

# LEGIONNAIRES of JORDAN



JORDANIAN FORCES IN THE SIX DAY WAR 1967



Version I 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.

# JORDANIAN FORCES IN 1967

## JORDANIAN SPECIAL RULES

### Registered Targets

*When a Jordanian artillery battery uses All Guns Repeats, the whole regiment joins in. Any teams under the barrage template must re-roll successful saves.*

### Prepared for Defense

Prior to the Six Day War Jordan anticipated the routes that Israel would likely use to attack the West Bank and to take Jerusalem. Israeli forces were often surprised to find Jordanian forces waiting for them at important road junctions and passes.

*After setup and reconnaissance moves have been made a Jordanian player may move one non-reconnaissance platoon up to its full move within their deployment area. If the platoon was in prepared positions they remain in prepared positions after moving and are still Concealed and Gone to Ground.*



### ELITE UNITS

#### The Heart of the Legion

Jordanian soldiers with the 40th Armored Brigade in the Hebron area and the 3rd 'King Talal' elite Infantry Brigade in Jerusalem fought tenaciously against Israeli attacks, and often continued fighting even when the situation was hopeless.

*Jordanian Platoons rated as Elite may re-roll any failed Platoon Morale Checks and the CIC may re-roll failed Company Morale checks.*

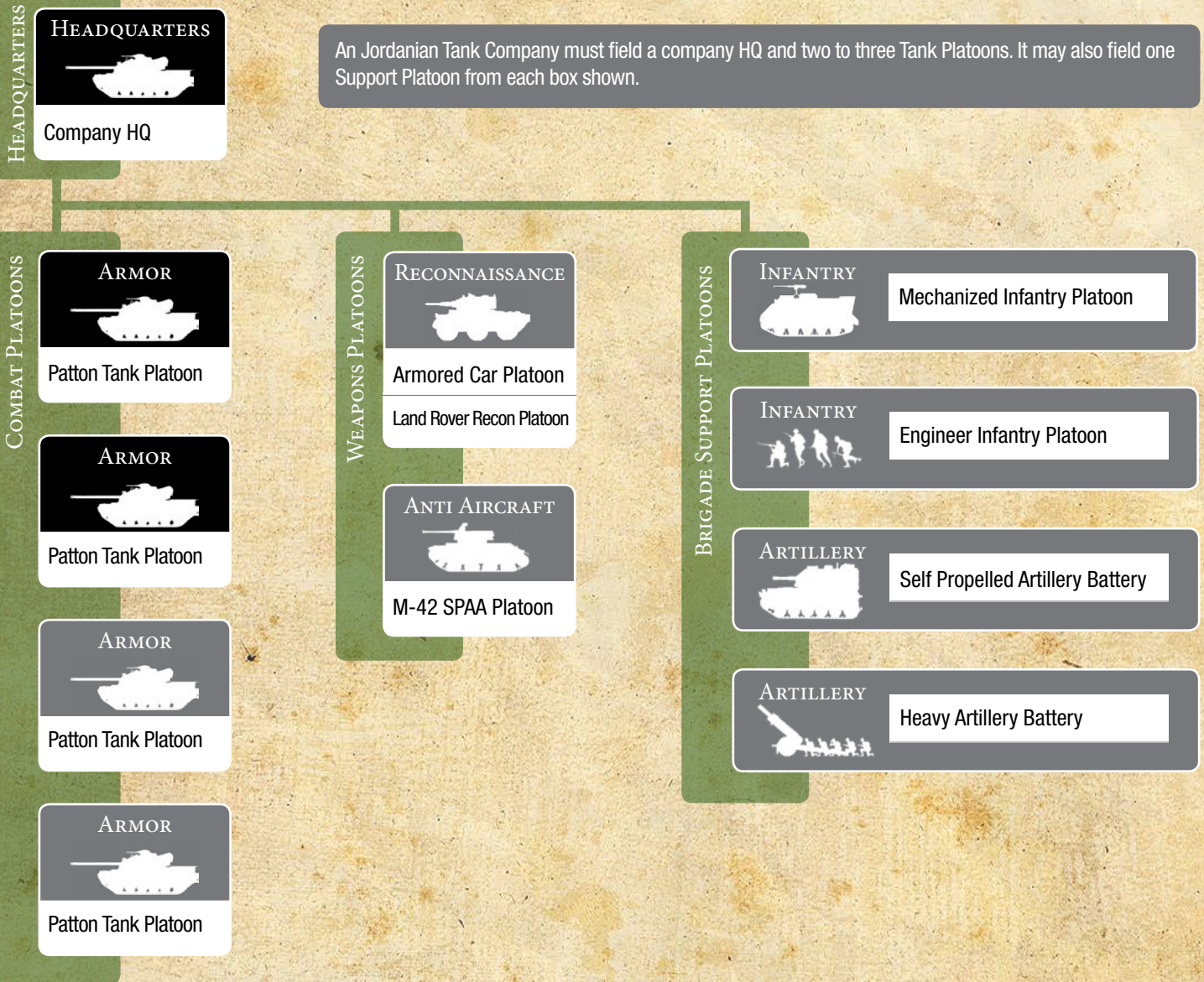
#### Drive them Back

Soldiers in the 3th "King Talal" Infantry Brigade knew that Jerusalem was at their backs and they must defend it.

