

SIX DAYS OF WAR

RULES of PLAY

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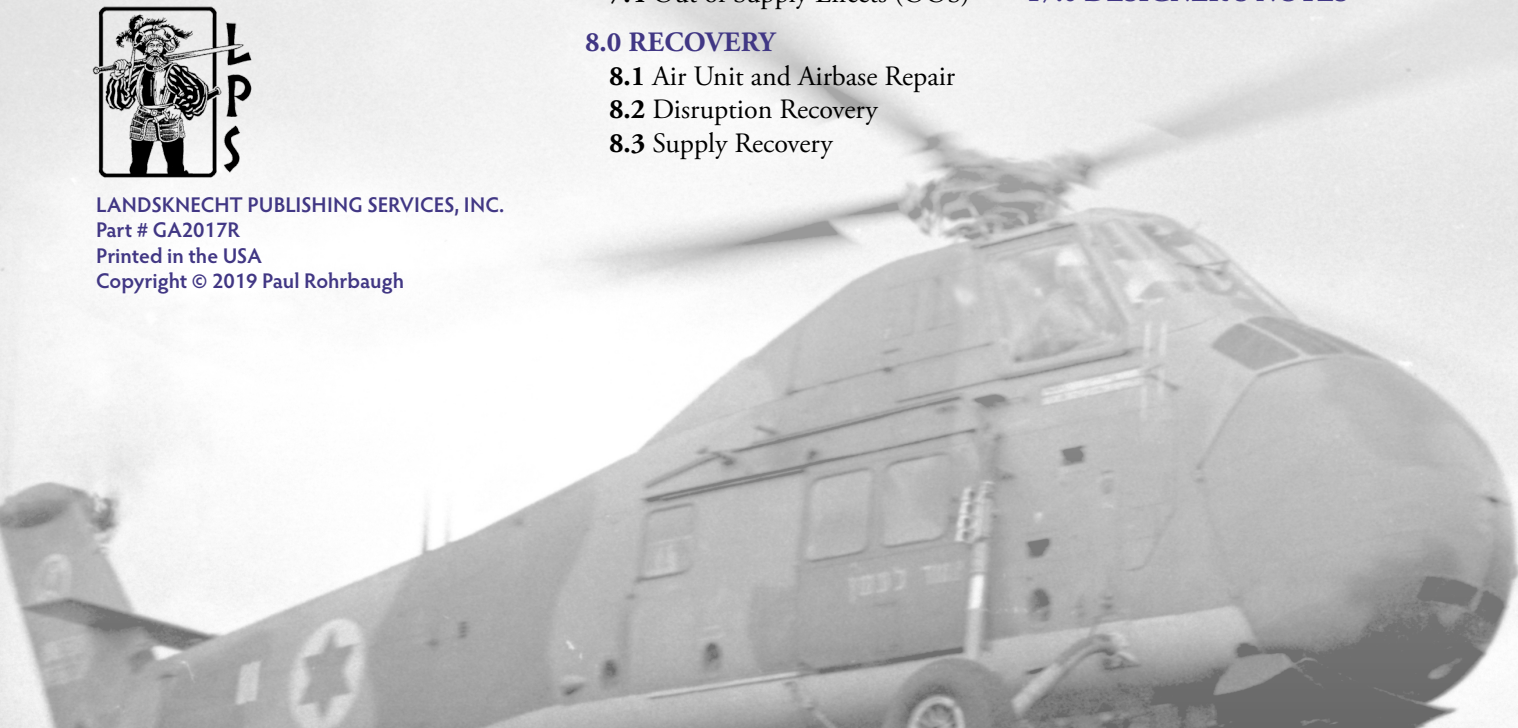
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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4 This example is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine, PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Six Days of War*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Six Days of War* discussion folders at www.consimworld.com.

*"If we start a war and win everyone will be with us.
If we don't win, it's going to be tough."*

—Meir Amit, Head of Israel's Mossad
at an Israeli Government Cabinet meeting, June 4th, 1967

"We are ready to confront Israel...the issue now at hand is not the Gulf of Aqaba, the Straits of Tiran, or the withdrawal of UNEF, but the aggression which took place in Palestine."

—Gamal Abdel Nasser, President of Egypt,
to the UN General Assembly, June 2nd, 1967

1.0 INTRODUCTION

Six Days of War is a war game simulation of the 1967 conflict between the state of Israel and the assorted nations of the United Arab Republic. Players first conduct a series of card plays that determine both sides' war footing and diplomatic standing before the outbreak of hostilities. Battles in the 1967 Mid-East war that eventually breaks out are resolved on one or more of the three maps depicting the major theaters of the war. Historically the Israelis won a crushing military victory, capturing the entire Sinai Peninsula, Gaza Strip, Jordan's West Bank territories (Transjordan) as well as East Jerusalem and Syria's Golan Heights. The victory, however, sowed the seeds for future conflicts in the Mid-East, and the violence that continues to threaten world peace to this day. Players can see if they can do as well, better, or worse than their historical counterparts.

2.0 GAME COMPONENTS

Each copy of *Six Days of War* includes the following:

- This set of rules
- One 22" by 34" map depicting the Sinai Peninsula, the West Bank, and Golan/Galilee theaters
- 245 mounted, double-sided counters
- Two sets of Players' Aid Charts
- 64 cards

Players will need to provide one ten-sided (1D10) dice to play the game. Read a die roll of "0" as "10". Unless otherwise directed, when halving the results of a die roll, drop fractions, but do not reduce the result to less than 1.

2.1 The Rules Booklet

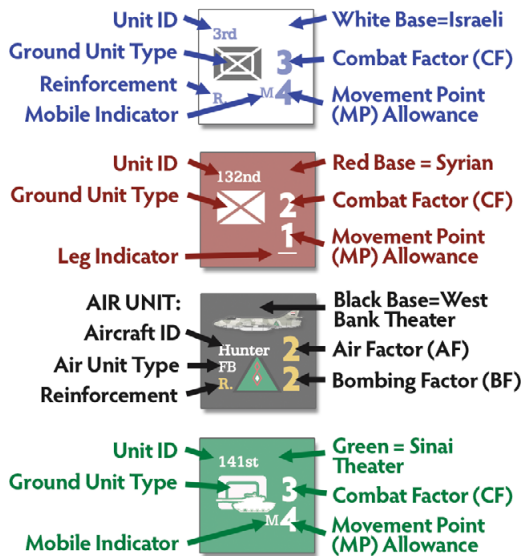
This rules booklet contains all of the rules required for play.

2.2 The Game Map

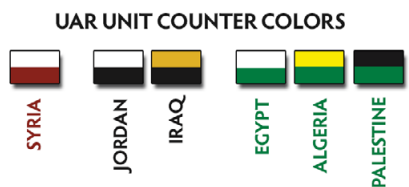
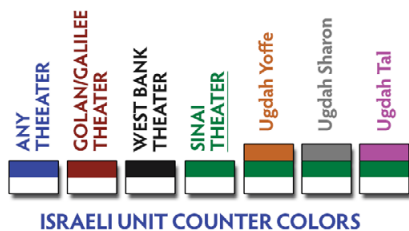
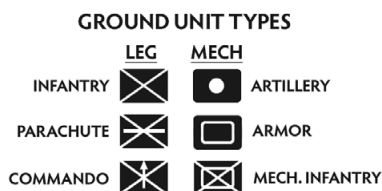
The game map represents the actual battlegrounds of the Mid-East surrounding Israel and is subdivided into three smaller maps depicting each separate theater. A numbered hexagon (hex) grid has been superimposed to regulate game functions. Unnumbered hexes may not be entered. The game map also has a number of game tracks and displays printed on it.

2.3 The Playing Pieces

The countersheets include combat units and markers. Units represent the combat forces involved in the struggle. The game markers are used to facilitate various game functions.



AIR UNIT TYPES
 B Bomber FB Fighter-Bomber



2.4 Players' Aid Charts (PAC)

The Players' Aid Charts printed in the center of this rulebook contains the various charts and tables required for play. Players should keep these handy for reference during play.

2.5 Game Terms and Abbreviations

Activation: Un-disrupted combat units are activated for movement and combat on the game maps in an Operations Phase by formation (Israeli) or a 1D10 roll (Arab).

Air units: Shahak, Mystère, Sambad, Fouga, and Ouragan air units are Israeli. All Israeli air units are considered fighter-bombers (FB). MiG-17, MiG-19, MiG-21, Su-7, Hawker Hunter, Tu-16, and Il-28 air units are UAR. The Il-28 and Tu-16 air units are bombers (B); the Su-7, MiG-17, MiG-19, Mig-21, and Hawker Hunter are fighter-bombers (FB). All air units are printed with an upper Air Factor (AF) and a lower Bombing Factor (BF) number. Air units are normally located in one of a nation's airbases and deployed on the theater maps only when activated. Israeli air units may usually activate more than once a turn, while UAR air units may activate only once. *Designer's Note: In stark contrast to their opponents, the Israeli air force trained extensively in ground refueling/rearming that allowed for remarkable turn-around/sortie rates measured in minutes, not hours. The difference in air unit activation shows the decisive effects this training played in the conflict.*



Diplomatic Standing Points (DSPs): Represents the degree of support and trust a side's constituencies, as well as foreign governments, have for a side's conduct in the game. The higher a side's DSP the better for it. This is also used in part to determine the number of Diplomatic Victory Points a side receives in the game. A side's DSP can fall below zero (into negative numbers).

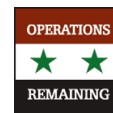
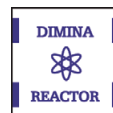
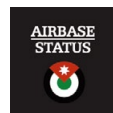
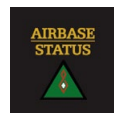
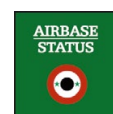
IDF: Israeli Defense Force, the armed forces of the state of Israel.

Initiative: The player that moves first (and usually more often) in an Operations Phase. Modern mechanized warfare, and this war in particular, puts a premium upon seizing control of the battlefield to compel the enemy to react to your plans.

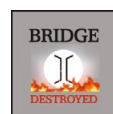
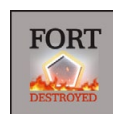


Islamic Volunteers: This UAR unit represents the volunteers from across Islam who volunteered to fight in the UAR. This unit is treated as an Egyptian unit for game purposes.

Leg Units (ground): These units are printed with two large numbers. The upper one is the unit's Combat Factor (CF) and underneath its Movement Factor (MF). Regular infantry, light infantry, parachute, and commando, as well as militia units, have underlined Movement Factors to show they are leg units, and pay the regular Movement Point costs listed on the Terrain Effects Chart. All leg units in the game are one-step pieces (with no reverse step). **Exception:** The two Egyptian Commando units are back printed and have two sides but are still one-step pieces.



Markers: These record various game events (current Game Turn, Game End turn, diplomatic standing, war footing, Jordanian intervention, American and Soviet Commitment Levels, airbase status, Dimona reactor status, operations remaining, and victory points), as well as individual ground unit status (Disruption, Fort/Bridge/Kibbutz Destroyed, Out of Supply, or airborne/amphibious movement).



Mechanized Units (ground): These units are also printed with two large numbers. The upper one is the unit's Combat Factor (CF) and underneath its Movement Factor (MF). Armor, reconnaissance, and mechanized infantry units all have an "M" printed to the left of their Movement Factor, are considered mechanized, and pay mechanized Movement Point costs listed on the Terrain Effects Chart. All mech units in the game are one-step pieces (with no reverse step).

Size: For stacking purposes, commandoes, light infantry, militia, and paratroop units are all considered to be "small" units (battalions or less in real life) while all other ground units are considered to be "large" (brigades and regiments in real life).



