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

### Arab Initial Forces

#### Egypt

- **Anywhere in Egypt:**
  - 1 \((3)\) armored division
  - 4 \((2)\) armored divisions
  - 8 \((1)\) mechanized divisions
  - 1 \((1)\) infantry division
  - 1 \((1)\) engineer brigade
  - 3 \((2)\) airmobile brigades
  - 3 \((2)\) security division
  - 2 \((1)\) SSM brigades
  - 2 SOF

- In Egypt, no more than one per region:
  - 2 \((2)\) Base Zone
  - 6 \((1)\) Base Zone

- **Airstrikes Available:**
  - 3 x airstrikes

#### Syria

- **Anywhere in Syria:**
  - 1 \((3)\) armored division
  - 7 \((2)\) armored divisions
  - 3 \((2)\) mechanized divisions
  - 1 \((2)\) airmobile brigade
  - 3 \((2)\) security divisions
  - 1 \((1)\) SSM brigade
  - 1 \((2)\) guerilla
  - 1 SOF

- In Syria, no more than one per region:
  - 1 \((2)\) Base Zone
  - 4 \((1)\) Base Zone

- **Airstrikes Available:**
  - 3 x airstrikes

#### Jordan

- **Anywhere in Jordan:**
  - 1 \((3)\) armored division
  - 4 \((2)\) armored divisions
  - 3 \((2)\) mechanized divisions
  - 2 \((2)\) airmobile brigades
  - 2 \((2)\) security brigades
  - 1 SOF

- In Jordan, no more than one per region:
  - 1 \((2)\) Base Zone
  - 4 \((1)\) Base Zones

- **Airstrikes Available:**
  - 1 x Airstrike

#### Palestinian

- **In the West Bank:**
  - 1 x Jihadi
  - 1 \((1)\) infantry division
  - 2 \((1)\) guerilla
  - 2 \((1)\) base zone

- **In Gaza:**
  - 2 x Jihadi
  - 1 \((1)\) infantry division
  - 2 \((1)\) guerilla
  - 2 \((1)\) base zone

- **In South Lebanon:**
  - 3 x Jihadi
  - 1 \((3)\) guerilla
  - 1 \((2)\) guerilla
  - 1 x SSM brigade
  - 1 \((2)\) base zone

#### Saudi

- **In Tabrik:**
  - 1 \((1)\) mechanized division
  - 1 \((1)\) Base Zone

- **Airstrikes Available:**
  - 1 x Airstrike

#### Iran

- **In the Iran box or South Lebanon (if activated):**
  - 2 guerillas
  - 1 \((1)\) mechanized division
  - 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 \((1)\) guerillas

#### Al Qaeda

- **In the Foreign Volunteers box:**
  - 1 x Jihadi
  - 1 \((2)\) 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

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.

COALITION:
No units