*When an Elite Jordanian Mechanized Infantry, Infantry, or Engineer Platoon test their moral to Counterattack in assaults, you may re-roll the die and apply the re-rolled result instead.*

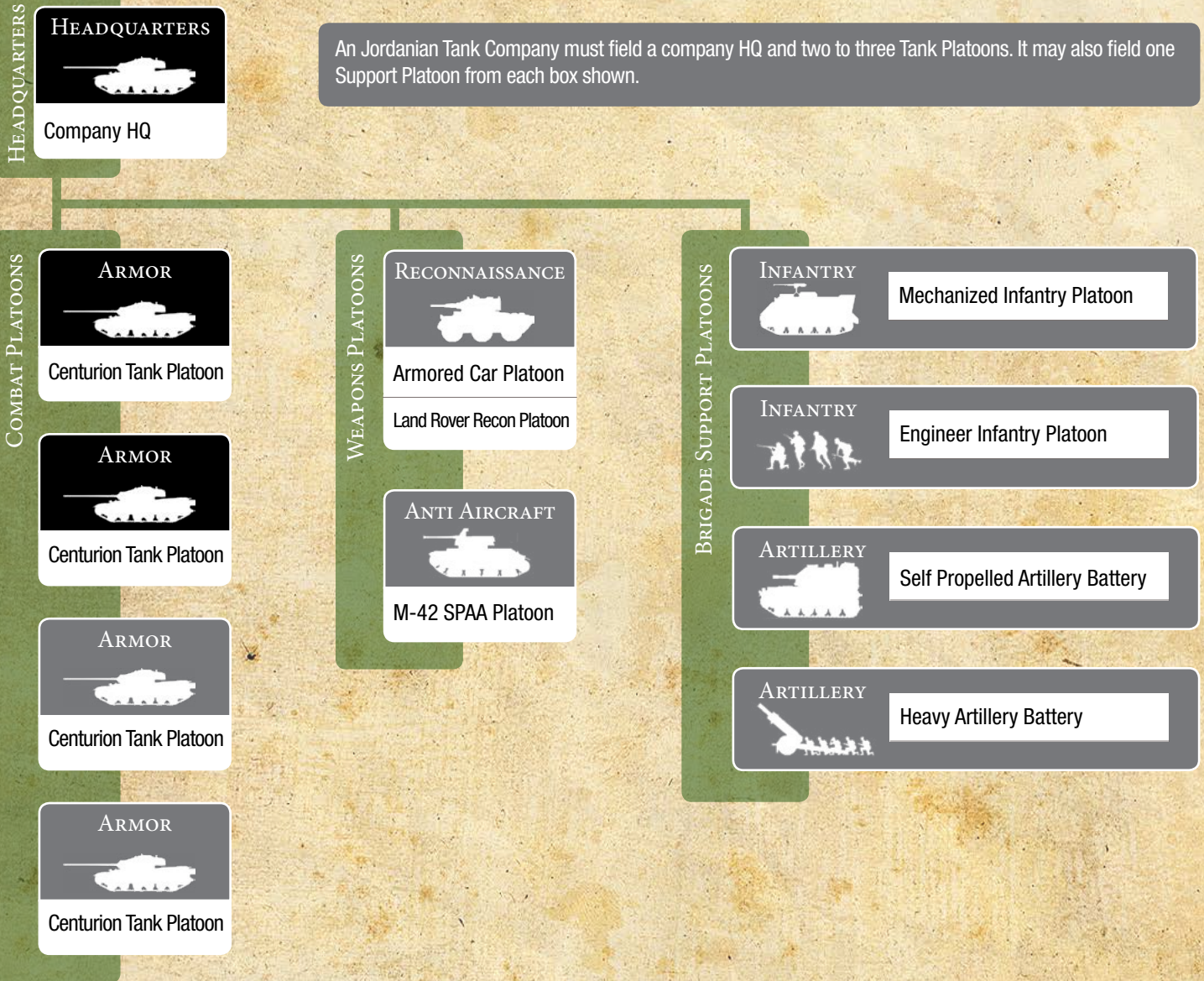
# JORDANIAN PATTON TANK COMPANY

(Tank Company)



# JORDANIAN CENTURION TANK COMPANY

(Tank Company)



## MOTIVATION AND SKILL

The tankers of the Jordanian Army were well trained in British tank tactics. Their equipment was the best available and was provided by Great Britain and the United States. Patton and Centurion Tank Squadrons are rated as **Confident Trained**.



