



31.0 ARAB-SPRING (THE SYRIAN CIVIL WAR) BONUS ADD-ON SCENARIO

“THE SYRIAN CIVIL WAR” INITIAL DEPLOYMENT CHART

(Place only the game pieces of the activated powers that are listed for this scenario!)

Scenario Notes: Inasmuch as *Holyland* was designed before the civil war in Syria, this scenario has been added as a bonus learning scenario, and it thus includes additional un-mounted units that players can cut out and mount themselves (actual mounted counters will be available in a later issue of *Modern War* magazine, with adjustments to the scenario as the actual civil war in Syria dictates). This scenario assumes, moreover, that a larger Middle Eastern war has broken out, after the civil war in Syria escalated beyond the control of the principles.

Special Rules:

1) Pro-Syrian Forces: The Arab player initially controls Syrian and all Arab forces except as noted below.

2) Syrian Rebel Forces: The Israeli player initially controls only the Syrian Rebels (represented by Foreign Fighter units). These are represented by the

Foreign Fighter units. They begin the scenario activated at no cost. The Israeli player places these anywhere in Syria after Syrian forces are placed.

3) Arab Volunteer Base: The Arab Volunteer Base is now the Syrian Rebel off map. It connects to Syria (only) via any Syrian border space. It is controlled by the Israeli player, and only Foreign Fighters and Al Qaeda units can be placed in it.

4) Rebel Netwar: The Israeli player begins with 1 x Leader Node, 2 x Uprising and 2 x Infowar Netwar markers.

5) Pro-Israel Rebels: These are Uprising units, used normally per 7.4.

6) Russians: The Arab player may activate Russia and deploy its units onto the map by paying normal Netwar costs. Russian units are friendly to Arab forces. Russian forces are initially placed off map. Units deploy onto the map as follows: Air units are placed in the Arab Air Available box. Airborne and special forces units may be air onto any map spaces via airmobile movement. Amphibious units may land on any Arab controlled ports. FOBs are

deployed per the standard rule on any Russian ground unit on the map.

7) Activation

Syria begins the game activated at no cost. Russia may be activated at a cost of 30 Netwar points.

Israel may be activated at a cost of 20 Netwar points.

The Foreign Fighters (Syrian Rebels) begin the game at no cost. Al Qaeda is controlled by the Israeli player and may be activated by paying the normal Netwar Points. The Coalition may be activated at normal cost.

c) The cost to Activate all powers other than these is doubled.

Scenario Notes: The terms “Arab” and “Israelis” to designate sides are used mainly for consistency with the existing game system. The possibility of Russian involvement is remote, but the units are included to show the possibilities.

HOLYLAND: Full Spectrum Warfare in the Middle East

Photocopy for use.

FRONT 1	Foreign Fighters 2 (1) 1	Foreign Fighters 2 (1) 1	Foreign Fighters 2 (1) 1	Foreign Fighters 2 (1) 1	Foreign Fighters 4 (3) 2	Foreign Fighters 4 (3) 2	Foreign Fighters 3 (0) 3	Foreign Fighters 3 (0) 3
BACK 1	Foreign Fighters 3 (2) 1	Foreign Fighters 3 (2) 1	Foreign Fighters 3 (2) 1	Foreign Fighters 3 (2) 1	Foreign Fighters 6 (4) 2	Foreign Fighters 6 (4) 2	UW	UW
FRONT 2	Russia 5	Russia 5	Russia Sptz-A 6 (0) 6	Russia Sptz-B 6 (0) 6	Russia 2 (1) 0	Russia 2 (1) 0	Russia 4 (1) 9 ³¹	Russia Black Sea 3 (1) 2
BACK 2			UW	UW	Russia 4 (1) 0	Russia 4 (1) 0	Russia 6 (2) 6 ³¹	Russia Black Sea 5 (2) 3

ARAB INITIAL FORCES

EGYPT

Anywhere in Egypt:

- 1 x "(3)" armored division
- 4 x "(2)" armored divisions
- 8 x "(1)" mechanized divisions
- 1 x "(1)" infantry division
- 1 x "(1)" engineer brigade
- 3 x "(2)" airmobile brigades
- 3 x "(2)" security division
- 2 x "(1)" SSM brigades
- 2 x SOF