Superpower Commitment Level (SCL): These levels indicate the willingness of the Americans and Soviets to intervene and/or impose a cease-fire resolution. The higher the number the more likely that nation will seek to end the conflict.

Ugdah: An Israeli division, usually of four to six brigades/regiments. All un-disrupted units of an Ugdah may activate together in an Operations Phase with one activation point. Each Ugdah's units are differentiated by a color stripe, while Israeli independent units have no color stripe on the unit.

UNEF: The United Nations Emergency Force. These were the peace-keeping troops deployed to the Sinai following the 1956 war in the Mid-East. Their expulsion would be a key factor in the outbreak of war in 1967.

United Arab Republic (UAR): A term for the collective Arab military forces. Unit background colors indicate their specific theater of operations as follows:

- Sinai Theater: Egypt (white on green) and its allied Islamic volunteers and Algerians (yellow on green), and Palestinians (black on green).
- Golan/Galilee Theater: Syrians (white on red).
- West Bank Theater: Allies of Syria including Iraq (gold on black) and Jordan (white on black), which is initially neutral, but may join the UAR at some point before the outbreak of war.



Victory Points: These come in two types, Military (MVPs) and Diplomatic (DVPs). Players will need to calculate both types as the game proceeds.



War Footing Level (WFL): Represents the level of preparedness a nation's military has for the coming conflict. The higher the WFL rating the better.

This is used in part to determine a side's initiative level in the operational portion of the game, and aid in the determination of various game events (recovery and retreats to name some instances). A nation's WFL can never fall below 1 or rise above 9.

2.6 Cards

There are 64 cards in the game. 19 are National cards are used by the Israeli player, 18 are National cards used by the UAR player. There are also 21 Random Event cards and 6 Optional cards (2 Israeli, 4 UAR). Card play is used to determine when war breaks out, and each sides' War Footing Level and Diplomatic Standing Point totals. Card play can also influence each sides' War Footing and Superpower Commitment Levels, Victory Point awards, the Jordanian Intervention Level, and other game events outlined in the rules. Cards may state to increase these conditions by +/- N; a zero ("0") means no change (and does not mean to reset to zero).

2.7 Game Scale

A turn represents 1 day. Large ground combat units are mostly brigades or regiments (3,000 to 5,000 combatants each) or small battalions (800 to 1,000 combatants). Each air unit represents approximately 24 (Israeli) to 36 (UAR) aircraft. A hex is approximately 10 miles across on the Sinai map, 5 on the others (Golan/Galilee and West Bank maps).

3.0 THE SEQUENCE OF PLAY

Game turns are divided into a Strategic and Operational segments. Before war breaks out, only the Strategic card play segment is conducted.

3.1 Strategic Segment

Players conduct a round of card play each turn, with the UAR player always going first. Players may

- 1) Play a card from their deck, or;
- 2) Rescind a card already played removing it from the game, or;
- 3) Draw a card from the Random Events deck, or;
- 4) Pass and play/draw no cards.

Card play may result in the adjustment of a side's War Footing Level or Diplomatic Standing Points, cause the deployment or limited movement of combat units on the map, or lead to the outbreak of war.

3.2 Operational Segment

Once war breaks out the following additional sequence of play is adhered to until the game ends:

3.2.1 Initiative Determination Both sides roll 1D10 and add their current WFL. The highest total wins the initiative for the turn. A number of operations equal to one half (round up any fraction) of the difference between the two totals, but always at least one can be conducted by the initiative player before the losing player can conduct one operation. Use the appropriate (UAR or Israeli) "Operations Remaining" markers to record the initiative player's operations.

A player may also perform a pre-emptive attack on the first operational turn if certain conditions apply (Case 4.2.1).

3.2.2 Operations The player conducting operations may move friendly, un-disrupted combat units (air and/or ground) about the map and perform combat operations.

One Israeli activation allows the Israeli player to:

- 1) Activate 1 formation's (Ugdah) un-disrupted units, as well as 1 independent un-disrupted unit within 2 hexes of the activated Ugdah's units, or
- 2) As many air units as desired.

Note: also see Section 5.2 for a third condition.

The number of UAR air and/or ground units that can be activated per activation is determined by a 1D10 roll. *Note: the opposing player may conduct air interception missions during a player's Operation Phase if friendly air units are allocated to air defense.*

3.3 Recovery Segment

Both players attempt to return disrupted, damaged, and Out of Supply (OOS) units/bases to normal status.

3.4 Cease Fire Segment

Both players consult the Cease-Fire Table and their Diplomatic Standing Points to see if a cease-fire resolution has been passed by the UN.

3.5 End Segment

Adjust Military and Diplomatic Victory Point totals, and possibly Diplomatic Standing Points. If this is not the last turn of the game, advance the Game Turn marker one space.

Players repeat steps 3.1 through 3.5 until:

- 1) One side concedes defeat, or;
- 2) Both players agree to a cease fire, or;
- 3) Ten Operational turns have been completed.

4.0 STRATEGIC SEGMENT

Card play between the two opponents captures the diplomatic maneuvering that led to the war. Although technically in a state of war since the founding of Israel in 1948, the combatants were driven to a new level of crisis in May of 1967 when the Soviet Union reported (falsely) that Israel was massing troops in Galilee to seize the Golan Heights. Where events go from there is up to the players of the game.

4.1 Card Play

Players conduct a series of card plays, the UAR player going first, until war breaks out. Cards are coded as to when they can be played, and which player is affected. Most cards can usually be played during any game turn; exceptions are noted, but ones printed with the WARTIME label can only be played once war breaks out. Random event cards state which player (or both) is affected by it. Note that the play of some cards is only possible if another card has been played earlier, while others will prevent the play of a card later in the game.

Before play begins, shuffle the Random Event deck of 21 cards. Both players arrange the remaining National (18 UAR-labeled ones, and 19 ISR-labeled ones) cards within their "hand." The UAR player can choose to remove from play up to 2 National cards from his/her hand for 2 DVPs each. The Israeli player can choose to remove up to 4 National cards. For every two removed

cards, the Israeli player receives 1 DVP or an increase to the Israeli WFL of 1. These adjustments can be combined or done in part. *Example: Removing all 4 cards allows the Israeli player to gain 1 DVP and increase his WFL by 1; alternatively removing just 2 cards can be used to gain 1 DVP OR increase his WFL by 1.* **Exception:** The Israeli player receives no DVPs for discarding 1 or 2 National cards above if he wishes to use his optional national cards per Optional Section 16.2.

Each player begins the game with all the remaining National cards belonging to their side available for play. Each turn a player can do one of the following during the Strategic Segment:

- 1) Play one card from their National deck. The opposing player can trump their opponent's card play if allowed.
- 2) Rescind a card already played and remove it from play. All cards that can be rescinded have that written on the card. Those that are not so labeled cannot be rescinded.
- 3) Pick a card from the Random Event deck and either play it immediately, or pass and hold it for later play.
- 4) Pass: not playing, not rescinding, or not drawing a card.

Playing or rescinding a card will many times result in the adjustment of one or both player's War Footing Level (WFL), Superpower Commitment Level (SCL), Diplomatic Standing Point (DSP), Diplomatic Victory Point (DVP), or Military Victory Point (MVP) totals. The UAR player may also need to adjust the marker for Jordan's Intervention Level (JIL) indicating its potential for joining the UAR and intervening in the conflict. Use the appropriate markers to record these shifting points and levels on the appropriate game record track.

A player that draws a card from the Random Events deck may be required to take action and/or adjust one or more game track levels immediately (as outlined on the card). Some cards, most notably "No event," require no action and are immediately removed from play. The player who has drawn a "No event" card has lost a turn. Cards that do not mandate immediate action can be saved in a player's hand for use later in the game or kept to deny its use to the opponent. Unless otherwise dictated by the card, the result of a player's draw from the Random Events deck does not have to be announced and can be kept secret. Further, the number and type of cards in a player's hand is to be kept secret. Written record keeping of cards played, or removed from play, is prohibited. *Note: Random Event cards can never be rescinded once put in play, nor can they be trumped.*

4.1.1 Trumping An opponent playing an unopposed trump card will negate the player's round of play. Random Event cards can never be trumped. A player that trumps must either:

- 1) Tell their opponent to pick up the card and put it back in their hand to possibly play again if the card was just played, or,
- 2) Remove the trumped just-played card permanently from the game.

Removing a trumped card from play permanently will result in the trumping player forfeiting either a DSP or WFL. The type to be forfeited is up to the trumping player, but note that WFLs

cannot be reduced below 1. If neither type can be forfeited then the trumped player must be allowed to return the card to his/her hand. In any case a trump card is permanently removed from the game once it is played.

A player whose card has just been trumped may immediately play his own trump card to override the opponent's trump card. The opponent cannot play a third trump card, even if one is available. In this instance both player's trump cards are removed from play, but the original card that prompted the initial trump remains in play. Both players then roll 1D10. The player with the lower roll loses a number of DSPs equal to the lower die roll.

A player may also trump an opponent who is attempting to rescind a card already in play. In this case the rescinding player cannot "double trump" (playing his own trump card immediately after his opponent's trump card play). The original play to rescind the card is indeed trumped and the card must stay in play for at least another turn before another rescind attempt can be tried. Both players must still roll for a possible outbreak of war.

Note: trumping a player's card can also lead to the outbreak of war.



4.1.2 War Footing Levels (WFLs) Each time a player changes their WFL with the play of a card, changes to their Diplomatic Standing may also occur:

- 1) Each time the UAR player raises the WFL roll 1D10. If the result is even the UAR player gains 1 DSP. If the die roll result is odd the result is no effect.
- 2) Each time the UAR player lowers the WFL roll 1D10. If the result is even the UAR player loses 1 DSP. If the die roll result is odd the result is no effect.
- 3) Each time the Israeli player raises the WFL roll 1D10. If the result is 8 to 10 increase the American SCL by 1. Any other result is no effect.
- 4) Each time the Israeli player lowers the WFL to 3 or less roll 1D10 and award this number of DSPs to the Israeli player. Do this each time the Israeli player first lowers the WFL to 3 or less, but only once for each occurrence of a new lower increment (i.e., do so the first time the Israeli WFL is reduced to 3 or 2 or 1, but not again if the WFL were to increase and then decrease again).

Note: combat units are never removed from the game when WFLs decrease. Such extensive de-mobilization is outside the parameters of the game. It is through the play of cards that a player's WFL can be raised or lowered.

4.2 Outbreak of War

The Operational Segment of the game turn is not played until war breaks out. At the end of each round of card play both players determine their WFLs and each add the result of the roll of die. War breaks out when any of the following occur:

- 1) Both sides' totals are the same.
- 2) The difference between the two die rolls is equal to or greater than the difference of the two side's WFLs. In this case the side with the higher WFL can decide to go to war or continue diplomatic negotiations. The player who declined is immediately awarded a number of DVPs equal

to the die roll difference, and their WFL lowered by 1 if war is declined. If war is not declared by the player with the higher WFL, and after the award of DVPs the opponent may then declare war. His/her DSPs are immediately reduced by a number of points equal to the die roll difference.

- 3) Playing of the Random Event card "Palestinians revolt" by either player causes the immediate outbreak of war regardless of WFLs. No die rolls are made or DSPs lost.
- 4) A player whose card has been trumped immediately rolls a die. One is subtracted from this die roll if the trumped card was returned to the player's hand and not removed from play. If the die roll is greater than the trumped player's WFL, war has broken out. Play proceeds immediately to the Operations Segment.
- 5) A player may always unilaterally declare war at the end of any round of card play after turn 1.