## HEADQUARTERS

### TANK COMPANY HQ



2 Centurion Tanks	280 points	-
2 M48 Patton Tanks	255 points	280 points
2 M47 Patton Tanks	220 points	240 points



The Tank Brigades of Jordan were designed similarly to those of Great Britain. Many of the Jordanian soldiers were veterans of the British lead Arab Legion and carried those martial traditions into the Jordanian Army.

All Tank Platoons in a Tank Squadron must be made up of the same model of tank as the Squadron HQ.

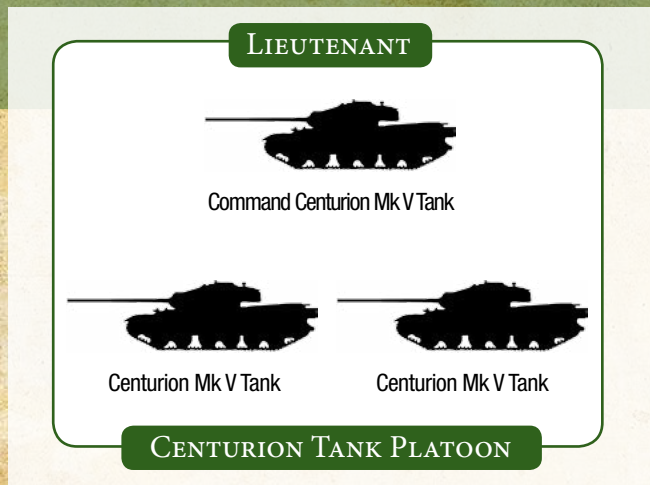
If the Armored Company HQ is Elite then all combat and Weapons platoons in the company must be Elite as well and support platoons with the Elite option can then be taken. If the Company HQ is not Elite then no platoons can upgrade to Elite in the company.

## COMBAT PLATOONS

### CENTURION TANK PLATOON

3 Centurion Mk V Tanks	420 points
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The British made Centurion Battle Tank was one of the finest tanks made and in 1967 was a contender for the best tank in the world. The Jordanian Centurions of the Six Day War were the earlier MkV/MkVII's with the 20pdr main gun.



## PATTON TANK PLATOON



3 M48 Patton Tanks	380 points	415 points
3 M47 Patton Tanks	330 points	360 points

*If the Jordanian player purchases four Patton Tank Platoons, the fourth platoon may be a different model than the HQ tanks, with either M47 or M48 Tanks.*

**LIEUTENANT**



Command Patton Tank




Patton Tank          Patton Tank

**PATTON TANK PLATOON**

## WEAPONS Platoons

### ARMORED CAR PLATOON




4 Saladin Armored Cars	160 points	175 points
2 Saladin Armored Cars	90 points	100 points

*An Armored Car Platoon is a Reconnaissance Platoon.*

**LIEUTENANT**




Command Saladin Armored Car      Saladin Armored Car

Saladin Armored Car          Saladin Armored Car

**ARMORED CAR PLATOON**

### ANTI AIRCRAFT PLATOON



3 M42 SPAA	145 points	100 points
2 M42 SPAA	100 points	110 points

**SERGEANT**



Command M42 SPAA




M42 SPAA          M42 SPAA

**M42 SPAA PLATOON**

# JORDANIAN MECHANIZED INFANTRY COMPANY

(Mechanized Company)

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

HEADQUARTERS

**HEADQUARTERS**  
  
 Company HQ

COMBAT PLATOONS

**INFANTRY**  
  
 Mechanized Infantry Platoon

**INFANTRY**  
  
 Mechanized Infantry Platoon


**INFANTRY**  
  
 Mechanized Infantry Platoon


WEAPONS PLATOONS


**RECONNAISSANCE**  
  
 Recce Platoon  
 Land Rover Recon Platoon

**ARMOR**  
  
 Mechanized Mortar Platoon

BRIGADE SUPPORT PLATOONS

**ARMOR**  
  
 Centurion Tank Platoon  
 Patton Tank Platoon

**ARMOR**  
  
 Centurion Tank Platoon  
 Patton Tank Platoon

**INFANTRY**  
  
 Engineer Infantry Platoon

**ARTILLERY**  
  
 Self Propelled Artillery Battery

**ARTILLERY**  
  
 Heavy Artillery Battery

## MOTIVATION AND SKILL

The infantrymen of the Jordanian Army were well trained and motivated prior to the Six Day War. They were equipped American and British weapons and uniforms from WWII, and were tenacious fighters from the Bedouin tribes of Jordan. A Mechanized Infantry Company is rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## HEADQUARTERS

### MECHANIZED INFANTRY COMPANY HQ



Company HQ                      35 points      40 points

If the Mechanized Infantry Company HQ is Elite then all combat and Weapons platoons in the company must be Elite as well and support platoons with the Elite option can then be taken. If the Company HQ is not Elite then no platoons can upgrade to Elite in the company.

