

The Jordanian Army: The Mechanised Company

Jordanian infantry had British WW2 surplus uniforms and equipment, and carried the M1 Garand rifle backed up by a Bren squad support weapon. They therefore count as Rifle Squads.

Company HQ

One Big Man Level III or IV
One M20 Superbazooka Team, 2 crew
One 2" mortar team, 2 crew

Platoon One

One Big Man Level II or III
Three rifle squads of 8 men

Platoon Two

One Big Man Level II or III
Three rifle squads of 8 men

Platoon Three

One Big Man Level II or III
Three rifle squads of 8 men

Mechanising a Company

To mechanise a company, add one APC for the CHQ, and then four APCs per platoon (one Big Man or squad per vehicle) for a total of thirteen. Possible vehicles are:

- M-113 APC
- Saracen APC

A company's vehicles must all be the same. Note that some sources state that Saracen APCs were only used for Police and Border units.

BATTALION SUPPORT UNITS

Battalion Anti-Tank Platoon

Level I Big Man
Two M40 106mm RCL, 3 crew each, either dismounted on stands or mounted on jeeps

Off-Table Mortars

Batteries of up to three 3" mortars, represented on table by FOO in M113

BRIGADE SUPPORT UNITS

Off-Table Artillery

Batteries of up to six M52 SP 155mm guns, represented on table by FOO in Landrover.

Attached Armour

Mechanised battalions are part of an armoured brigade (either the 40th or 60th) and may therefore have support from companies or platoons of M48 MBTs.

Reconnaissance Platoon

Platoons of four landrovers and two squads of infantry led by a Level II Big Man.

The Jordanian Army: The Rifle Company

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Company HQ

One Big Man Level III or IV
One M20 Superbazooka Team, 2 crew
One 2" mortar team, 2 crew

Platoon One

One Big Man Level II or III
Three rifle squads of 8 men

Platoon Two

One Big Man Level II or III
Three rifle squads of 8 men

Platoon Three

One Big Man Level II or III
Three rifle squads of 8 men

BATTALION SUPPORT UNITS

Battalion Anti-Tank Platoon

Level I Big Man
Two M40 106mm RCL, 3 crew each, either dismounted on stands or mounted on jeeps.

Off-Table Mortars

Batteries of up to three 3" mortars, represented on table by FOO in Landrover.

BRIGADE SUPPORT UNITS

AT Section

Level I Big Man
Two 17pdr AT Guns, 5 crew each, either towed by truck or as Archer SP guns

Off-Table Artillery

Batteries of up to six 25 pounders, represented on table by FOO in Landrover.

Attached Armour

Leg infantry battalions have to rely on units attached from the two independent tank regiments (the 10th & 12th). They may therefore occasionally get support from companies or platoons of M47s or Centurion 5s.

The Jordanian Army: The Tank Company

Jordanian armoured units are either part of an armoured brigade (either the 40th or 60th), in which case they are equipped with M48 MBTs; or are from one of the two independent tank regiments (the 10th & 12th), equipped with M47s or Centurion 5s.

Tank Company HQ

One Big Man Level III or IV
Two Main Battle Tank

Platoon One

One Big Man Level II or III
Three Main Battle Tanks

Platoon Two

One Big Man Level II or III
Three Main Battle Tanks

Platoon Three

One Big Man Level II or III
Three Main Battle Tanks

Types of MBT Available

As stated already, the different tanks used by the different Jordanian armoured units were as follows:

- 40th or 60th Armoured Brigades: M48
- 10th Tank Regiment: Centurion 5
- 12th Tank Regiment: M47

BRIGADE SUPPORT UNITS

Reconnaissance Platoon

Platoon of three Saladin armoured cars led by a Level II Big Man.

Off-Table Artillery

Tanks from 40th Armoured Brigade may also have support from M52 SP 155mm guns.

OTHER SUPPORT UNITS

Operating with infantry

Tank companies operating with infantry use the support options of the infantry units accompanying them.