If the Israeli player declares war unilaterally, a number of DSPs equal to half of Israel's Diplomatic Standing Points plus the roll of 1D10 are immediately awarded to the UAR player. The Israeli player will also lose half of any DSPs awarded in card play during subsequent turns for the rest of the game.

If the UAR player declares war unilaterally, increase the Israeli player's DSP total by the roll of 1D10, and increase the Israeli WFL by 2. Also increase American and Soviet SCLs by +1 if either player declares war unilaterally.

Once war breaks out, mark the game turn record chart with the Game End Turn marker ten spaces along the track from the current turn. Play proceeds immediately to the Operational Segment of the game turn.

4.2.1 Pre-emptive Attack The player with the highest WFL may attempt to launch a pre-emptive attack once war breaks out, regardless of who started it. The player rolls 1D10 and adds their WFL. This pre-emptive attack die roll is modified as follows:

- -2 if UNEF have been relocated to the Negev
- -1 if support for Operation Regatta has been declared (Israeli player only)
- +1 if Jordan is neutral (Israeli player only)
- +1 if Diplomatic Standing Point total is higher than the opponent, or
- +2 if Diplomatic Standing Point total is more than twice as high as the opponent

If the modified die roll result is 10 or more, and that is also more than twice that of the opponent's WFL, a pre-emptive attack can be launched. The player launching the pre-emptive attack may conduct a number of operations equal to half of the player's WFL (drop fractions, but not less than 1). Only an opponent's air units on air defense may participate during a pre-emptive attack.

Exception: If the pre-emptive modified die roll result was even, then all of the opponent's air defense units are immediately grounded (returned to base) before any operations for the pre-emptive attack are carried out (ouch!).

After all of the pre-emptive attack operations are concluded, players then determine initiative and conduct an entirely new Operation Segment (but still the first day of the war), as per the regular rules of a turn. *Note: air units used in a pre-emptive attack are considered activated for the first turn of the war.*

4.3 Jordanian Intervention Check



Jordan initially begins the game as a neutral with the Jordanian Intervention Level (JIL) marker starting at 1. Jordan may possibly intervene; this is determined at the end of the Strategic Segment, beginning on turn 2, by the UAR player. Roll 1D10 and compare it to the current JIL. If the die roll is less than or equal to the JIL, Jordan has intervened and allied itself with the UAR. Jordan can also intervene if the Random Event card “Palestinians Revolt” is played by either player.

If Jordan intervenes, increase the UAR DSPs by 2 and decrease the UAR WFL by 1. Increase Israel’s WFL by 2 if Jordan intervenes. *Designer’s Note: The UAR did little to nothing with Jordan to prepare for war. Joining this late in the crisis actually made things worse for the UAR’s leadership in carrying out its military operations.*

If a 10 is rolled on the JIL die roll, a coup has taken place, resulting in the downfall of the Hashemite dynasty. Jordan is plunged into domestic chaos and will never intervene. A number of DSPs equal to the difference between the JIL die roll and the current UAR WFL are added to the UAR player’s total. *Designer’s Note: The leaders of many Arab nations, but especially so Egypt and Syria, had plotted to overthrow King Hussein. The leader of Jordan was, in many ways, in a no-win situation in the summer of 1967.*

If war breaks out before Jordan has joined the UAR it will remain neutral for the rest of the game. Israeli and UAR units may not enter any hex in the West Bank or East Jerusalem. MVPs for East Jerusalem are not awarded to either player should Jordan remain neutral.

5.0 OPERATIONAL SEGMENT

Generally, players alternate Operation Phases during this segment, as ground and air combat units are moved about the maps and engage in combat by being activated in an Operation. In some cases, a player will have the opportunity to conduct multiple Operation Phases before his/her opponent can act. Only very limited and well-defined movement of such units, and no combat, can be done before war breaks out.

5.1 Initiative Determination

The player who moves and conducts combats first in a turn’s Operation Phase is called the initiative player. The initiative player for the turn is determined by both players rolling 1D10 and adding their WFL. The player with the highest total wins the initiative. In case of a tie the Israeli player wins the initiative. The number of operations the initiative player can conduct before the non-initiative player can conduct one operation is the difference between the two players’ initiative die roll results divided by two (round up any fractions in this instance, i.e., 2 ½ is treated as 3) but is never less than 1.

5.2 Operations

Un-disrupted combat units (air and ground) may move about the map and engage in combat during an Operation. However, the activation of ground units already used in an earlier Operation must be a player’s final Operation for the turn. The number and type of units that can be activated for a single Operation are as follows:

- The UAR player can activate a number of un-disrupted ground or air units (not both in the same Operation) equal to the roll of one die. UAR units chosen for activation may be on any or all of the game maps currently in play. Each Out of Supply ground unit counts as 2 units for purposes of activation, however.
- The Israeli player can activate during an Operation any one of the following:
 - 1) Any/all of the un-disrupted units of an Ugdah, plus one un-disrupted independent unit within 2 hexes of an activated Ugdah’s units.
 - 2) Any number of un-damaged air units.
 - 3) A number of un-disrupted independent previously-activated and/or Out of Supply units (not Ugdahs for the Israeli player) equal to the roll of 1D10, on any/all of the three theater maps (as well as ground units being moved via airborne movement from any undamaged airbase). Each of the Out of Supply units counts as 2 for purposes of activation.

Note: air and ground units may never activate together in the same Operation.

Ground units may normally activate once per turn. Once a unit has been activated, rotate it 90 degrees as a memory aid to indicate that it has already participated in an Operation. A number of un-disrupted ground units equal to a side’s WFL and the roll of 1D10 may be activated for another, and final, activation in a turn.

UAR air units may only participate in one Operation per turn. Un-damaged Israeli air units, as many as are available, may participate in a number of Operations equal to half of the Israeli WFL (drop fractions, but not less than 1) per turn. Use any spare counter (we like using the tail of the TU-16 unit) on the War Footing Level track to record the number of Operations conducted by Israeli air units.

The Operations Segment of a turn is ended once both players declare pass, or there are no longer any combat units (air and/or ground) capable of being activated. Disrupted units may never participate in an Operation.

5.3 Limitations of UAR Operations

Despite their military alliance and publicly-stated goals, the Arab governments were unwilling and/or unable to coordinate their actions on the battlefield when war came. UAR units that begin the game on one map may never move or retreat off of that map to another. Any that do so are considered eliminated.

5.3.1 Egyptian Operations UAR allied forces (the Islamic Volunteer and Palestinians) may not stack with one another. These units may stack with any Egyptian units. All UAR forces

may freely enter any non-prohibited terrain hex in Israel on the Sinai map if a 1D10 roll made at the beginning of the UAR's First Operational Segment is less than or equal to the UAR's current WFL. Otherwise they may not. The UAR player makes a separate die roll for this theater each Operational Segment.

5.3.2 Jordanian Operations UAR allied forces (Iraqi and Egyptian) may stack with each other as well as Jordanian units. No UAR unit may enter Israel unless a 1D10 roll made at the beginning of the UAR's First Operational Segment is less than or equal to the UAR's current WFL. Add +1 to this die roll if the Israeli player has a higher WFL. Any that are forced to retreat into Israel are immediately Disrupted. Once this die roll is made UAR units may activate without restriction, entering Israel during any turn without penalty for the rest of the game. The UAR player makes a separate die roll for this theater each Operational Segment.

Exception: Any UAR unit may attack Israeli-occupied West Jerusalem without passing the 1D10 roll per this rule. Also, the two Egyptian commando units that may be redeployed in the West Bank are limited only by the restrictions noted in Section 10.2.

5.3.3 Syrian Operations All UAR units that begin the game on the Golan/Galilee map may stack with each other. These units may not enter or attack a hex in Israel unless a 1D10 roll made at the beginning of the UAR's First Operational Segment is less than or equal to the UAR's current WFL. Add an additional +1 to this die roll if Jordan is neutral. The UAR player makes a separate die roll for this theater each Operational Segment. **Exception:** The Syrian heavy artillery unit (Section 10.1) is not bound by this rule. *Designer's Note:* "Syria is willing to fight to the last Egyptian" graffiti was scrawled in Cairo during the war. Syrian President Hafaz al Assad was very leery of launching an attack, and had other agendas in mind when the crisis erupted. This rule attempts to capture some of this dynamic.

5.4 Ground Unit Movement

Move un-disrupted ground units from one hex on a map to another connected hex and expend the movement point (MP) cost for each hex listed on the Terrain Effects Chart (TEC). A unit may always move at least 1 hex into permissible terrain, provided it expends all of its MPs to do so. Units may not enter hexes prohibited to them on the TEC. A unit must stop when it enters the Zone of Control (Case 5.4.1) of any enemy unit. A unit that begins its movement in an enemy ZOC may move out of the hex by paying an additional +1 MP. See Case 5.4.1 below for Israeli mech unit movement in an enemy ZOC.

5.4.1 Zones of Control (ZOCs) All large-size ground units project a ZOC into their six adjacent hexes. The Syrian heavy artillery, Israeli militia, paratroops, and all other small-sized units not do project a ZOC. Units do not project ZOCs into prohibited terrain hexes or across prohibited terrain hex sides.

Unit ZOCs do not extend across international borders until war breaks out.

Friendly units in an enemy ZOC do not negate enemy ZOC for purposes of movement, but do negate the effects of enemy ZOC for retreat or supply. Undestroyed fortifications negate any enemy ZOCs projected into the fortification's hex.

All units must stop moving upon entering an enemy ZOC. Units may exit an enemy ZOC at the next opportunity but may not normally move directly from one enemy ZOC to another. All mechanized units must pay an additional +1 MP to enter or leave an enemy ZOC.

Israeli mechanized units (only) may move from one enemy ZOC directly to another if the unit expends all of its MPs to do so and if a 1D10 roll that is less than or equal to the Israeli WFL is made. Subtract -1 from this roll if all of the enemy units projecting a ZOC are Disrupted or Out of Supply (that's -1 maximum). Israeli mech units that fail a ZOC die roll check may not move further in that Operations Phase (they may move again if selected for a second activation in the Israeli player's last Operations Phase).

5.4.2 Stacking While opposing ground units may never occupy the same hex, more than one friendly unit may occupy a map hex. Generally up to 3 large units plus any one small unit can stack in any hex. Count 3 small units as 1 large unit for stacking purposes (Section 2.5). **Exceptions:** Only 2 large units and any 1 small unit can stack together in a rough terrain hex (even on a road). Any and all units of the same Israeli Ugdah can stack in a hex, regardless of terrain. *Note: See Cases 5.3.1 through 5.3.3 for additional UAR stacking restrictions.*

Certain numbers and types of air units may occupy the same airbase. There is no limit to the number of air units that can carry out an attack against a map hex. Opposing air units may conduct air-to-air and ground attack combats in the same hex. Markers do not count towards stacking.

Units that are found to be in violation of stacking are retreated by the owning player additional hexes, terrain permitting, until a hex is reached where stacking limits can be applied. Those units that cannot be so moved, due to enemy ZOC or terrain, are eliminated. There is no restriction on the number of units that can move through a hex. Stacking limits are enforced at the end of movement and combat. *Note: When deployed on the theater map the Syrian heavy artillery unit does not count against stacking (it stacks for free with other UAR ground units).*

5.4.3 Amphibious Movement The initiative player may move 1 large unit or up to 3 small units via amphibious movement. The unit to be so moved must begin its activation in a Mediterranean or Red Sea port, and can then be moved to any other coastal/port hex along the same body of water not occupied by an enemy unit or prohibited terrain. In order to move amphibiously, however, each unit must first pass a 1D10 roll equal to or less than the nation's WFL. A failing die roll means the unit may not move, but is still considered to have been activated.



