



DESERT RULES AND REGIONAL OVERVIEW

ENGLISH

This play aid defines shared terrain rules once, then shows for every terrain type whether it is typical, local, or rare in the West Bank, Gaza Strip, and Sinai. The rating describes geographic plausibility, not how often it must appear in every scenario.



WEST BANK

Limestone highlands, terraced fields, olive groves, and wadis; drier and more open toward the Jordan Valley. [1][2][3]



GAZA STRIP

Low coastal plain with dunes, fields, dense settlements, low ridges, and Wadi Gaza. [4][5][6]



SINAI

Sandy north, central limestone and gravel plateau, and a rocky mountainous south with wadis and oases. [7][8]

MOVEMENT CLASSES

Road: fastest route. Cross-country: ordinary open ground. Difficult: vehicles test against becoming stuck. Very Difficult: use the stricter test. Impassable: cannot be crossed.

HEIGHT AND LINE OF SIGHT

Flat: no line-of-sight blocking. Short: Concealment in or behind it. Tall: blocks line of sight; teams at the edge remain visible but count as Concealed.

COVER

Concealment makes a target harder to hit. Bulletproof Cover is provided only by solid rocks, walls, or buildings when specifically stated. Vegetation and dust are not bulletproof.

AGREE BEFORE PLAY

Play what is visibly modelled. Before the first turn, agree boundaries, rooms, ramps, cliff faces, wooded areas, and the height of ruins. Ignore scenic base thickness.

HARD DESERT AND OPEN GROUND



Firm, level desert counts as Road for movement; less compacted ground is Cross-country. Open ground does not block line of sight. In the Gaza treatment, stationary Infantry in open Flat Terrain is Concealed; tanks, guns, and moving Infantry remain visible. Use Dust Clouds for rapid movement.

REGIONAL OCCURRENCE

WEST BANK

LOCAL

Mainly the Jordan Valley and dry eastern slopes; not the typical highland. [3]

GAZA STRIP

TYPICAL

Broad low coastal plain with fields and dry open ground. [5]

SINAI

TYPICAL

Northern plains and central gravel and limestone plateaus. [7][8]

FIELDS, CROPS, AND TERRACES



Standing crops and olive groves are Short Terrain. They Conceal teams in or behind them but do not completely block line of sight. Dry-stone terrace walls are treated separately as walls. Fields without tall crops are Flat and give no cover.

REGIONAL OCCURRENCE

WEST BANK

TYPICAL

Terraces, olives, vines, and cultivated valleys shape the central highlands. [2][3]

GAZA STRIP

TYPICAL

The coastal plain was historically intensively farmed. [4]

SINAI

LOCAL

Mainly in the north, around El-Arish, springs, and oases. [7]

ROCKY GROUND, HILLS, AND OUTCROPS



Rocky ground and outcrops are Difficult Terrain; vehicles risk becoming stuck while crossing. Large hills and rocks are Tall and block line of sight. Teams at least half hidden by solid rock or a hill count as Concealed and receive Bulletproof Cover.

REGIONAL OCCURRENCE

WEST BANK

TYPICAL

Limestone highlands, rocky slopes, and thin soils are characteristic. [3]

GAZA STRIP

RARE

Mostly sandy plain; local low kurkar ridges and knolls. [5]

SINAI

TYPICAL

Central plateaus and southern mountains are strongly rocky. [7]

STREAMS, DRY VALLEYS, AND WADIS



A shallow stream is Terrain, slows vehicles, and gives no Concealment. A deep wadi floor is Difficult and may hide vehicles. Steep sides are Impassable to vehicles; Infantry and Man-packed Guns may cross them by agreement. Mark at least one vehicle access ramp for each long wadi section.

REGIONAL OCCURRENCE

WEST BANK

TYPICAL

Numerous valleys and wadis cut through the limestone highlands. [2][3]

GAZA STRIP

LOCAL

Wadi Gaza is the main system; several smaller wadis also occur. [6]

SINAI

TYPICAL

The plateaus are deeply dissected by ancient valleys and wadis. [7]

WOODS AND OLIVE GROVES



Dense woods are Difficult, Tall Terrain. Teams at the edge can be seen but are Concealed. Individual trees may be moved within a marked wood; the whole base remains wooded. An open olive grove may instead be played as Short Terrain if both players agree beforehand.

