



SIX DAYS 1967

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INTRODUCTION

Six Days 1967 is a simulation of the six-days war between **Israel** and its **Arab** neighbors. **Israeli** forces must launch a lightning offensive to capture the **Sinai** and **Cisjordania** before the **Arab** armies can become operational. The **Arab** coalition, with **Egypt**, **Jordan** and then **Syria** must hold on to their position and try to push the **USSR** to intervene.

Six Days 1967 lasts 12 turns each representing about half a day between the 5th and the 10th of June, 1967.

It pits the **Israeli** versus the **Arab** coalition in the **Near-East** (**Egypt**, **Jordan**, **Syria**).

Forces of both sides have nothing in common:

- **Israel** has powerful tank and air force, and holds the initiative,
- The **Arabs** have little but their number and the power to bear on international opinion to stop the conflict quickly.

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields...

The **Soviet Intervention Level** is essential as it will means an abrupt end to the game if too high.

Game lasts 15 turns (*between 5th and 12th June 1967*), each turn being equivalent to half a day.

Game may end before those 15 turns in case of immediate victory of one side or the other (*see below*).

The **Israeli** Player always starts first, followed by the **Arab** Player.



DURATION

Estimated Playtime: **1h 30m.**

Favored Side: None.

Most difficult side to play: **Arab** Coalition.

FORCES

The **Israeli** Player controls **Israel units (light blue).**

The **Arab** player controls units from **Egypt (yellow)**, **Jordan (green)**, **Syria (orange)**, **Iraq (purple).**

MAPBOARD

The gameboard shows the **Near East** and **Sinai** as well as the **Eastern Mediterranean Sea.**

Board is divided into 4 theaters covering the different areas of: **Israel**, **Egypt**, **Jordan**, **Syria.**

- **Egypt** is made of two zones: **Sinai** and **Nile** (*left of the Suez Canal*).
- **Jordan** is divided into two zones: **Cisjordan** (*Jerusalem and nearby*) and **Transjordan** (*Jordan river right bank*).
- **Syria** is separated into two zones: **Golan** and **Damas** (*in the northeast*).

Regions with stripes in **Lebanon** and **Saudi Arabia** are neutral and impassables for all.

No land unit may cross the **Dead Sea** or the **Lake of Tiberiad.**

Airports on the map may hold an unlimited number of friendly aircrafts.





VICTORY

IMMEDIATE

The **Israeli** Player is victorious at the end of a turn when he controls simultaneously the regions of **Suez, Port-Saïd, Madaba, Jerusalem, Quneitra, and Sasa** without having lost any region within **Israel**.

The **Arab** Players wins immediately if the **Soviet Intervention Level** reaches or exceeds **10**, OR if he controls at any turn end the region of **Tel-Aviv**.

Any players wins immediately if he reaches or exceeds **20 VP** at the end of a turn.

STANDARD

Otherwise, the player with the highest score at the end of the game wins.

SPECIAL VICTORY POINTS

The **Israeli** Player earns **2 VP** for each of the following cities: **Suez / Jérusalem / Quneitra/ Port-Saïd**.

The **Arab** Player earns **3 VP** for each of the following cities: **Kiriath-Shmoneh / Tibériade / Ramla/ Bersheba/ Haïfa/ Dimona**.

SPECIAL RULES

ECONOMIC PHASE

The phases takes place every even turn (*turns 2, 4, 6...*), when the player can receive income and pay to maintain their forces or buy replacements, cards or new units.

Units can be rebuilt in their respective national supply sources and inside airports (*for air units*).

Costs for new units and extra cards:

- Division (*unit with 2 steps*) / Air unit / Extra card: **\$3**;
- All Others: **\$2**.

SOVIET INTERVENTION LEVEL (SIL)

The **SIL** changes according to card play and regions controlled by **Israeli** Player:

+1 SIL Point for control of the following regions: **JERUSALEM / QUNEITRA / SUEZ / ISMAILIA**.

SUPPLY SOURCES

- For the **Israeli** Player: Tel-Aviv, Haïfa, Ramla;
- For **Egyptian** unit: all regions west of the **Suez Canal**;
- For **Syrian** Units: Sasa;
- For **Jordanian** and **Iraqi** units: Irbid, Madaba and Al Kerak.





POLITICS

Jordan (except **Cisjordan**), **Egypt** (except **Sinai**) and **Syria** (**Golan** and **Syria**): units of the **Israeli** Player can't enter or attack those areas at the start of the war. Special cards are required to unlock them (e.g. "Focus Operation" to attack air units on **Ismaila**).

Arab Units: only the **Egyptian**, **Jordanian** and **Syrian** Air units are free to attack the **Israeli** units at start of the war (*will be unlocked by cards later on*).

The **Iraqi** unit are considered in all purposes as **Jordanian** units.

No **Jordanian** or **Egyptian** unit may ever enter **Syria** (**Golan** and **Damas**).

No **Syrian** unit may ever enter **Jordan** (both **Cisjordan** and **Transjordan**).