Amphibious movement uses all of the activated unit's MPs for the phase. Use the appropriate "amphibious movement" marker to indicate those units that have

been so moved.

5.4.4 Airborne Movement The initiative player may move commando or paratrooper units via airborne movement. The UAR player may move 1 unit, the Israeli player up to 3 units, in an Operation. Each unit to be moved must begin its activation at an airbase or city/village/kibbutz. The unit(s) may then move to any other hex on the same theater map (UAR) or any of the three theater maps (Israeli) that is not enemy-occupied and not prohibited terrain.

Units using airborne movement may be intercepted by enemy air units conducting air defense on the map. *Note: this may be subjected to more than one group of UAR air defense units if moving from one theater map to another.*

The intercepting air unit combats the moving unit by rolling 1D10 and subtracting 1. If the die roll is a natural 1 or 10, the moving unit is destroyed/shot down. If the die roll is 2 and is also less than the intercepting air unit's AF, the airborne unit is returned to where it began its movement and Disrupted. Any other die roll result is a miss and the airborne unit may continue moving.



Airborne movement uses all of a unit's MP allowance. Units using airborne movement are in supply for the entire turn and do not have to trace a line of supply. Use the appropriate "airborne movement" marker to indicate those units that have been so moved.

5.4.5 Strategic Movement The Israeli player (only) may move un-disrupted, in-supply ground combat units from one map to another. Units may do so by either moving off the edge of the game map or by simply removing them from the map, if not in an enemy ZOC and not OOS, when activated. Once removed, the units are placed on the Israeli Strategic Movement track on the "In transit 1" space. The next turn these units are moved to the "In transit 2 space." The following turn these units may be placed in any of the "To Tell Aviv" spaces on any theater map. When activated for an Operation these units may enter any of the maps within 3 hexes of any of the "to Tel Aviv" hexes, terrain permitting. This entry is possible even if UAR units exited from the same "to Tel Aviv" hex earlier in the game. There is no limit to the number of units that can use Strategic Movement.

Note: Israeli units using airborne movement do not have to abide by the two-turn transit time when moving from one map to another. Airborne movement is not strategic movement.

5.4.6 Exiting the Map Israeli units may voluntarily exit any of the maps via Airborne Movement (Case 5.4.4) and Strategic Movement (Case 5.4.5). Israeli units may not exit or retreat off a theater map to leave the game for any other reason. Any forced to do so are eliminated.

UAR units may leave a game map at a "to Tel Aviv" hex. Each unit that does so gains the UAR player a number of DSPs equal to the roll of 1D10, and increases the American SCL by 1. If the UAR can trace a line of supply from the "to Tel Aviv" hex where an UAR exited at the end of the game, the MVPs for Tel Aviv are not awarded to the Israeli player. If a line of supply cannot be traced by the UAR player at the end of the game, any exited UAR units are considered eliminated. UAR units that are forced to exit a game map at any other location are eliminated.

5.5 Air Unit Movement

Air units are always in one of five distinct states:

- 1) On the ground in a friendly airbase (located on the mapsheet near each theater)
- 2) Damaged and on the ground in a friendly airbase (a separate space for an airbase is provided to place damaged air units)
- 3) In the air, capable of flying interception missions during the opposing player's Operation Phase (FB types only)
- 4) Destroyed and eliminated from play or
- 5) Located on an enemy ground hex or enemy airbase conducting an attack.

The number and type of air units that can be based at an airbase is listed by each airfield.

Activated, undamaged air units not already committed to air defense (Case 5.5.1) are removed from an airbase and placed upon an enemy-occupied game map hex or enemy airbase to execute an attack.

Israeli Fouga FB units may only attack UAR airbases in the Sinai, Jordan, and Syria. UAR airbases in Iraq or Egypt are beyond this aircraft's range. UAR bomber (B) units may also be placed upon "to Tel Aviv" hexes to carry out an attacks on Israeli cities and/or the Dimona reactor.

Any opposing air defense units may then execute air-to-air combat. Surviving activated air units then execute their attacks and subsequently return to a friendly airbase. Once an air unit is damaged, engages in air-to-air combat, concludes an unopposed ground attack, or survives interception to conduct its ground attack, return it to a friendly undamaged airbase.

Undamaged UAR air units may activate/move once per turn. The Israeli player can conduct a number of Operations equal to half the Israeli WFL, with as many undamaged air units activating as desired. If even one Israeli air unit activates, however, this counts as one of the allowable air Operations. Use the "Israeli Air Operations" marker to record these Operations on the Game Record Chart.

Damaged air units may not activate for an Operation. No air unit can activate from or return to a damaged or destroyed airbase.

5.5.1 Air Defense At the beginning of each turn a player may be allowed to place undamaged FB air units on air interception/air defense missions equal to half of the player's WFL. Use the

space provided on each map to indicate these air units. Israeli air units can be placed on any of the 3 theater maps. Egyptian and Algerian air units may only be used for air defense on the Sinai map: all other UAR air units can only be placed on air defense on the Golan or West Bank maps. Any air defense unit, regardless of initial map placement, can be used to intercept enemy air units allocated to attack a friendly airbase (only Egyptian air units can intercept/defend Egyptian airbases, however). Both Israeli and UAR air units can perform air defense missions on the same map at the same time. There is no air-to-air combat between opposing air defense units on the same map. Units that complete an air defense mission are returned to any friendly undamaged airbase capable of supporting them.

Regular air defense missions count against the number of Israeli air Operations in a turn. UAR air units that perform an air defense mission do not prevent a later UAR air Operation, but these air units may not participate. Turn UAR air units that have completed an air defense mission upside down on the airbase to indicate their flown status. Turn them right side up during the Recovery Segment.

5.5.2 Emergency Scrambles Israeli air units on an airbase may be “emergency scrambled” if any enemy air unit attacks an Israeli city, the Dimona reactor, or an airbase, even if they are not committed to air defense or have flown earlier in the turn. After the UAR player allocates any air units to attacking an Israeli city, the Dimona reactor, or an airbase, the Israeli player rolls a die. If the result is less than or equal to the Israeli WFL one or two air units may perform an interception mission and engage the attacking air units in air-to-air combat. If the die roll is odd one air unit may scramble, if even then two.

Successful emergency scrambles do count against the limit of Israeli air Operations per turn (failing emergency scramble die rolls do not count). However, one and only one undamaged Israeli air unit may always perform an emergency scramble mission, even if all air Operations have been performed, provided a successful emergency scramble die roll is first passed.

6.0 COMBAT

Activated units in an Operation can engage enemy ground units in combat. Air units can also attack enemy airbases and intercept attacking enemy air units. Additionally, UAR bombers can attack Israeli cities and the Dimona reactor to gain victory points. All air attacks must be declared, and air interceptions conducted, before ground attacks are resolved.

6.1 Air Unit Combat

Air units can engage in several forms of combat. Air units can be damaged or eliminated in combat.

6.1.1 Air-to-air Combat Friendly air units engage in air-to-air combat when intercepted by opposing FB air units during an operation, before executing an attack. Each friendly unit is paired with an intercepting enemy air unit. If excess air units remain for either side these may be matched against any enemy air units as the player who owns the excess air units desires, if at all. For

each air unit engaged in air-to-air combat the owning player rolls 1D10 and modifies it as listed on the Air-to-Air Combat table.

If the modified die roll result is less than the friendly air unit’s AF the opposing air unit is destroyed. If the die roll result is equal to the friendly air unit’s AF the opposing air unit is damaged.

If the die roll result is just 1 higher than the air unit’s AF the opposing air unit is aborted (not damaged). Damaged and aborted air units that were to have performed an attack are immediately returned to a friendly airbase and do not execute their planned attack. Any other result is a miss, the opposing activated air unit is unmolested, and so may continue with its attack mission. Rotate surviving activated air units that were intercepted and participated in air-to-air combat as a memory aid for resolution of its ground attack. *Note: all intercepting air units are returned to base following air-to-air combat even if undamaged or not aborted.* Each air-to-air combat is resolved completely before resolving another. Results of air-to-air combat are considered simultaneous regardless of the order of die rolling.

6.1.2 Ground Attack Air units that survive any interception attempts may then carry out attacks against one ground unit in its hex. The UAR player (only) may also attack Israeli cities and the Dimona reactor. Each ground attack is resolved individually by rolling 1D10 and modifying it as listed on the Air-to-Ground Attack table.

If the die roll result is less than or equal to the air unit’s BF, then the targeted ground unit is Disrupted (Case 6.2.2); mark it with a “Disrupted” marker. A 1D10 roll result greater than the air unit’s BF means the attack failed. A 1D10 roll result of 9 or more results in the air unit being damaged from anti-aircraft fire.

Bomber units may attack Israeli cities and the Dimona reactor instead of ground units in those hexes. Bombers attacking Israeli cities are placed upon the “to Tel Aviv” hex of the 3 theater maps. To attack the Dimona reactor the bombers must be placed upon the “to Tel Aviv” hex on the Sinai map. City and reactor bombing attacks are resolved normally, with a successful die roll indicating the number of DVPs awarded to the UAR player. Israeli cities may only be attacked by bomber units in this fashion, and there is no limit to the number of such attacks these units may make in the course of the game.

The Dimona reactor can only be successfully bombed once in the game, and it results in twice the number of DVPs being awarded if successful. Successful bombing by the UAR player of the Dimona reactor will also result in the loss of 10 MVPs by the Israeli player. In the event this would lead to a negative result, award what would be the negative balance of MVP to the UAR player. *Designer’s Note: The destruction or serious damage to the Dimona reactor would have been a severe, and expensive, blow to Israel’s nuclear weapons program.*

Bombing these targets will also result in the American and Soviet’s SCLs being raised by +1 for each **turn** (not time) they occur.

If the UAR card #03 has been played (“Overfly Dimona Reactor”) add +1 to any UAR bomber attacks against the Dimona reactor (the Israeli air defenses have been increased and are on heightened alert).

Each time either player conducts an air unit ground attack in East Jerusalem a number of DSPs equal to the roll of 1D10 are deducted from the player’s total. This can result in a negative number total. ***Designer’s Note:** Planned (but unexecuted) air attacks by the UAR were designed to sow terror and confusion amongst the Israeli civilian populace, as well as eliminating a potential source of Israeli weapons of mass destruction. The political costs of executing these attacks, however, would’ve most likely hastened the UN’s actions to impose a cease-fire before the chaos spread beyond the Mid-East.*

6.1.3 Airbase Attack Air units may attack enemy airbases, and/or the air units on the ground at the airbase. As with ground attacks, these units may be subject to intercepting air defense units. Those that survive interception air-to-air combat resolve the attack by rolling 1D10 and modifying it as listed on the Airbase Attack table.

***Designer’s Note:** The Israelis had a number of special-purpose French-built bombs specially designed for concrete runway busting. Equipped with rocket motors and delayed action fuses, these weapons were extremely effective and contributed mightily toward rendering all of the targeted Egyptian air fields useless on the first day of the war).*

If the die roll result is less than or equal to the air unit’s combat factor the target air unit is destroyed or airbase is damaged. Place an “Airbase Status” marker in the Damaged space for that airbase. Any aircraft at a damaged airbase may not be activated for an Operation (they’re grounded) until the airbase is repaired. If the airbase is damaged again it is destroyed (place the Airbase Status marker in the Destroyed space) and all of the aircraft based there are destroyed along with it.

