRL</b>	Wheeled	-	-	-	
122mm Multiple Rocket Launcher	64"	-	2	4+	<i>Rocket Launcher</i>

## Transport Vehicles

<b>BTR-152</b>	Wheeled	1	0	0	<i>AA MG</i>
<b>BTR-50</b>	Standard Tank	1	1	1	<i>.50cal AA MG, Wide Tracks, Amphibious,</i>
<b>BTR-60P</b>	Half Tracked	2	1	0	<i>.50 cal MG, AA MG, Amphibious</i>
<b>Truck</b>	Wheeled	-	-	-	

## Gun Teams

Team	Mobility	Range	ROF	Anti Tank	Firepower	Notes
HMG Team	Man Packed	24"	6	2	6+	
82mm Mortar	Light	24"	2	1	3+	Smoke
		48"	-	2	6+	Smoke Bombardment
120mm Mortar	Medium	56"	-	3	3+	Smoke Bombardment
57mm Anti Tank Gun	Medium	32"	3	11	4+	Gun Shield
107mm Recoilless Rifle	Light	32"	1	13	2+	Recoilless Gun, Breakthrough Gun
85mm Anti Tank Gun	Medium	32"	2	13	3+	Gun shield
BS-3 100mm Anti Tank Gun	Immobile	40"	2	16	2+	Gun shield
122mm obr 39 Howitzer	Immobile	24"	1	8	2+	Gun shield, Breakthrough Gun
		80"	-	4	3+	Smoke Bombardment
130mm B-13 Artillery	Immobile	32"	1	16	2+	Gun shield, Breakthrough Gun
		112"	-	4	2+	
ZPU-4 14.5mm AA MG	Light	16"	6	5	5+	Anti-aircraft, Turntable
57mm S-60 AA gun	Immobile	24"	3	9	4+	Anti-aircraft, Turntable

## Infantry Teams

Team	Mobility	Range	ROF	Anti Tank	Firepower	Notes
SMG Team	Infantry	4"	3	1	6+	Full ROF when moving
Rifle Team	Infantry	16"	1	2	6+	
Rifle/MG Team	Infantry	16"	2	2	6+	
AK47 Team	Infantry	8"	2	1	6+	Full ROF when moving
RPG-2 Team	Infantry	8"	1	9	4+	Tank Assault 4
RPG-7 Team	Infantry	12"	1	11	5+	Tank Assault 5
Staff Team	Heavy					Moves as Heavy Gun team

Engineers teams are tank assault 4.

## Aircraft

Aircraft	Weapons	To Hit	Anti Tank	Firepower	Notes
MiG-15	Cannons	3+	8	5+	
	Rockets	3+	6	3+	
	Bombs	4+	6	1+	

## ARSENAL SPECIAL RULES

### Infra Red Searchlights

This advanced form of night fighting technology was useful for the Egyptian T-55s during the battle around Bir Lahfan in 1967. The IDF had nothing to match it.

*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 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.*

### Stabilizers

A stabilizer is a device fitted to a tanks gun that keeps it level so the gunner can stay on target while moving.

*A moving tank fitted with a stabilizer 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. If the main gun has ROF 1, it ignores the normal +1 penalty to hit when moving instead (but still retains the +1 to hit for the Hen and Chicks special rule).*

### Horizon to Horizon

Artillery in the Sinai was able to operate at ranges of up to 15 miles from the frontlines. The batteries were not directly engaged until they were overrun by assaulting enemy forces.

*When deployed in Horizon to Horizon, only the Observer team appears deployed on table deploying as an Independent team. You still use the normal Spotting and Ranging In rules when firing your artillery. Your Artillery is assumed to have the range and field of fire to hit any target on the table, and aligns the Artillery Template parallel to the table edges as if the artillery was firing from the closest short table edge.*

*As artillery units Deployed in Horizon to Horizon are not on the table, they do not count when working out which platoons to Deploy on table and which to hold in Reserves, nor as being on the table for Company Morale Checks. Simply ignore any artillery companies held in Horizon to Horizon when calculating whether your battalion is below half strength.*

*Battalion Commanders can act as spotting teams for artillery batteries deployed in Horizon to Horizon as they would for other artillery, and still suffer a +1 the hit when ranging in.*

**For more modern FOW rules check out the following blogs:**

**For rules for the Yom Kippur War visit <http://natholeonsempires.blogspot.co.nz/>**

**Or for modern FOW visit <http://stoppingtheredtide.blogspot.com/>**

## FORTIFICATIONS

### Fortified Platoons

Trench lines can be attached to any Platoon entirely made up of Infantry teams and/or Man-packed Gun teams in a company with Field Fortifications.

A Company or Platoon with Trench lines attached is a Fortified Platoon, see page 155.

Fortified Platoons place their fortifications at the same time as other fortifications before objectives are placed. Mark a spot on the table (use a die or counter) as the center of each Fortified Platoon's position. All of the platoon's Fortifications must be placed entirely within 12"/30cm of the marked point, but may not be placed 6"/15cm of any Fortification from another Fortified Platoon or of either side table edge.

The Company HQ of a Fortified Company may deploy as part of another Fortified Platoon, amalgamating their Fortification as a single platoon. If it does not do this, it deploys in its own fortifications which are placed as if it were a Fortified Platoon on its own.

When the teams of a Fortified Platoon are Deployed, they must be placed in the Trench Lines, Gun Pits, and Tank Pits that come with their platoon. Only teams from the Fortified Platoon may be deployed in its Entrenchments. If there are insufficient Entrenchments for the platoon, any teams that do not fit in the Entrenchments may not be used in the game.

If a Fortified Platoon elects not to place any of its Fortifications, it is no longer a Fortified Platoon. However, such a platoon never benefits from a Prepared Positions special rule as they have not had time to dig alternative positions. Fortified Platoons cannot be deployed in Ambush or Reserves of any sort unless it elects not to deploy any of its Fortifications.

### Gun Pits

A Gun Position can be attached to any Platoon containing Gun teams in a company with Field Fortifications.

A Company or Platoon with Gun Pits attached is a Fortified Platoon, see page 155.

### Fortified Company

A Fortified Company will always be the defender against a Tank, Mechanized, or Infantry Company.

When two Fortified Companies face off, they automatically play the No Man's Land mission (see [www.flameofwar.com](http://www.flameofwar.com)) rather than normal missions.

### Fortifications

Entrenchments must be placed in your Deployment Area. Obstacles may be placed in either your Deployment Area or in No Man's Land. Entrenchments cannot be placed in a stream, river, swamp, lake, or other water feature.

You may choose to not place any or all of your Fortifications in a game. If you do this the Fortifications are not used during the game.

Remove any unoccupied Gun Pits and Tank Pits from the table at the end of deployment before the game begins.

Minefields are Area Defenses, see page 155.