CAPTAIN



Company Command M113



2IC Command M113



Company Command SMG Team



2IC SMG Team

COMPANY HQ

## COMBAT PLATOONS

### MECHANIZED INFANTRY PLATOON


COMMAND TEAM, M113, BAZOOKA AND




3 Mech Infantry Squads              200 points      220 points  
 2 Mech Infantry Squads              140 points      155 points

Jordanian Mechanized Infantry were equipped with new American M113 Armored Personnel Carriers, giving them great protection from small arms fire and the mobility to keep up with the tanks.


LIEUTENANT




Command M113




Command SMG Team




Bazooka Team



M113




Rifle/MG Team




Rifle/MG Team


MECHANIZED INFANTRY SQUAD



M113




Rifle/MG Team




Rifle/MG Team


MECHANIZED INFANTRY SQUAD



M113



Rifle/MG Team



Rifle/MG Team

MECHANIZED INFANTRY SQUAD

MECHANIZED INFANTRY PLATOON

# WEAPONS PLATOONS

## RECCE PLATOON

4 Ferret Armored Cars

90 points

100 points



LIEUTENANT



Command Ferret



Ferret



Ferret



Ferret

RECCE PLATOON

A Recce Platoon is a Reconnaissance Platoon.

## MECHANIZED MORTAR PLATOON

PLATOON COMMAND TEAM, COMMAND M113, SPOTTER AND

4 M125 Mortar Carriers

150 points

165 points



2 M125 Mortar Carriers

90 points

100 points

LIEUTENANT



Command M113



Spotter Team



M125 Mortar Carrier



M125 Mortar Carrier



M125 Mortar Carrier



M125 Mortar Carrier

MORTAR SECTION

MORTAR SECTION

MECHANIZED MORTAR PLATOON

# JORDANIAN INFANTRY COMPANY

## (Infantry Company)

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

HEADQUARTERS

HEADQUARTERS



Company HQ

COMBAT PLATOONS

INFANTRY



Infantry Platoon

INFANTRY



Infantry Platoon

INFANTRY



Infantry Platoon

WEAPONS PLATOONS

ARTILLERY



Mortar Platoon

ARTILLERY



Anti Tank Gun Platoon

RECONNAISSANCE



Land Rover Recon Platoon

BRIGADE SUPPORT PLATOONS

ARMOR



Centurion Tank Platoon

Patton Tank Platoon

ARTILLERY



Heavy Anti Tank Platoon

INFANTRY



Engineer Infantry Platoon

ARTILLERY



Artillery Battery

ARTILLERY



Heavy Artillery Battery

## MOTIVATION AND SKILL

The Jordanian Infantry forces holding Jerusalem fought tenaciously to hold onto the Old City but isolated and unreinforced, they were slowly pushed back. The Jordanian infantry are rated as *Confident Trained*.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## HEADQUARTERS

### INFANTRY HQ HEADQUARTERS



Company HQ 25 points 30 points

#### OPTIONS

- Add up to two Bazooka Teams for +20 points per team.
- Add up to two LMGs for +25 points per team.

If the Infantry Company HQ upgrades to Elite status then all combat and Weapons platoons in the company must upgrade to Elite as well and support platoons with the Elite option can be taken. If the HQ does not upgrade then no platoons can upgrade to Elite in the company.

**CAPTAIN**

Company Command SMG Team

2IC Command SMG Team

Bazooka Team

Bazooka Team

LMG Team

LMG Team

**COMPANY HQ**

## COMBAT PLATOONS

### INFANTRY PLATOON

COMMAND SMG TEAM, BAZOOKA TEAM AND



3 Infantry Squads 145 points 160 points

2 Infantry Squads 115 points 125 points

Jordanian forces like the 3rd "King Talal" Infantry Brigade fought hard in the defense of Jerusalem and the surrounding area. But without armor support the infantry struggled against the Israel combined arms attacks. The brigade fought a vicious battle against Israeli Paratroopers on Ammunition Hill, slowly being driven back by the elite paratroopers.