Any die roll result of zero or less results in the airbase’s immediate destruction. A 1D10 roll result greater than the air unit’s combat factor means the attack failed. A 1D10 roll result of 9 or more results in the attacking air unit being damaged from anti-aircraft fire.

6.2 Ground Unit Combat

Ground combat between opposing units is voluntary. Activated un-disrupted ground units may attack adjacent enemy ground units at the end of their Operation Phase. For each declared attack, total the involved units’ combat factors and compare as an odds ratio, attacker to defender. A unit’s CF can be modified for terrain in the defender’s hex or hexsides crossed by the attacking units. Drop any fractions in favor of the defender (i.e., 34 attacking CFs to 8 defending CFs is a 4:1 attack). Modify the combat odds column to be used for the combat as listed on the PAC (all that apply are cumulative) and on the TEC (on the back of these rules).

Once the final odds for the combat are determined, the attacker rolls 1D10, and cross reference the result with the final combat odds column on the Ground Combat Results Table (CRT) on the PAC. Results to the left of the slash affect the attacker, those to the right the defender, and the effects of each result are printed beside the Ground CRT.

The defender’s combat results are applied before those of the attacker. In numbered results, for each unit on one side that is eliminated due to Disruption, reduce the opposing side’s numbered result by one. No defending unit can be eliminated due to Disruption until all of the defending units are Disrupted.

6.2.1 Retreat Affected units must move 2 hexes away from the attacking units, towards a friendly supply source (Module 7.0). The hexes entered in a retreat do not incur an MP cost, but may not be terrain prohibited to the unit’s normal movement. Units may retreat into or through an enemy ZOC. For each unit that does enter/pass through an enemy ZOC roll 1D10 at the end of the retreat. If the die roll is less than or equal to the nation’s WFL the unit is unscathed. If the die roll result is higher than the WFL the unit is Disrupted (and if already Disrupted it is eliminated).

Units that are unable to retreat due to the presence of enemy units or prohibited terrain are eliminated.

6.2.2 Advance After Combat Un-disrupted attacking units, conforming to stacking limits, may advance into a vacated defender’s hex. The presence of enemy ZOC does not inhibit any of the attacking units from performing this advance. *Note: the owning player determines a unit’s path of retreat, which units are eliminated in combat, as well as which un-disrupted units that participated in the attack advance after combat.*

6.2.3 Disruption Units can be Disrupted as a result of air or ground attack. Place a Disrupted marker on them. Disrupted units may not activate (move or attack) and suffer a -1 column shift if attacked. A Disrupted unit that suffers another Disruption is eliminated. Disrupted units can attempt to recover during the Recovery Segment. For each Disrupted unit roll 1D10. Subtract 1 from the die if the unit has not been attacked in the turn. If the die roll result is less than the nation’s WFL, the unit is restored to normal status and the Disruption marker removed.

7.0 SUPPLY

In order for ground units to function at full effectiveness they must be able to trace a line of supply at the beginning of the Operations Phase. Check a unit’s supply line when it is activated and when it becomes involved in combat.

7.1 Israeli Supply Sources

Each of the three hexes (1609, 3301, and 1220) marked “to Tel Aviv” (one on each map) is a supply source. A Kibbutz hex can supply any militia unit that is located in the hex. Israeli units in West Jerusalem are always considered to be in supply and do not have to trace supply lines.

7.2 UAR Supply Sources

UAR units in the Sinai must trace a line of supply back to any of the 3 Suez Canal bridges. UAR ground units on the Golan map trace a line of supply to any east edge map hex. Jordanian and UAR units trace a line supply back to any of the 3 Jordan River bridges. UAR units in East Jerusalem are always considered to be in supply and do not have to trace a line of supply.

7.3 Lines of Supply

A line of hexes, free of enemy units and/or their ZOCs, must be traced from the unit back to a supply source for the unit to be considered in supply. The line of hexes can be of any length but cannot be through prohibited terrain or across prohibited terrain hexsides. Lines of supply for both sides can be traced into, but not through, rough terrain. Only Israeli units may trace a line of supply through sand hexes. The UAR player can trace supply into, but not through, sand hexes. A line of supply can be traced along a road, free of enemy units or their ZOCs, through any terrain. Place an OOS marker on ground units that are judged to be Out of Supply to indicate their status.

Exception: Units that use airborne movement (Case 5.4.4) are considered to be in supply the entire turn, and do not have to trace a line of supply to anywhere. There is no long-term aerial supply in the game otherwise.

7.4 Out of Supply Effects (OOS)

Units that are Out of Supply have the following penalties incurred:

- 1) Shift the combat odds 1 column in the opponent's favor (1 right if defending, 1 left if attacking) if *any* of a side's units are OOS.
- 2) Have their MP allowance reduced by half (drop any fraction, but not less than 1)

OOS units are restored to normal status immediately once a supply line can be traced during a friendly Operations Phase or during the Recovery Segment.

8.0 RECOVERY SEGMENT

Both sides' units recover from Disruption and being OOS simultaneously during the Recovery Phase. Damaged airbases and air units may also attempt repair.

8.1 Air Unit and Airbase Repair

For each damaged airbase and air unit the owning player rolls 1D10. The Israeli player may subtract one from this die roll if the Israeli DSP total is greater than that of the UAR. The UAR player may subtract one from the die roll only if the Soviet SCL is at 2 or less. If the die roll result is less than the nation's WFL the air unit/base recovers and is returned to normal. A failing die roll means the unit/base remains damaged. **Designer's Note:** *The reason for the decline in UAR recovery with the increasing Soviet SCL is due to the historical confusion and shock in the Politburo as the crisis developed. Only after several days would the Soviets offer support, and then threatening heavy-handed, massive retaliation.*

8.2 Disruption Recovery

Disrupted units can attempt to recover during the Recovery Segment. For each Disrupted unit roll 1D10. Subtract 1 from the die if the unit is not in an enemy ZOC. If the die roll result is less than the nation's WFL, the unit is restored to normal status and the Disruption marker removed. A failing die roll means the unit remains Disrupted.

8.3 Supply Recovery

OOS units that can trace a line of supply at the end of the Recovery Segment are returned to normal status. For each OOS unit that cannot be restored normal supply, roll 1D10. If the die roll exceeds the nation's WFL the unit is Disrupted. If already Disrupted, it is eliminated.

9.0 CEASE-FIRE SEGMENT

Both sides knew that hostilities, once they broke out, would eventually be ended by a UN imposed cease-fire and/or superpower intervention. When that occurred, and what changes would be wrought in the interim, was anyone's guess.

9.1 Cease-Fire Determination

During the Cease-fire Phase both players consult the Cease-Fire Table (CFT) to determine if the UN has imposed a cease-fire to end the conflict. Cross reference the American and Soviet SCLs on the CFT to determine a cease-fire number. Both players then roll 1D10. Add 1 to a player's CFT die roll if he/she has ignored a cease-fire result on a previous turn.

If a player's modified CFT die roll is greater than the number from the CFT, the cease-fire negotiations have failed and the player may, at his/her option, continue the war (no penalties are assessed in this case).

If the modified CFT die roll is less than or equal to the number from the CFT, a cease-fire may be imposed on that player.

Both players can choose to ignore the first cease-fire imposed by a CFT die roll. The cost for doing so, however, is a gain of DVPs equal to both players' CFT die rolls awarded to the declining player's opponent, and an increase by +1 of the American's SCL if the Israeli player ignores a cease-fire result. There is no increase to the Soviet SCL if the UAR player ignores a cease-fire result.

Also, if the player who is ignoring a cease-fire result has a lower WFL than his side's SCL (USSR for the UAR, American for the Israeli) then the Game End Turn marker is moved down 1 space on the Turn Record Chart, closer to the current Game Turn marker. **Exception:** Moving down the Game End Turn marker is not done if the next-to-last game turn is currently being played.

The UAR player cannot ignore a second cease-fire. The Israeli player may ignore a second cease-fire result if the Israeli MVP total is higher than the UAR player's. In this case only the Soviet SCL is increased, but the Game End Turn marker is still moved down one space on the Turn Record Chart. The UAR player is awarded a number of DVPs equal to the Israeli player's CFT die roll if the Israeli player ignores a second cease-fire result. The Israeli player may not ignore a third cease-fire result.

A successful cease-fire is concluded if both players agree to stop fighting, or if one player receives a cease-fire result on the CFT that they cannot ignore, and their opponent either agrees to stop fighting, or is also forced to accept a cease-fire result from the table. In any of these situations, the game ends and final victory points are calculated.

The game automatically ends at the conclusion of the 10th Operational game turn; no CFT die rolls are needed. Mutual exhaustion and fast-dwindling supplies would've put an end, at least temporarily, to intensive conflict.

9.2 Superpower Commitment Levels



Card play and the game events listed under the CFT on the PAC will increase or decrease each side's SCLs towards resolving the crisis. Each side's SCL can never exceed 6 or fall below 0.

Superpowers Optional Rule

If both players roll a modified CFT die roll of 10 or more the game ends immediately. Both the Americans and Soviets have intervened, missiles start flying, Armageddon has arrived. Both players lose the game. *That should put the fear of God into ya!*

10.0 SPECIALIZED UNITS

Both sides have units with unique capabilities.

10.1 Syrian Heavy Artillery



This unit is normally deployed in the Mt. Hermon special off-map holding area on the Golan map. As long as it is in play there the UAR player receives 1 DVP per turn, beginning with turn 1 (it is bombarding Israeli Kibbutzim in Galilee). It is eliminated as soon as any Israeli unit enters the off-map holding area from any adjacent hex (costs 3 MPs to do so and is not considered to be exiting the map). It also costs 3 MPs to subsequently return the Israeli unit(s) to the map from the off-map holding area.

10.1.1 Optional Redeployment Rule A desperate UAR player can redeploy the Heavy Artillery piece once onto any fortification hex on the Golan map behind his own lines during any Operations Phase. When deployed on the Golan theater map, this unit does not count towards stacking, does not project a ZOC, nor does it have a CF or MP allowance. It has no effect on combat but can (temporarily) block entry into the hex it is in. When on the Golan map, the unit is eliminated via a Retreat or Eliminated result (but ignore a Disruption result). When on the Golan map, the UAR player cannot claim the 1 DVP per turn. The unit cannot move back to its old position off the map.

10.2 Egyptian Commandos

The 2 Egyptian commando units were trained to infiltrate Israeli lines and launch terror attacks in Israel. Normally deployed green side up in Gaza, these units can be deployed to any unoccupied hex in the West Bank (flip over to black side

up) once Jordan has intervened. The decision to deploy both commando units to the West Bank must be made the same turn Jordan's intervention has been determined. Commandos cannot be used to conduct terror attacks if not deployed in the West Bank, or if Jordan remains neutral. Commandos can also be used to simply engage in conventional combat in Gaza or in the West Bank.

10.2.1 Terror Attack Procedure Once war has broken out, the UAR player can choose to remove one or both of these units from the game (initiating a terror attack) if they are deployed in the West Bank, and have not previously engaged in conventional (attacking or defending) combat. For each unit removed, roll 1D10. Subtract 1 from this die roll if the UAR player's WFL is higher than the Israeli's. If the result is less than or equal to the unit's CF, award 2 DVPs to the UAR player. A failing die roll means the terror attacks failed and no DVPs are awarded. Once a commando unit has been removed per this rule it may not later return to the game.

10.3 Israeli Militia

Israeli militia units have their CF tripled if defending in either Jerusalem hex or a kibbutz hex. Except for the East Jerusalem hex, an Israeli militia unit may not voluntarily move out of Israel. If forced to do so it must move when activated back to a hex in Israel in the most expeditious fashion.