REGIONAL OCCURRENCE

WEST BANK

LOCAL

Olive groves are common, but closed woodland is scarce; forest cover is about 1 percent. [1][2]

GAZA STRIP

LOCAL

Orchards and tree lines occur, but extensive woodland is uncommon. [4]

SINAI

RARE

Dense groves are largely confined to springs, oases, and sheltered wadis. [7]

SCRUB AND PALM GROVES



Open scrub is Short Terrain and Conceals teams in or behind it. Dense palm groves are instead Difficult, Tall Terrain; vehicles risk becoming stuck and teams at the edge are Concealed. Decorative individual plants outside a marked area have no rules effect.

REGIONAL OCCURRENCE

WEST BANK

TYPICAL

Steppe, thorn scrub, and Mediterranean shrub; palms locally in the Jordan Valley. [3]

GAZA STRIP

LOCAL

Scrub and cultivated palms occur locally among fields, dunes, and settlements. [4]

SINAI

TYPICAL

Sparse desert vegetation is widespread; palms are local to water sources. [7]

BUILDINGS, TOWNS, TOMBS, AND RUINS



Buildings are Impassable to tanks and guns; Infantry uses doors and windows. Buildings are Tall, block line of sight, and give teams inside or half hidden Concealment and Bulletproof Cover. Rubble areas may be Difficult; only solid wall sections give Bulletproof Cover. Divide large buildings into rooms 7.5 to 15 cm / 3 to 6 inches across.

REGIONAL OCCURRENCE

WEST BANK

TYPICAL

Dense villages and towns along highlands, valleys, and roads. [1][3]

GAZA STRIP

TYPICAL

Densely settled coastal plain with towns and compact built-up areas. [5]

SINAI

LOCAL

Settlements cluster along the coast, roads, oases, and passes. [7]

WALLS AND OLD DESERT FORTS



Walls are Difficult to cross and may be Short or Tall depending on the model. Solid walls give Concealment and Bulletproof Cover. Fort walls are Impassable when crossed directly; Infantry may climb them from inside as Terrain. Battlements give Bulletproof Cover; the wooden gate is Difficult and Tall.

REGIONAL OCCURRENCE

WEST BANK

LOCAL

Dry-stone walls are common; fortified structures and ruins are local. [2]

GAZA STRIP

LOCAL

Walls occur around settlements and fields; major forts are scenario-specific. [4]

SINAI

LOCAL

Historic forts guard selected routes and water sources. [7]

SAND DUNES AND SOFT SAND



Dunes are low ridges and count as Terrain but do not cause vehicles to become stuck under the Fate of a Nation treatment. Their crest may hide teams. Marked soft sand is instead Difficult Terrain; vehicles test as normal. Troops cannot dig Foxholes in soft sand.

REGIONAL OCCURRENCE

WEST BANK

RARE

Only small local sandy areas; not typical of the limestone highlands. [3]

GAZA STRIP

TYPICAL

Dunes are prominent along the coast and in the south. [4][5]

SINAI

TYPICAL

Large sand sheets and dune fields, especially in the north and northwest. [8]

OASES, WATER, AND SALT FLATS



The water area of an oasis is Impassable, Flat, and gives no Concealment. Palms around it are a separate terrain feature. Dried salt flats are Very Difficult Terrain; vehicles use the stricter test specified by the rules. Foxholes cannot be dug in salt flats or soft sand.

REGIONAL OCCURRENCE

WEST BANK

LOCAL

Jericho and the Jordan Valley have oasis-like areas; salt terrain borders the Dead Sea. [3]

GAZA STRIP

LOCAL

Wadi Gaza wetlands and coastal water; not a classic large-desert oasis. [6]

SINAI

LOCAL

Scattered oases, springs, and northern salt or marsh areas. [7]

ESCARPMENTS, RISES, AND DEPRESSIONS



The vertical face of an escarpment is Impassable. A gentle rise is Cross-country and may Conceal a tank on the far side. A broad shallow depression is Cross-country and can hide vehicles when the model actually blocks line of sight. Mark entry and exit points before the game.

REGIONAL OCCURRENCE

WEST BANK

TYPICAL

Strong relief between the highlands, eastern slopes, and Jordan Rift. [1][3]

GAZA STRIP

LOCAL

Mostly flat to rolling; local wadi banks and low ridges. [5][6]

SINAI

TYPICAL

Plateau edges, mountain ranges, depressions, and deep erosion features. [7]

ROADS AND RAILWAY LINES



A team receives Road movement only while following the visible route. Railway lines are Flat Terrain, give no Concealment, and slow teams crossing them. Embankments, cuttings, and bridges are separate terrain features. In 1967 the historic coastal railway linked Gaza and northern Sinai.