**LIEUTENANT**

Command SMG Team

Bazooka Team

Rifle/MG Team

Rifle/MG Team

**INFANTRY SQUAD**

Rifle/MG Team

Rifle/MG Team

**INFANTRY SQUAD**

Rifle/MG Team

Rifle/MG Team

**INFANTRY SQUAD**

**INFANTRY PLATOON**

## WEAPONS PLATOONS

### MORTAR PLATOON

Command Carbine Team , Observer Carbine team and



2 81mm Mortar Sections	160 points	175 points
1 81mm Mortar Section	85 points	95 points

Israeli accounts of the fighting around Jerusalem mention the effectiveness of Jordanian mortars during the course of the battle.



### ANTI TANK GUN PLATOON

Command Carbine Team and

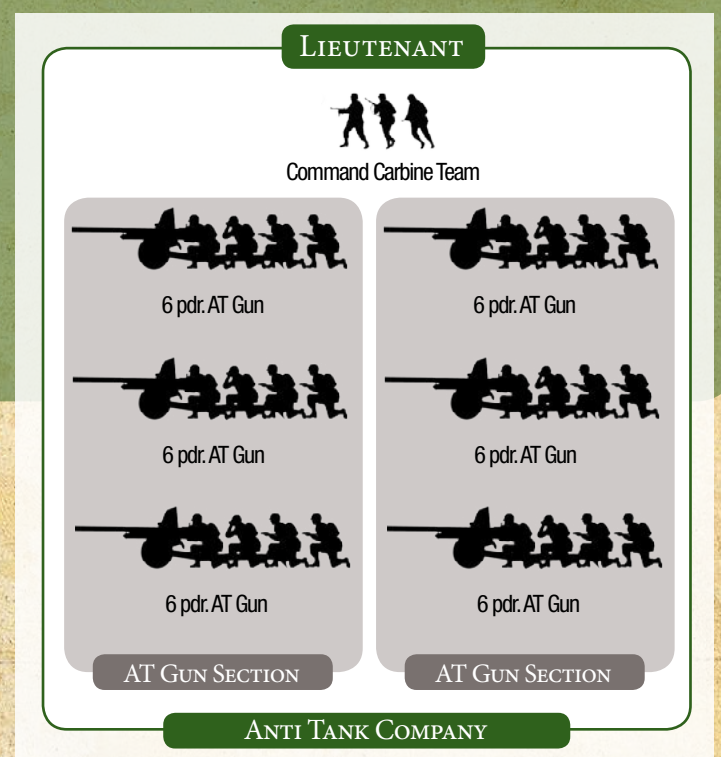


2 Anti Tank Gun Sections	150 points	165 points
1 Anti Tank Gun Section	75 points	80 points

#### OPTIONS

- Add trucks to the company for +5 points per gun.

Jordanian anti tank platoons still used the versatile British six pounder anti tank gun. These guns had served the Jordanians well in the 1948 conflict and were still capable of dealing with most of Israel's tanks.



## LAND ROVER RECON PLATOON



2 Land Rover Recon Sections      120 points    130 points

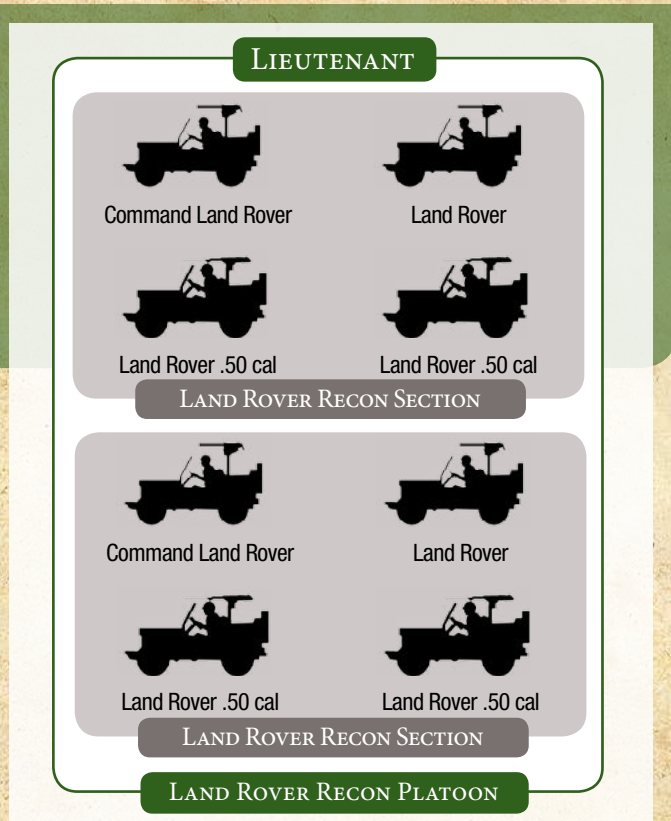
1 Land Rover Recon Section      65 points    70 points

### OPTIONS

- Replace all Land Rovers in one section with Land Rover (106mm)s for + 60 points.