10.4 Artillery Support

Un-disrupted Israeli artillery units that are participating in combat can shift the odds on the CRT once per Operation. For each artillery unit that is stacked with an attacking large-size unit, the odds column is shifted 1 row to the right (i.e., a 3:1 becomes a 4:1). For each artillery unit defending with another non-artillery large-size unit, the odds are shifted 1 row to the left. Flip the artillery unit over to indicate that the unit has been used in a combat shift in an Operation. Flip it back over to its normal front side at the end of the current Operation. **Exception:** Small units, Israeli militia, and artillery defending/attacking alone cannot benefit from this odds shift.

10.5 Destruction of Bridges

The 3 bridges over the Suez Canal and the 3 bridges over the Jordan River can be destroyed by the Israeli player. In order to destroy a bridge the Israeli player must move a large ground combat unit into the hex connected by the bridge and end its move. Immediately place a Bridge Destroyed marker there. Each destroyed bridge will gain the Israeli player 2 DSPs. *Note: Israeli small units, artillery, and militia may not destroy bridges.*

If all of the Jordan River bridges are destroyed, all UAR units on the West Bank map are OOS. Also, increase the Soviet SCL by 1 if all of the Jordan River bridges are destroyed.

If all of the Suez Canal bridges are destroyed, all UAR units on the Sinai map are OOS. Also, increase both the American and Soviet SCLs by 1 if all of the Suez Canal bridges are destroyed. Destroyed bridges cannot be rebuilt.

10.6 Israeli Kibbutzim

A kibbutz hex on the Golan/Galilee map is destroyed if it is occupied by a UAR unit. Mark each destroyed kibbutz with a marker. Each destroyed kibbutz results in 2 DSPs being awarded to the UAR player. Destroyed Kibbutzim cannot be used as a supply source.

10.7 Israeli Forts

Each Israeli fort has an intrinsic CF of 1 when defending, in addition to doubling the CF of any Israeli ground units in the hex. The intrinsic CF exists even if the hex is not occupied by an Israeli unit. The intrinsic CF does not benefit from terrain. Any Disruption or retreat result in combat that affects the Israeli player will result in the destruction of the fort, even if Israeli units remain in the hex. Mark destroyed forts with a marker.

11.0 WINNING THE GAME

*"Let us discern across the darkness the vision
of a brighter and gentler dawn."*

—Abba Eban to the UN General Assembly, June 6th, 1967

There are three ways to win in *Six Days of War*: through military and/or diplomatic victories, or the Nasser government collapsing.

11.1 A Military Victory Points (MVP) Win

MVPs are awarded for the following:

- +? MVPs for the following geographic locations (note these values are also shown on their respective maps):
 - 1) West Jerusalem (hex 1216) = **20** Israeli, **40** UAR
 - 2) Each of the fifteen Golan Heights fortification hexes (including Quneitra) = **1**
 - 3) Tel Aviv = **20** (Israeli player only, but not awarded if there any in-supply UAR units exited from any of the "to Tel Aviv" hexes)
 - 4) Eilat (hex 3112) = **15**
 - 5) Sharm-el-Sheikh (hex 2521) = **20**
 - 6) el Arish (hex 2801) = **10**
 - 7) Each of the two Gaza Strip hexes = **10**
 - 8) Being the last to occupy the Mt. Hermon off-map area (i.e., what would normally be hex 0103) = **10**
 - 9) East Jerusalem (Old City, hex 1215) = **30** (not awarded if Jordan is neutral)
- +½ MVPs to Israel for each eliminated enemy UAR leg infantry unit
- +1 MVP to Israel for each eliminated enemy UAR air or mechanized unit
- +1 MVP to the UAR for each eliminated enemy Israeli leg infantry unit
- +1 MVP to the UAR for each destroyed Fortification hex
- +2 MVPs to the UAR for each eliminated enemy Israeli air or mechanized unit
- +½ MVPs to the UAR per in-supply UAR ground, and undamaged air unit, on any of the game maps/bases at the end of the game. This award also applies to any UAR reinforcement unit(s) that do not enter the game,

but could have due to a successful die roll. Do not count Jordanian units if Jordan did not intervene.

- **-10 MVPs** from Israel if Dimona reactor is successfully bombed.

To establish control for MVP purposes, a hex must be occupied, or the last to have been occupied, by a friendly unit. All hexes within Israel begin the game under the Israeli player's control. All other hexes on the game maps begin the game under the UAR player's control.

11.2 A Diplomatic Victory Points (DVPs) Win

DVPs are awarded for the following:

- +/- ½ DVP for each DSP. Note that this can result in a negative total.
- **+10 DVPs** if a nation has more MVPs than their opponent
- **+20 DVPs** if a nation has twice as many MVPs as their opponent
- **+? DVPs** for bombing Israeli cities or Dimona reactor, as well as Egyptian commando attacks from the West Bank (UAR player only)
- **? DVPs** if opposing player declines a cease-fire
- **+1 DVP** per turn the Syrian Heavy Artillery unit is in play (UAR player only)

11.3 Scale of Victory

Players can win one of the following victories, rated from best to least in quality:

- A decisive victory is won if a player has more of both MVPs and DVPs than their opponent.
- A tactical victory is won if a player has more MVPs than his/her opponent, but less DVPs (historical result for the Israeli player).
- A moral victory is won if a player has more DVPs than his/her opponent, but less MVPs (debatable historical result for the UAR player).

Notes: If both players can claim a win, one military and one moral, the game is a draw. If playing using the optional rule in Section 9.2, and a nuclear war has broken out, both players lose. A pox upon both your houses!!

11.4 Instant Victory

If the Nasser government collapses due to a revolt (the Event-19 card) the Israeli player wins a Decisive Victory.

12.0 GRAND SCENARIO – INITIAL SETUP

Both sides begin the game with a limited number of units deployed on the theater maps and airbase displays on the map. Card play during the Strategic Segment of the game will dictate when/if other combat units enter play.

Both sides begin with 0 MVPs and 0 DVPs. Play begins with the May 15th game turn.

12.1 Israeli Setup

The Israeli player begins the game with a WFL of 5 and the American SCL is at 0.

12.1.1 Israeli At-Start Air Units The following Israeli air units begin the game at any Israeli airbase:

- 3x Shahak (Mirage III)
- 1x Mystère
- 2x Ouragan
- 2x Sambad (Super Mystère)
- 1x Vautour
- 2x Fouga

Up to 5 Israeli air units may begin on air defense.

12.1.2 Israeli At-Start Ground Units The following Israeli units, ones not marked with an “R” in the lower-left corner, begin the game on any of the 3 maps in a hex within Israel. All units must conform to stacking limits. Unless prevented by card play, Israeli units may set up next to a UAR unit.

- Peled Ugdah (2x Armor, 1x Mechanized Infantry, 1x Artillery brigade).
- Yoffe Ugdah (2x Armor, 1x Mechanized Infantry, 1x Artillery brigade).
- Sharon Ugdah (2x Armor, 1x Mechanized Infantry, 1x Artillery brigade).
- Tal Ugdah (2x Armor, 2x Mechanized Infantry, 1x Artillery brigade).
- Golani Mechanized Infantry brigade
- Jerusalem Infantry brigade. *Note: This unit must set up in the West Jerusalem city hex on the West Bank map. It cannot move from this hex until after war breaks out.*
- Independent Artillery brigade.

12.1.3 Israeli Reinforcements All Israeli units marked with an “R” will enter the game when either:

- 1) The Israeli WFL increases to 6 or;
- 2) War is declared.

In case 1) above the units may be set up in any hex within Israel, conforming to stacking limits. Unless prevented by card play, Israeli reinforcement units may set up next to a UAR unit. Militia units must be set up, one to a hex, in any Israeli town or kibbutz. In case 2) above the reinforcement units enter at the beginning of the second Operational (war) turn in a Israeli town or kibbutz.

12.2 UAR Setup

The UAR player begins the game with a WFL of 2 and the Soviet SCL is at 1. Unless otherwise prevented by card play, the UAR player may start a number of air units on air defense equal to the UAR’s WFL.

12.2.1 Egyptian Setup Set aside the following units at start:

- 3x Mig-21, 2x Mig-19, 4x Mig-17, 1x Su-7, 2x Il-28 air units. All Egyptian air units set up at any Egyptian airbase subject to each airbase’s capacity. One Egyptian air unit can be on air defense.
- 1st/9, 2nd/9, 3rd/9, 21st NG and 25th NG 2-2 infantry brigades (these are being transferred from Yemen)
- 14th 3-4 Armored Bde., 19th NG 2-2 Infantry Bde., the Islamic Volunteers 2-4 Mech Inf., and the Algerian MiG-19 air unit

Then place the 3 Palestinian 2-1 Light Infantry units on the Sinai map, in either or both hexes of in the Gaza Strip. The Egyptian player may also set up his 2 Commando units in the Gaza Strip at

start (green side up). However, if Jordan has intervened and the UAR player has played the “Egyptian Commandoes” card, then these 2 units may instead begin the game deployed anywhere in an unoccupied West Bank hex (black side up).

All of the other remaining Egyptian units will enter the game when:

- 1) The “Oust the UNEF” card is played or;
- 2) Israel declares war.

In case 1) above, set up all remaining Egyptian leg units on or adjacent to any fortification or Sinai town hex, west of the Conqueror Line. One Egyptian leg infantry unit may set up in Sharm al-Sheik. Set up all the remaining mechanized infantry and armor units in or adjacent to Bir Gifgafa (2106), Bir Hamma (2405), and/or Rumani (1902).

In case 2) above, all remaining Egyptian units will enter the game at any hex within 6 hexes of any of the three Suez Canal bridges not occupied by an Israeli unit.

Once war breaks out, the Algerian air unit, the Egyptian 14th Armored Bde., the Islamic Volunteers Mech Inf Bde., and the 19th NG Infantry Bde, will enter the game on the second turn of the war (not turn 2), but only if the Israeli WFL is higher than the UAR’s; otherwise the units’ arrival is delayed until such conditions exist (and may not enter at all if they never do).

From 1 to 5 of the Egyptian infantry brigade units in Yemen will only enter the game if the UAR-10 “Egypt Withdraws from Yemen” card has been played.

All ground reinforcement units above appear on the Sinai map and are deployed at any of the 3 hexes with Suez Canal bridges. Deploy the Algerian air unit at any intact Egyptian airbase, within the airbase’s capacity. Its appearance may be delayed until an airbase is repaired or sufficient capacity is made by redeploying air units to another airbase.

12.2.2 Syrian Setup Set aside the following units at start:

- The 3 Syrian air units (1x Mig-21, 1x Mig-19, 1x Tu-16) set up at the Syrian Airbase.
- 17th NG, 25th, 50th and 60th 2-1 Infantry Brigades
- 14th 2-4 Armored, 42nd 3-4 Armored, and the 35th 3-4 Mech Inf. Brigades

All other Syrian units begin the game on the Golan/Galilee map. Syrian units may set up on or adjacent to any fortification or town hex in Syria, with at least one unit to each such hex. The Syrian Heavy Artillery unit must set up in the off map holding box (or if playing with the optional rule, may be set up in a fortification hex adjacent to a border town).

The previously set aside Syrian units above may enter the game beginning with the second Operational Segment/turn of the war. Check to see if this happens at the beginning of the first UAR activation phase. The Syrian player rolls 1D10 and subtracts the UAR’s current WFL. If the die roll result is 2 or less the units may enter the game. All these ground reinforcement units appear on the Golan/Galilee map at any non-rough hex along the eastern map edge.