In Egypt, no more than one per region:

- 2 x "(2)" Base Zone
- 6 x "(1)" Base Zone

Airstrikes Available:

- 3 x airstrikes

SYRIA

Anywhere in Syria:

- 1 x "(3)" armored division
- 7 x "(2)" armored divisions
- 3 x "(2)" mechanized divisions
- 1 x "(2)" airmobile brigade
- 3 x "(2)" security divisions
- 1 x "(1)" SSM brigade
- 1 x "(2)" guerrilla
- 1 x SOF

In Syria, no more than one per region:

- 1 x "(2)" Base Zone
- 4 x "(1)" Base Zone

Airstrikes Available:

- 3 x airstrikes

JORDAN

Anywhere in Jordan:

- 1 x "(3)" armored division
- 4 x "(2)" armored divisions
- 3 x "(2)" mechanized divisions
- 2 x "(2)" airmobile brigades
- 2 x "(2)" security brigades
- 1 x SOF

In Jordan, no more than one per region:

- 1 x "(2)" Base Zone
- 4 x "(1)" Base Zones

Airstrikes Available:

- 1 x Airstrike

PALESTINIANS

In the West Bank:

- 1 x Jihadi
- 1 x "(1)" infantry division
- 2 x "(1)" guerilla
- 2 x "(1)" base zone

In Gaza:

- 2 x Jihadi
- 1 x "(1)" infantry division
- 2 x "(1)" guerilla
- 2 x "(1)" base zone

In South Lebanon:

- 3 x Jihadi
- 1 x "(3)" guerilla
- 1 x "(2)" guerilla
- 1 x SSM brigade
- 1 x "(2)" base zone

SAUDI

In Tabrik:

- 1 x "(1)" mechanized division
- 1 x "(1)" Base Zone

Airstrikes Available:

- 1 x airstrike

IRAN

In the Iran box or South Lebanon (if activated).

- 2 x guerillas
- 1 x "(1)" mechanized divisions
- 1 x SSM
- 2 x "(1)" FOBs

RECRUIT BOX

All remaining Arab units are available for recruiting.

ARAB NETWAR POOL

Place all Arab Netwar Chits in the Arab Pool; they can be purchased.

JIHAD Markers

Place all in the holding box.

PRO-REBEL PLAYER INITIAL FORCES

ANTI-SYRIAN REBELS

(Use Foreign Fighter units)

- 2 x Jihadis
- 2 x "(1)" guerrillas

AL QAEDA

In the Foreign Volunteers box:

- 1 x Jihadi
- 1 x "(2)" infantry brigade



ISRAEL:

In Israel:

- 2 x "(4)" armored divisions
- 3 x "(2)" infantry divisions
- 1 x "(2)" airmobile brigade
- 1 x "(2)" amphibious brigade
- 1 x "(2)" recon brigade
- 1 x "(2)" security

In the West Bank:

- 1 x "(2)" infantry division
- 1 x "(2)" infantry brigade
- 1 x "(2)" security

In Israel and/or the West Bank:

- 2 x "(2)" armored brigades
- 4 x "(2)" mechanized brigades
- 1 x "(2)" Engineer
- 5 x SOF units

In Israeli, no more than one per region:

- 10 x "(2)" Base Zones,
- 6 x "(2)" FOBs

Airstrikes Available box:

- 9 x Airstrikes

Israeli Reserve box:

- 10 x "(1)" armored divisions
- 5 x "(2)" airmobile brigades,
- 1 x SOF unit

("In Israel" includes Israel and the Golan Heights.)

LEBANON

In Beirut West, Beirut East, and/or Tripoli:

- 1 x "(2)" mechanized division
- 1 x "(1)" mechanized division
- 2 x "(1)" infantry divisions
- 1 x SOF

In Beirut West, Beirut East, and/or Tripoli, no more than one per region:

- 3 x "(1)" Base Zones

Airstrikes Available box:

- None

COALITION:

No units

RECRUIT BOX

All remaining Israeli units are available for recruiting.

Israeli Netwar Pool

Place all remaining Israeli Netwar Chits in the Israeli Pool; they can be purchased.

Sampson Option Marker

Place in the holding box.