*A Land Rover Recon Platoon is a Reconnaissance Platoon.*

*Both Land Rover Recon Sections are deployed at the same time and count as one platoon when calculating the number of companies held in reserve or ambush. However they each act independently once deployed and count as separate platoons for all other purposes.*



## BRIGADE SUPPORT PLATOONS

### MOTIVATION AND SKILL

*Jordanian forces had a higher level of training than many of the other Arab Countries during the Six Day War, a hold over from the days of the Arab Legion. The Jordanian Brigade Support Platoons are rated as **Confident Trained**.*

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## HEAVY ANTI TANK PLATOON

4 17 pdr. Anti Tank Guns & Command Team      175 points

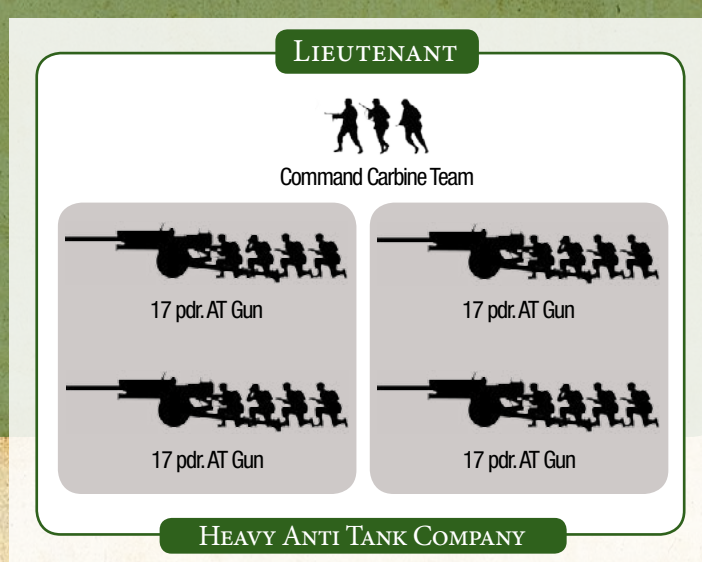
2 17pdr. Anti Tank Guns & Command Team      85 points  
or

4 Archer Self Propelled AT Guns      220 points

2 Archer Self Propelled AT Guns      115 points

### OPTIONS

- Add a truck for each 17 pdr. for +5 points per gun.



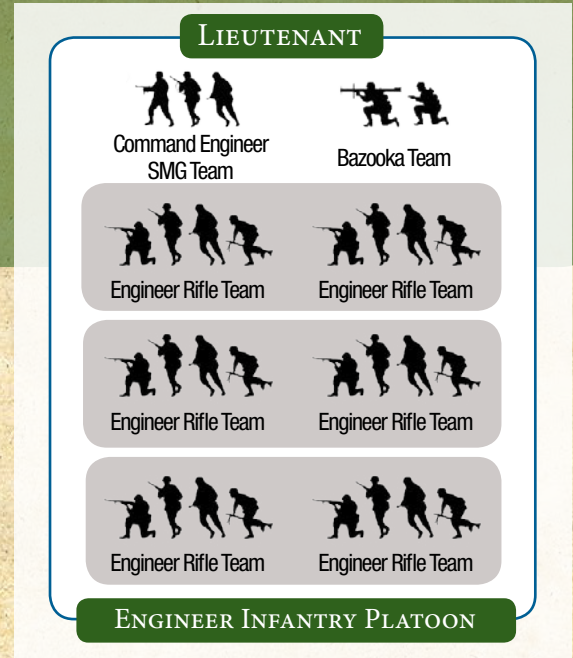
## ENGINEER INFANTRY PLATOON

COMMAND SMG TEAM, BAZOOKA TEAM AND

Three Engineer Rifle Squads 125 points

Two Engineer Rifle Squads 100 points

*Before the game begins, replace one Engineer Rifle Team per platoon with a Flamethrower team for free.*