12.2.3 Jordanian Setup Jordan begins the game as a neutral and the Jordanian Intervention Level marker begins the game at 1. If Jordan intervenes all its ground units, except the Royal Guard Brigade, 1x Jordanian Hunter air unit (at the Jordanian airbase), the four Iraqi ground units, and 1x Iraqi Hunter air unit (at the Iraqi airbase), set up one to a hex in or adjacent to any town or city on the West Bank map. The Arab Legion unit must begin in East Jerusalem. Jordanian and Iraqi ground units may not set up in or enter Jordan hexes on the Sinai map.

The Jordanian Royal Guard and Iraqi units arrive at any of the three Jordan River hexes on the second day of the war. No die roll for availability is needed. These reinforcement units appear at any of the three hexes with Jordan River bridges.

13.0 A SHORTER GAME – THE HISTORICAL SCENARIO

The historical scenario is intended as a learning tool or for solitaire play, as well as for those desiring a shorter game without the preliminary rounds of card play.

13.1 UAR Setup

UAR National cards #01, 03, 04, 07, 09, and 12 are considered to have been already played. UAR National cards #10 and 15 are discarded. The UAR player has possession of Random Event cards #02 and 04.

13.1.1 Sinai Map Treat the 5 Egyptian Infantry Brigade units currently in Yemen as out of the game (no card to play them). Set aside the other units as per Case 12.2.1. Set up the 3 Palestinian 2-1 units in one or both hexes of Gaza City. The 2 Egyptian Commando units are in the West Bank (Case 13.1.3). Then all other remaining Egyptian leg units, the three units of the 6th Mechanized Division, and the Islamic Volunteer Mechanized Brigade must be set up west of the Conqueror Line. All other remaining Egyptian mechanized units must set up east of the Conqueror Line and can be adjacent to the border with Israel. The set aside Egyptian reinforcement units appear on turn 2 as per Case 12.2.1.

13.1.2 Golan/Galilee Map Set aside, and then set up all Syrian units as per Case 12.2.2. The set aside Syrian reinforcement units appear as per Case 12.2.2.

13.1.3 West Bank Map All Jordanian units and the two Egyptian commando units (black side up) set up as per Case 12.2.3. The Iraqi and Royal Guards are available as per Case 12.2.3 as well. Jordanian and Iraqi reinforcement units appear as per Case 12.2.3.

13.1.4 UAR Special Rules The following special rules apply in the Historical Scenario:

- The UAR WFL is at 3. The UAR DSP total is equal to 6 plus 1D10. The UAR has 0 MVPs and 21 DVPs. The Soviet SCL is at 2. Jordan is considered to have intervened.
- All UAR air units, except the Algerian air unit that arrives as a reinforcement, begin the game on their respective airbases. No UAR air units are on air defense.

13.2 Israeli Setup

Israeli National cards #01, 04, 07, 09-12 and 16 are considered to have been already played. Israeli National cards #13 and 18 are discarded. The Israeli player has no Random Event cards. The Dimona reactor status is normal.

13.2.1 Sinai Map All units of the Tal, Sharon, and Yoffee Ugdahs, as well as the 80th Parachute Battalion, Independent Reserve Artillery Regiment, and Adan Mechanized Brigade set up on the Israeli side of the border (historically the 80th Para and Independent Artillery were attached to the Sharon Ugdah). All/any of these units may begin adjacent to a UAR unit.

13.2.2 Golan/Galilee Map All units of the Peled Ugdah, the Golani Brigade, and 5 militia units begin set up on the Golan/Galilee map. The militia units must be set up, no more than 1 to a hex, in a kibbutz hex. The other Israeli units may set up anywhere, but not adjacent to the border, outside of a UAR unit's ZOC.

13.2.3 West Bank Map The 3rd Mechanized and Harel Armored Brigades begin in the "to Tel Aviv" hex. The Jerusalem Brigade sets up in West Jerusalem. The 4th, 5th, and 10th Mechanized Brigades set up in any Israeli town or fort hex.

13.2.4 Israeli Special Rules

- The Israeli WFL is at 8. The Israeli DSP total is -6 (negative number) plus 1D10. The Israeli player has 0 MVPs and DVPs. The American SCL is at 1.
- The 71st, 66th, and 55th Parachute Battalions may set up on any map or airbase, or the "available" space of the Strategic Movement Transit Chart.
- The Israeli player may use his National Card # 11 before play commences to redeploy a number of Egyptian Mech Brigades on the Sinai map after they have been set up.

13.3 Historical War Scenario Rules

War has broken out. All regular game rules apply except as noted. Both sides' airbases begin as undamaged (normal). Random Event cards #01 and 05, as well as two of the "No Event" cards, have been played. Treat Random Event card #07 as no event if drawn.

Play begins with the first turn of the game on June 6th. The Game End Turn marker is placed 10 spaces down the track on June 15th. The scenario begins with an Israeli pre-emptive attack with four Operations. Once the pre-emptive attack is concluded play continues with the Operational Segment of June 6th. Calculate victory as per the regular game rules.

14.0 A SHORTER GAME – "BEN GURION'S NIGHTMARE"

This scenario posits a more subtle UAR, and less attentive Israeli, lead-up to the Six Days War.

14.1 Israeli Setup

- The Israeli WFL is at 7.
- The Israeli DSP total is 2 plus 1D10.
- The Israeli player has 0 MVPs and 8 DVPs.
- The American SCL is at 4.
- Israeli National cards #02, 04, 06, 08, and 12 are considered to have been already played.
- Israeli National cards #05, 13, 14 and 16 are discarded.
- The Israeli player earlier drew two “No Event” Random Event cards.
- The Dimona reactor status is normal.
- The Israeli player sets up as per Cases 13.2.1 through 13.2.3.
- The Israeli player can place up to 3 air units on air defense, on any of the 3 theater maps.

14.2 UAR Setup

- UAR National cards #01, 03-05, 07-09, 12, 15 and 16 are considered to have been already played.
- UAR cards #02 and 13 are discarded.
- The UAR player has possession of Random Event cards #05 and 08.
- The UAR player sets up per Cases 13.1.1 through 13.1.3.
- The UAR has 0 MVPs, 4 DVPs, and a number of DSPs equal to 10 plus 1D10.
- The Soviet SCL is at 4.
- Jordan has intervened.
- The UAR’s starting WFL is variable. Roll 1D10 as follows:
 - Roll of 1 to 3: WFL is 4
 - Roll of 4 to 7: WFL is 5
 - Roll of 8 to 10: WFL is 6
- The UAR player can place up to 2 air units on air defense, on any of the 3 theater maps.

14.3 Alternative War Scenario Rules

War has broken out. All regular game rules apply except as noted. The game starts with the Operational Segment of the June 4th turn. The Game End Turn marker is placed 10 spaces down on the Turn Record Chart. An Israeli pre-emptive attack attempt has already failed. Both sides’ airbases are undamaged (normal). Calculate victory as per the regular game rules.

15.0 OPTIONAL CARD RULES

Six optional cards (so-labeled) are provided to explore alternative “what if” events that could have affected the war, or as play balance between 2 opponents of disparate abilities. These cards cannot be used in the Historical Scenario.

15.1 Optional UAR Cards

Before play begins the UAR player can select 1 of his 4 optional National cards. The one selected must be the first card played by the UAR player.

15.2 Optional Israeli Cards

Before play begins the Israeli player may select 1 or both of his 2 optional National cards. Unlike the UAR player, one of the Israeli’s optional National cards can be played later in the game, or not at all. For each optional National card selected, however,

the Israeli player must discard another National card from his/her deck. There is no DVP award for the discard of the 1 or 2 cards in this case.

15.3 Card Variant

Change the War Footing Level adjustment to -1 on the ISR-01 Mobilize Reserves card if it is first trumped and then later put into play.

Designer’s Note: This simulates the confusion and indecision of the Israeli High Command having to cancel the mobilization plans and then restart them during a crisis.

16.0 ADDITIONAL EXAMPLES OF PLAY

The following are provided to illustrate key mechanics of play for *Six Days of War*. They are meant to be instructional but not illustrative of any sort of recommended or brilliant game play.

16.1 Card Play

It is the third turn of the game. War has not yet broken out. Before play began the Israeli player discarded National cards #3, 5, 8 and 13, choosing 8 DVPs and no WFL increases. The UAR player discarded National cards #8 and 10 for 4 DVPs.

The UAR player has played National cards #1 and 12, while the Israeli player played National cards #4 and 6. The various game levels and point totals are as follows:

UAR:		Israeli:	
WFL	2	WFL	7
DVPs	4	DVPs	8
MVPs	0	MVPs	0
DSPs	4	DSPs	0
Soviet SCL	1	American SCL	2
JIL	4		

Turn three’s card play begins with the UAR player not passing or choosing a card from the Random Event deck, but playing National card #2. Seeking to keep the UAR’s WFL low, the Israeli player plays National card #16 (Trump). Not willing to see his WFL increase stymied, the UAR player immediately plays one of his own Trump cards, in this case #15. The Israeli’s trump play is negated, and UAR National card #2 remains in play. The UAR WFL is increased to 3. Both players roll 1D10, the Israeli rolling a 2 and the UAR a 9. The Israeli player has the lowest die roll and therefore loses 2 DSPs, adjusting the DSP marker to the -2 space. Because the UAR’s card remained in play, die rolling to see if war breaks out is not performed.

The Israeli player then plays a National card, #12 in this case, in lieu of passing or choosing a card from the Random Event deck. The UAR player, fearing another increase in Israeli WFL, plays the second and last UAR Trump card, telling the Israeli player he must remove it from play and not return it to his hand. Not wishing to “double trump,” and confident with his higher WFL should war break out, the Israeli player complies. Both players again roll 1D10, with the Israeli player’s bad luck continuing with a losing die roll of 5. The Israeli DSP total is now -7. Because the Israeli card was trumped the Israeli player rolls again and compares the result to the Israeli WFL. The die

roll is a 7. Because this is equal to the Israeli WFL, war does not break out, for now.

This concludes turn three's card play. If neither side unilaterally declares war play continues to turn 4.

16.2 Operations

It is the first turn of the war. The Israeli WFL is 8, the UAR is at 4. Because he has the higher WFL the Israeli player attempts a pre-emptive strike. Jordan has intervened, and the UAR player has more DSPs than the Israeli player. The Israeli player earlier declared support for Operation Regatta (-1 to the pre-emptive strike die roll), but the UNEF has not yet relocated to the Negev. The Israeli player rolls 1D10, this time a 2, adds the Israeli WFL and subtracts 1 (for the earlier support of Operation Regatta). The result is a 9. Although more than twice as high as the UAR WFL, this is not 10 or above and a pre-emptive strike is not possible. Note that had the pre-emptive strike attempt succeeded, any UAR air units on air defense would've been returned to base before the Israeli pre-emptive strike since the original die roll was even.

Both players now roll 1D10 and add their WFLs. The UAR player rolls a 5 that is modified to 9, and the Israeli player rolls a 6 that is modified to 14. The Israeli player wins the initiative, and can conduct 2 operations for every 1 the UAR player can conduct (5 divided by 2 = 2.5, drop the .5).

The Israeli player can activate any number of an Ugdah's un-disrupted units plus 1 un-disrupted small unit, *or* a number of un-disrupted small units equal to the roll of 1D10, *or* any number of undamaged air units, *or* a number of previously activated units equal to the roll of 1D10, if it is the *last* Israeli operation for the turn. The UAR player may activate any un-disrupted units equal to the roll of a separate 1D10 on any of the three map theaters.