Rating Your Jordanian Force

As previously mentioned, Jordanian infantry count as rifle squads. As such, they subtract one dice from their fire at all ranges.

Infantry Types/Actions	0	1	2	3	4
Regulars (Rifle Squads)	1, 2, 3	4	5, 6	7, 8	~

Jordanian tank crews have three Actions and therefore a morale of three.

Anti-Tank Weapons	0	1	2	3	4
Infantry Squad	2	~	~	~	~
M20 Superbazooka (90mm)	9	9	9	9	9
M40 106mm RCL	11	11	11	11	11

All the anti-tank weapons listed above take one Action to re-load, so with their three Actions may fire a maximum of one aimed and one snapshot per turn. If a double is rolled when firing, the team has just one round remaining i.e. can take only one more shot before being out of ammunition for the rest of the game.

Stacking the Deck

One card should be present for each Platoon as well as any Company Headquarters and attached Platoons and on- or off-table support units. One *Jordanian Blinds* card will also be present, as will one card for each Big Man.

The Superbazooka team in the infantry company HQs will fire on the *Company HQ* card, but all other anti-tank weapons, whether man-portable, self-propelled or mounted on a vehicle, should have one card per weapon.

Other cards that may be present are as follows:

Rapid Deployment: will sometimes be presented for armoured and mechanised formations.

Rally: will nearly always be present for Jordanian troops.

Armoured Bonus Move: will sometimes be present for Jordanian tank formations.

Hesitant Leader card: this card may be present for Jordanian forces, representing the mind set of higher levels of command.

Vehicle Breakdown card: this only applies to M113 APCs, but should be put in the pack whenever they form part of the Jordanian force.

Reconnaissance Bonus Move: will apply to all reconnaissance units

Jordanian Armoury

AFVs

Vehicle	Armour	Weapon	Strike	Speed	Notes
Centurion Mk V	16	84mm	11	Average	
M47 or M48	12	90mm	12	Average	
Saladin Armoured Car	3	75mm	8	Wheels	Recon.

APCs

Vehicle	Armour	Weapon	Strike	Speed	Notes
M113 APC	4	MG	~	Fast	
Truck	0	~	~	Wheels	

Anti-Tank Guns

Weapon	Strike
17 lbdr ATG	12

The 2" Mortar

The 2" Mortar was deployed at platoon level and provided this unit with the ability to provide its own limited indirect fire support and, more importantly, smoke.

The 2" mortar was a very light weapon which had the most elementary aiming system, yet despite this it was found to be very accurate and effective. Its HE rounds were only really powerful enough to oblige an enemy to keep his head down rather than causing much physical damage.

Minimum Range

The 2" mortar has no minimum range. If the enemy are that close then it is assumed that the crew can do an equal amount of damage with their rifles.

Maximum Range

The 2" mortar has a maximum range of 72".

Aiming

To fire at a target the 2" mortar needs to be within 6" of a point from where a direct line of sight can be traced to the target or target area. This represents the ability of the mortar to fire from cover while one of its team moves forward to observe the fall of shot.

For example, a 2" mortar team may be 6" behind the crest of a hill and fire at any target that may be seen from the crest of the hill. In order to do this the target must have already been spotted.

Ammunition

A 2" mortar may deploy smoke but is limited to four turns of fire.

The 2" mortar has a limited supply of H.E. rounds which it is expected to use immediately before any attack through the smoke screen it has deployed.

The 2" mortar may fire H.E. for four rounds in total or two rounds rapid fire.

When firing normally it does the usual one point of Shock. When firing rapid fire, it may fire once using the same rule but rolling 3D6 in one turn.

Medium Mortar Minimum Range

Although only really available as an off-table asset, the minimum range of the medium mortar is included just in case a particular scenario defines them as being on-table:

3" mortar: 36"

Off Table Artillery Availability

3" Mortars: Auto

Other Assets: 3/3/2