



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: **Kiriati-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 *Ismailia*).

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***).

ELIMINATED LEADERS

If leaders are eliminated in combat, they are replaced by the leaders on their backs. If the leader's stack is also eliminated, then the leader on the back is placed on the next turn's reinforcements and will be placed on a resupplied unit of the player's choice.

PARATROOPERS

Only paratrooper units can use their national transport units.

REINFORCEMENTS

Egypt: Turn 1 in *Ismailia*: AA.

Jordan: Turn 2 in *Madaba*: 4th, 5th, and 12th Infantry Brigades + Artillery.

Syria: Next turn after playing the ‘Offensive on the Golan’ or ‘Syrian Offensive’ cards in *Sasa*: 14th Armored Brigade + Mechanized Brigade Guard.

The two Iraqi units and the second Egyptian Mig-21 can only enter play via an event.

SETUP

The Arab VP marker is placed on 6, Israel's on 3. The regions controlled at the start are as follows:
Israel: Israel. **Arab Coalition**: Syria, Egypt (and Sinai), Jordan (and West Bank).

The Soviet intervention marker starts at 0. Israeli player starts with “Operation Focus” card in hand.

Israel - **ISRAELI** INCOME MARKER: \$3

Ramla: *Rabin* + 10th Mechanized Brigade. + 3rd Infantry Brigade + 4th Infantry Brigade.

Haluza: *Gavish* + Tal Division + Yoffe Division + Sharon Division + Artillery.

Negev: 8th Brigade.

Kiriat Shmoneh: 1st Infantry Brigade + 27th Mechanized Brigade + Kibbutz.

Tiberias: *Elazar* + Peled Division + 20th Infantry Brigade + Artillery.

Beersheba: *Narkiss* + 16th Infantry Brigade + 55th Parachute Brigade + 12th Mechanized Brigade.

Tel Aviv: Fixed AA + Marines.

Tel Aviv Airport: 2x *Mirage IIIC* + *Mystere IV* + *Ouragan* + *Vautour* + *Super Mystere* + *H58*.

Haifa: 1 fixed AA.

Dimona: Kibbutz



Arab Coalition - **ARAB INCOME MARKER**: \$4

EGYPT

Gaza: 20th Palestinian Division + 7th Infantry Division.

Abou Ageila: *Mortagi* + 2nd Infantry Division + Artillery.

Giradi: 28th Infantry Brigade.

Djebel Libni: 3rd Infantry Division.

Bir Hassana: 20th Armored Brigade + 141st Armored Brigade + 112th and 125th Infantry Brigades.

Mitla: 4th Armored Division + 124th Infantry Brigade.

Bir El Thamada: *El Ghoul* + 6th Mechanized Division.

Nakhle: *Shazli* + Shazli Task Force.

Sinai: 25th Parachute Brigade.

Suez: *Amer* + 11th Infantry Brigade.

Abu Zenima: 27th Infantry Brigade + 333rd Airborne Regiment.

Ismailia Airport: 2x *Mig-17* + *Mig 19* + *Mig 21* + *Il-28* + *Tu-16* + *IF14* + 53rd Infantry Brigade.

Port Said: 4th Infantry Brigade.

SYRIA

Quneitra: 11th Infantry Brigade + 132nd Infantry Brigade + Artillery + Bunkers

El Al: 89th Infantry Brigade + 8th Infantry Brigade.

Dara: 23rd Infantry Brigade + 32nd Infantry Brigade.

Sasa: 42nd Armored Brigade + 88th Infantry Brigade + 17th Infantry Brigade + 17th Mechanized Brigade.

Sasa Airport: *Mig 21* + 2 *Mig 17* + AA.

General *Souedani* appears as soon as Syria enters the war in *Quneitra* (via play of cards “Offensive on the Golan” or “Syrian Offensive”).

JORDAN

Nablus: *Salim* + 1st-25th Infantry Brigade + 2nd Infantry Brigade.

Jericho: 42nd Armored Brigade.

Jerusalem: *Riadh* + 29th Infantry Brigade + 3rd Infantry Brigade + 27th Infantry Brigade + 60th Armored Brigade.

Irbid: 6th Infantry Brigade

Madaba airport: *Hunter* + *Vampire* + *C47* + AA.

The Arab Coalition player starts the game with the “Jordanian Determination” card in hand.

The “Oil Blockade” card must be shuffled randomly into the first five cards of the Arab player's deck.
turn.