

# HOLYLAND:

## Full Spectrum Warfare in the Middle East

### NETWAR CHIT EXPLANATION

Type	When Played	Effects
<b>Black Ops or Fatwa</b>	Any time	Negate the player of one enemy Netwar chit. That marker is returned to the Pool without going into effect. This may negate the play of an enemy <i>Black Ops</i> or <i>Fatwa</i> , in which case the original marker goes into effect.
<b>Dar al-Harb or International Pressure</b>	Enemy Mobilization	Do one of the following: (1) Designate one enemy off-map base for an activated power and roll one die. If the result is 1, 2 or 3, then no Israeli units may be mobilized, enter or leave it for the remainder of this turn. Place the chit in the zone as a reminder and return it to the pool at the end of the turn. If the result is 4, 5 or 6, then no effect and return the chit to the pool.  OR (2) Roll one die and gain that number of Netwar Points.
<b>Barrage</b>	Arab Combat Phase	See the Barrage rule. (26.0)
<b>InfoWar</b>	Friendly or Enemy Combat Phase.	Player after the result has been determined. Double the number of Netwar Points gained by the friendly side or lost by the enemy for the combat.
<b>ISR</b>	Friendly Combat Phase	Do one of the following: (1) All friendly units in one hex can use the Kinetic CRT to attack enemy units in Underground boxes.  OR (2) Examine all enemy Netwar chits.
<b>Joint Operation</b>	Friendly Combat Phase  OR:	Do one of the following: (1) Combine units from more than one friendly Power into the same attack.  OR: (2) All units which have completed an attack in one hex may then attack again.  OR
<b>Joint Operation</b>	Friendly Rebasing Phase	(3) Any or all units in one hex may move per normal movement rules (not just those units which are qualified to move in the Rebasing Phase).
<b>Leader Node</b>	Friendly Mobilization Phase	Raise the level of any one friendly unit (any type) by one.
<b>PGM Attack</b>	Israeli Combat Phase or Arab Combat Phase	See the PGM rule (26.2).
<b>Uprising</b>	Friendly Mobilization Phase	Do one of the following: (1) Mobilize at no cost one friendly Uprising unit (7.4) at level "1" in any friendly area, or in any area containing a friendly SOF or Jihadi unit.  OR (2) Mobilize at no cost one friendly Jihadi in any area containing a friendly unit.
<b>Tactical Advantage</b>	Friendly or Enemy Combat Phase	Play after a combat has been declared but before the die is rolled. Double the conflict value of all friendly units in this combat. Each side may play a maximum of one <i>Tactical Edge</i> per combat. This may not be combined with other game actions which double combat strength.
<b>Terrorist Spectacular</b>	Friendly or Enemy Combat Phase	The Arab player may choose any hex where a Jihadi unit is present, and automatically award the points for that hex to the Arab side, as well as deduct those points from the Coalition side.