Similarly, he may activate any number of previously activated units, equal to 1D10 if it is the *last* UAR Operations Phase for the turn.

Both players may activate any undamaged air units at undamaged airbases during an Operations Phase. The UAR player may activate once per turn a number of air units equal to the roll of 1D10. The Israeli player may activate all available air units, and can perform a number of air activations equal to half of the Israeli WFL, in this case 4, per turn.

16.3 Air Operations

The UAR player has won the initiative on the second turn of the war and declares an air operation. Despite taking a pounding by the IAF on turn 1, the Iraqi's 2 air units (1 Tu-16 B and 1 Hunter FB), Jordan's Hunter FB, Syria's 2 air units (1 MiG-21 FB and 1 MiG-17 FB), and 2 Egyptian air units (1 MiG-17 FB and 1 MiG-21 FB) remain in play at undamaged airbases. The UAR player rolls a 7 that allows all 7 air units to activate. The Israeli player, trusting perhaps too much in the low UAR WF level of 4, allocated only 1 air unit (a Sambad) to air defense, and that on

the Sinai map. This trust proves to be misplaced when the UAR player passes both die roll checks per Cases 5.3.2 and 5.3.3 that allow UAR entry into hexes within Israel on the West Bank and Golan/Galilee maps.

The UAR player places all of his 7 air units on their targets, in this case one airbase and several hexes on all three maps. The first UAR air unit attack to be resolved is the Iraqi Tu-16 that was placed on the "to Tel Aviv" hex on the Golan/Galilee map. The Israeli player declares an "emergency scramble." The Israeli player rolls a die, getting a 7. The die roll is less than the Israeli WFL, and a Shahak is placed in the same hex as the Iraqi Tu-16. Because the die roll was odd, only 1 Israeli air unit could emergency scramble to intercept. If the die roll had been even, the Israeli player could have selected a second air unit to participate in the interception. The Israeli player resolves the interception attack by rolling the die and subtracting 1 (target is a bomber). The die roll is a 7, reduced to 6, but this is still higher than the Shahak's air-to-air combat factor, so the Tu-16 is unscathed. Not wishing to suffer an adverse die roll modifier in the Tu-16's bombing attack the UAR player declines to engage the Shahak with the Tu-16's air-to-air AF of 1. The Shahak is returned to an undamaged airbase and the Israeli Air Operations for the turn is reduced by 1. The UAR player declares the attack is against the city, not the Dimona reactor (perhaps he fears getting the SCLs too high, and if UAR card #3 was played a +1 die roll modifier would also be imposed on such an attack) and then rolls the die. The die roll is a 1, and that is less than the Tu-16's ground attack BF of 4. The UAR player is awarded 1 DVP and both SCLs are raised by 1.

The Iraqi Hunter FB attack on Israeli airbase #4 is selected by the UAR player to be resolved next. This airbase has 2 Ouragan FB (1 is damaged) and a Mystère IV FB. Again, the Israeli player declares an "emergency scramble." Despite or because of profuse sweating, the Israeli player fails the scramble die roll with a 10. The Israeli air operations marker is not reduced since the emergency scramble failed. The Iraqi Hunter's attack is resolved with no die roll modifiers. The daring attack fails, however, when the UAR player rolls a 6. As with the Iraqi Tu-16, the Hunter FB is returned to any undamaged airbase in Syria, Iraq, or Jordan.

Next to be resolved are the 2 Egyptian air units that are attacking the hex occupied by Tal's 60th Armored Brigade. This ground unit has put the Gaza Strip defenders Out of Supply. The Israeli Sambad on air defense intercepts the air raiders, going after the MiG-17 FB (no die roll is needed in this case), and the Israeli air Operations are reduced by 1. Although all air-to-air combat is simultaneous, the Israeli's air combat vs. the MiG-17 is resolved first. The Israeli die roll is a 3, no modifiers apply, and that is less than the Sambad's air-to-air CF. The MiG-17 is sent crashing into the sands of the Sinai. Before that, the MiG-17 returns fire and gets a 5 that misses. The Egyptian MiG-21 now fires at the Sambad, subtracting 1 from the UAR player's die roll for being the second air unit to attack the same enemy air unit. The UAR player rolls a 4 that is reduced to 3. This is the same as the MiG-21's air-to-air CF. This damages the Sambad. The Israeli player returns the air unit to the Damaged space on any undamaged

Israeli airbase. Since the surviving Egyptian MiG-21 has no ground attack CF, Tal's 6th Armored emerges unscathed from the aerial combats that raged above their heads.

The Israeli player has grounds to be worried at this point. There are 3 more UAR air units remaining to attack. The Israeli player has already seen 2 of the Israeli air operations for the turn used in interceptions, and another air unit has been damaged, rendering it useless for any Israeli air Operations for the rest of the turn. The UAR player can be moderately pleased so far, picking up 1 DVP and forcing the Israeli player to use 2 air Operations to fend off his attacks so far, and with more mayhem to spread remaining!

Counter addenda: The Egyptian 14th Armored Bde. 3-4 unit should have the letter "R" (for "reinforcement") printed on it.

17.0 DESIGNER'S NOTES

"Saint Augustine has seen that one labors in uncertainty at sea and in battles and in all the rest, but he has not seen the rules of the game."

—Blaise Pascal

Six Days of War arose out of two concurrent events; the completion of an excellent and very enjoyable series of play-test sessions with Kerry Anderson's *Cuban Missile Crisis*, and reading Michael Oren's excellent history, *Six Days of War*. As I read Oren's book, it occurred to me that the card play mechanic that was put to good effect in Kerry's game on the October 1962 near-war suited well the Mid-East crisis of June 1967.

I wanted to design a game that was easy to learn and fun to play, yet also provided some context and explanation as to why the war breaks out and allow players to explore alternatives in preparing and executing their war plans. The random event cards create opportunities as well as challenges for both sides. Many of these events actually occurred, or were seriously contemplated by the parties involved. History is a fragile thing. The Israeli military campaign of the 1967 conflict was a blow-out, but both sides in the first half of that year felt a war would solve problems that festered since Israel's foundation nearly 20 years earlier, and two earlier wars only made worse. Ironically the crushing military defeat inflicted upon the UAR did not strengthen Israel's security, sowing instead the seeds for future wars, ending any further attempts at pan-Arab nationalism and movements towards political unity.

The Six Day War also fostered the growth of Islamic fundamentalism and terrorist movements that wreaked so much havoc in the world for the last half century since. War is an example of how scary it can be as well. The events of May and June 1967 definitely bear out the cautionary wisdom in the proverb of being careful of what you wish for. For all who play *Six Days of War*, enjoy and learn!

Israeli Player

You must make the most of every opportunity and asset you have to win this game. More often than not you should be able to preserve a superior WFL, but whether this will be enough to

achieve a pre-emptive attack or a military victory is up to your card play and luck. Ignoring your Diplomatic Standing, and/or discounting the designs of your opponent can be factors in an Israeli player's defeat.

Israeli cards will make it relatively easy for their WFL to remain superior to the UAR's. Diplomatic Standing Points and DVPs will be harder to come by and may even be lost with an Israeli WFL increase. The Israelis had more and better diplomatic channels to work with, as well as the powerful Mossad, and these account for the greater number of trump cards in the Israeli deck. Discarding more cards is another aspect of play reflecting Israeli confidence in their intelligence and diplomatic resources. Whether this confidence is enough to garner victory is up to your play in the game. Random Event card play can be opportunities to exploit, or dangers to avert. Trumping is a useful gambit, but beware of using these important cards too soon, or having them turn into victory point awards that could result in them becoming double-edged swords.

Once war breaks out, you will most likely have to throw caution to the wind. Jordan's intervention, and the speed and/or likelihood of Jordan and Syria going on the offensive will dictate how much of the initiative you retain in the war. The Israeli air force can be a tremendous asset, but it will not be able to do everything, especially if the UAR's air forces are not swiftly destroyed.

UAR Player

Tough decisions await the UAR player from the beginning. Although armed to the teeth, you will more often-than-not be hampered with a weak and/or inferior WFL than the Israelis. Timing the outbreak of the war, avoiding a pre-emptive strike, and how best to carry the war to the enemy will require a long-game approach, balanced with the need to address each turn's challenges.

Jordan's intervention and the arrival of additional forces will add to your arsenal, and increase your opponent's worries substantially, but further drag down your WFL. If you have a substantial lead in DSPs and a degree of confidence that whenever war breaks out it will be short and victory within easy grasp despite an Israeli pounding. If you should grab the lead in WFL from the Israelis, then be prepared to pay the price for a war that could result in all of the marbles. Jihads don't come cheap, but then *"Insh' Allah!"*




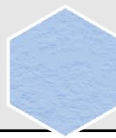









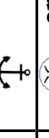
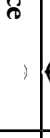
UAR card play will offer the player many options, and going first each turn will often allow you to force the Israeli to react to your moves. Be aware though that once war has broken out, the initiative will more often than not shift to the Israeli player. How you position the UAR before the shooting starts will often determine who wins or loses when it stops. Beware of trying to do too much, or assuming time is on your side. Trying to accomplish everything is a sure way to lose it all.

This game is dedicated to Kerry Anderson. His support and encouragement has made all of my games possible, and brought my appreciation of the hobby to a new level.

—Paul Rohrbaugh

TERRAIN EFFECT CHART (TEC)

Remember: A unit may always move at least 1 hex into permissible terrain, provided it expends all of its MPs to do so. (Section 5.4)
Terrain effects are cumulative. *Example: A unit attacking across a river against defenders in a fortification would have its CF halved (x½), and the defender's CF would be doubled (x2).*

Terrain Type	Leg (L) MP cost	Mech (M) MP cost	Ground Combat Effects	Air Attack DRM
Clear 	1	1	-	-1
Sand 	2 (except along road)	2 (Israeli), 4 (UAR) (except along road)	-	-
Rough 	2 (except along road)	Prohibited (except along road)	Defender CF x 1.5 (drop fractions, but CF is never less than 1) • Lines of Supply may run into but not through. • Reduced Stacking: 2 large units + 1 small unit.	+1
Sea 	Prohibited		Prohibited	-
City 	1	2 (except along road)	Defender CF x 2 (Israeli militia defending in Jerusalem: CF x 3)	+1
Kibbutz 	1	2 (except along road)	Use other terrain in the hex. (Israeli militia defending a kibbutz: CF x 3)	Use other terrain in the hex.
Fortification 	2 (except along road)	4 (except along road)	Defender CF x 2 • Israeli fortifications (only) have an intrinsic CF of 1 when defending. • If fortifications are destroyed, treat as other terrain in the hex.	+2
Road 	1	1	Use other terrain in the hex. Road movement rates apply only if the moving unit enters the hex from another connected road hex. Other terrain costs apply if not entered along the same road.	Use other terrain in the hex.
River hexside 	+1	+2 at bridge (Prohibited otherwise)	Attacker CF x ½ (drop fractions, but CF is never less than 1)	-
Suez Canal hexside 	+1 at bridge (Prohibited otherwise)	+2 at bridge (Prohibited otherwise)	Attacker CF x ½ (drop fractions, but CF is never less than 1)	-
Enemy ZOC 	Must stop upon entering	+1 and must stop upon entering	• Roll for moving from one ZOC to another (Israeli mech only). • Roll for retreating from one ZOC to another.	-
Border hexside 	-	-	-	-
Bridge hexside 	-	-	-	-
Port 	-	-	Use other terrain in the hex.	Use other terrain in the hex.
Supply Source 	-	-	Use other terrain in the hex.	Use other terrain in the hex.