REGIONAL OCCURRENCE

WEST BANK

TYPICAL

Dense road network; railway lines in the West Bank were only local or disused. [9]

GAZA STRIP

TYPICAL

Roads and the historic coastal railway through Gaza and Rafah. [9]

SINAI

TYPICAL

Militarily important roads; coastal railway Kantara-El-Arish-Rafah. [9]

DUST CLOUDS BEHIND VEHICLES



When a vehicle moves more than 10 cm / 4 inches in the Movement Step, place a 5 cm / 2 inch diameter Dust Cloud behind it. If it moves again, the marker follows on the same side. Troops behind the marker are Concealed; it gives no Bulletproof Cover. The generating vehicle cannot hide in its own cloud. Remove it at the start of its own turn.

REGIONAL OCCURRENCE

WEST BANK

LOCAL

Useful on dry tracks, fields, and in the Jordan Valley; not universal. [3]

GAZA STRIP

TYPICAL

Dry sandy or dusty open ground makes the rule frequently appropriate. [4][5]

SINAI

TYPICAL

Classic use on hard desert, gravel plains, and dry tracks. [7]

KHAMSEEN - OPTIONAL WEATHER RULE



If both players agree before the game that a Khamseen threatens, roll at the start of each player's turn. Before it arrives, a 1 starts it; Night Fighting applies from that turn. Once active, the storm ends on 5+. Restricted visibility remains in force until then.

REGIONAL OCCURRENCE

WEST BANK

LOCAL

Hot dusty winds reach the southern Levant, but are not an everyday condition. [10]

GAZA STRIP

LOCAL

A seasonal event in the transition between Sinai and the Levant. [10]

SINAI

TYPICAL

The name and classic weather pattern are especially associated with Egypt and Sinai. [10]



SOURCES, METHOD, AND FAN NOTICE

ENGLISH

The regional ratings were derived from the geography, environmental, and cultural-landscape sources below. Typical means characteristic or broadly plausible, Local means geographically limited, and Rare means suitable only in exceptional locations. The rating is a gaming synthesis, not a complete land-cover map for 1967.

[1] Palestinian Central Bureau of Statistics

West Bank geomorphology and forest cover. pcbs.gov.ps - World Environment Day 2017

[7] NASA Jet Propulsion Laboratory

Sinai relief: northern sandstone, Tih Plateau, southern mountains, wadis, and oases. jpl.nasa.gov/images/pia04957

[2] UNESCO World Heritage Centre

Battir: terraced valleys, olive groves, vineyards, and dry-stone landscape. whc.unesco.org/en/list/1492

[8] U.S. Geological Survey

Sinai-Negev dune fields and Wadi El-Arish drainage. usgs.gov/publications/origin-sinai-negev-erg

[3] FAO

West Bank and Gaza geography, soils, agriculture, vegetation zones. fao.org/4/j1575e/j1575e02.pdf

[9] United Nations Palestine Commission, 1947

Historic railway network across Palestine, Gaza, and Sinai. un.org/unispal/document/auto-insert-211891

[4] FAO

Gaza vegetation zones, dunes, alluvial soils, agriculture, and wadis. fao.org/4/j1575e/j1575e02.pdf

[10] Battlefront / regional meteorology

Khamseen rule and regional hot dusty wind. flamesofwar.com - Campaigns & Terrain, p. 15

[5] United Nations Digital Library

Gaza geography: coastal dunes, loess soils, and low ridges. digitallibrary.un.org
- Gaza Strip: Geography and demography

[11] Battlefront Miniatures

Desert Terrain, Dust Clouds, and Khamseen rules. flamesofwar.com/Portals/o/Documents/Rules/Campaigns-and-Terrain.pdf

[6] UNESCO / scientific literature

Wadi Gaza and its tributary system. whc.unesco.org/en/tentativelists/5722

[12] Fate of a Nation

Terrain pages 20-25 supplied as photographs by the user. West Bank, Gaza Strip, and Sinai Desert terrain sections

Unofficial, non-commercial fan project. This document is not affiliated with or endorsed by Battlefront Miniatures Ltd. Flames of War, Fate of a Nation, names, marks, and the user-supplied logo remain the property of their respective owners. Rules are summarised and paraphrased; official publications take precedence. Terrain images were generated specifically for this fan project.