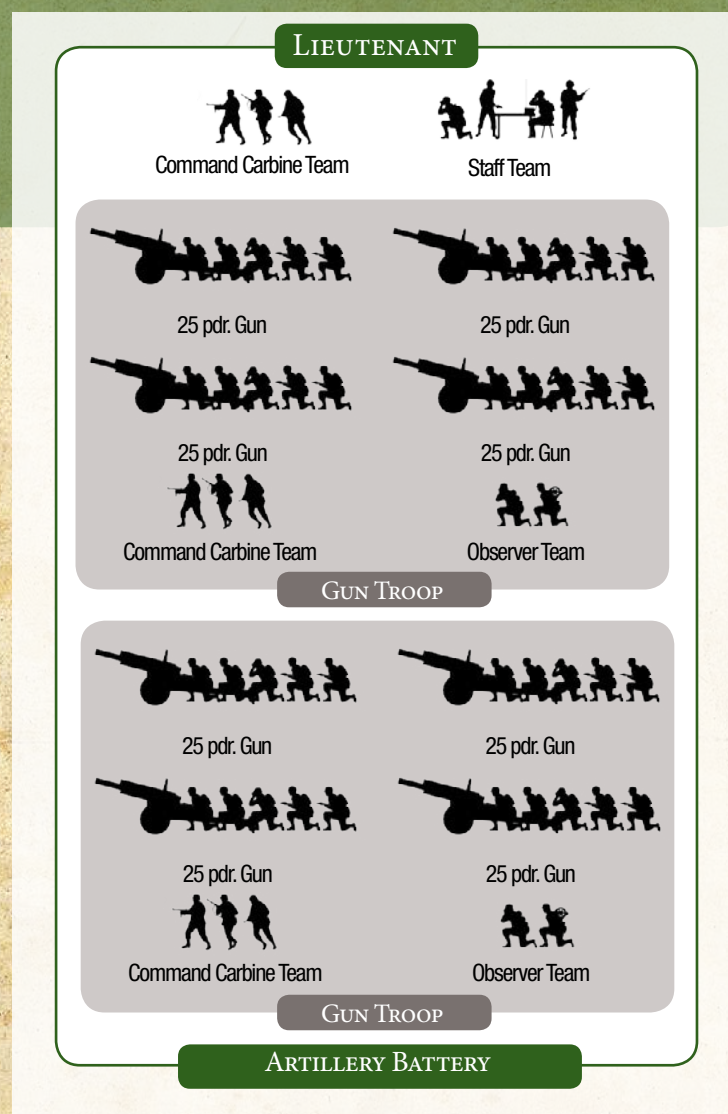
## ARTILLERY BATTERY

Command Carbine Team, Staff Team and

2 Gun Troops with 8 25 pdr. Guns 250 points

1 Gun Troop with 4 25 pdr. Guns 145 points

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



## HEAVY ARTILLERY BATTERY

Command Carbine Team, Staff Team, Observer and

4 155mm M1A1 Long Tom 250 points

2 155mm M1A1 Lon Tom 130 points

The Jordanian Armies 155mm Long Tom Artillery pieces were deployed near the Israeli border to fire on Israeli Airbases and population centers. These guns had tremendous range and were priority targets for the Israelis during the first few days of the war.

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

### LIEUTENANT



Command Carbine Team



Observer Team



Staff Team



155mm M1A1 Long Tom



155mm M1A1 Long Tom



155mm M1A1 Long Tom



155mm M1A1 Long Tom

### HEAVY ARTILLERY BATTERY

## SELF PROPELLED ARTILLERY BATTERY

Command Carbine Team, Staff Team and

6 M52 Self Propelled Howitzers 335 points

3 M52 Self Propelled Howitzers 185 points

The M52 Self Propelled Howitzer gave the Jordanian Army artillery support to advancing armored forces. Given the limited geographical area that the Jordanians fought in their artillery was able to support different forces engaging the Israelis.

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

### LIEUTENANT



Command SMG Team



Observer Team



Staff Team



M113 APC



Land Rover



M113 APC



M52 Self Propelled Howitzer



M52 Self Propelled Howitzer



M52 Self Propelled Howitzer



M52 Self Propelled Howitzer



M52 Self Propelled Howitzer



M52 Self Propelled Howitzer

### ARTILLERY BATTERY

## Tanks

Team	Mobility	Front	Side	Top	Notes
	Range	ROF	Anti Tank	Firepower	
<b>M47 Patton</b>	Standard Tank	11	6	2	<i>Co-ax .50 cal MG, .50 cal AA MG, Hull MG</i>
<i>M36 90mm Gun</i>	40"	2	15	3+	<i>Protected Ammo</i>
<b>M48 Patton</b>	Standard Tank	12	8	2	<i>Co-ax MG, .50 cal cupola MG, Widetracks</i>
<i>M41 90mm Gun</i>	40"	2	16	3+	<i>Protected Ammo</i>
<b>Centurion Mk.V</b>	Slow Tank	12	6	2	<i>Co-ax MG, .50 Cal AA MG, Protected Ammo</i>
<i>Ordnance QF 20-pdr Gun</i>	40"	2	17	3+	<i>Modern Stabilizer, Side Skirts, Spotting Rifle</i>

## Anti Tank Vehicles

<b>Archer</b>	Standard Tank	1	1	0	<i>AA MG, Awkward Layout,</i>
<i>Ordnance OF 17-pdr Gun</i>	32"	2	15	3+	<i>Hull Mounted, No HE</i>

## Reconnaissance Vehicles

<b>Land Rover (106mm)</b>	Jeep	-	-	-	<i>Tip and Run</i>
<i>106mm Recoilless Rifle</i>	32"	1	13	2+	<i>Recoilless Rifle, Spotting Rifle, Breakthrough Gun</i>
<b>Land Rover</b>	Jeep	-	-	-	<i>AA MG</i>
<b>Ferret Armored Car</b>	Jeep	1	0	0	<i>Turret MG</i>
<b>Saladin Armored Car</b>	Wheeled	3	1	1	<i>Co-ax MG,</i>
<i>76mm Gun</i>	24"	2	11	3+	

## Anti Aircraft Vehicles

<b>M42 Duster</b>	Light Tank	1	1	0	<i>Wide Tracks</i>
<i>Twin m2A1 40mm Guns</i>	24"	5	6	4+	<i>Anti Aircraft</i>

## Artillery Vehicles

<b>M52 Self Propelled Howitzer</b>	Standard Tank	1	0	0	<i>.50 cal AA MG, Overloaded</i>
<i>M49 105mm Howitzer</i>	32"	1	9	2+	<i>Smoke, Breakthrough gun</i>
	72"		4	4+	<i>Smoke Bombardment</i>
<b>M125 Mortar Carrier</b>	Light Tank	2	2	0	<i>Amphibious, Wide Tracks</i>
<i>81mm Mortar</i>	24"	2	2	3+	<i>Smoke, .50 Cal MG</i>
	48"	-	2	6+	<i>Smoke Bombardment</i>

## Transport Vehicles

M113 APC	Light Tank	2	2	0	<i>Amphibious, Passengers, Wide Tracks,</i>
.50 cal MG	16"	3	4	5+	
Truck	Wheeled	-	-	-	<i>Carries 4 passengers</i>

## Gun Teams

Team	Mobility	Range	ROF	Anti Tank	Firepower	Notes
LMG Team	Man Packed	16"	5	2	6+	<i>ROF 2 when pinned or moving</i>
81 mm Mortar	Light	24"	2	1	3+	<i>Smoke</i>
		48"	-	2	6+	<i>Smoke Bombardment</i>
6 pdr. AT Gun	Medium	24"	3	11	4+	<i>Gunshield</i>
106mm Recoilless Rifle	Medium	32"	1	14	2+	<i>Recoilless Gun, Spotting Rifle, Breakthrough Gun</i>
25 pdr. Artillery	Heavy	24"	2	9	3+	<i>Gunshield, Smoke, Turntable</i>
		72"	-	4	5+	<i>Smoke Bombardment</i>
105mm M2A1 Howitzer	Heavy	24"	1	9	2+	<i>Gunshield, Smoke, Breakthrough Gun</i>
		72"	-	4	4+	<i>Smoke Bombardment</i>
155mm M1A1 Long Tom	Immobile	23"	1	13	1+	<i>Bunker Buster, Smoke</i>
		104"	-	5	2+	<i>Smoke Bombardment</i>
17 pdr. Anti Tank Gun	Heavy	32"	2	15	3+	<i>Gun shield, No HE</i>

## Infantry Teams

Team	Mobility	Range	ROF	Anti Tank	Firepower	Notes
SMG Team		4"	3	1	6+	<i>May move and fire full ROF</i>
Light Mortar Team		24"	2	1	4+	
Flame Thrower Team		4"	2	-	6+	<i>Flame Thrower</i>
Carbine Team		8"	1	1	6+	<i>Automatic Rifles</i>
Rifle Team		16"	1	2	6+	<i>Automatic Rifles</i>
Rifle/MG Team		16"	2	2	6+	
		8"	1	12	5+	<i>Tank Assault 5</i>
Staff Team	Heavy					<i>Moves as Heavy Gun team</i>

## Arsenal Special Rules

### Stabilizers

*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.*

### Modern Stabilizers

*A Tank team with Modern Stabilizers may move up to half their normal movement after applying penalties or advantages for terrain, may shoot at full ROF, without any penalty. If the Tank team moves more than half, but not at the Double, Modern Stabilizers isn't applied, the Stabilizers rule above may be used.*

### Spotting Rifle

*Weapons with spotting rifles that did not move do not suffer the +1 to hit when shooting at a platoon with all visible teams more than 16" away.*

### Horizon to Horizon

Artillery in 1967 was able to operate at ranges of up to 15 miles from the frontlines. Jordan had long range artillery batteries deployed near the Israeli border that bombarded Israeli cities during the first days of the war. These batteries were priority targets when Israel attacked Jordanian forces in the West Bank.

*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 company is below half strength.*

*Company 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/>**