



## SIX DAYS 1967

### INTRODUCTION

**S**ix Days 1967 is a simulation of the six-days war between **Israeli** 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 they create on the diplomatic, military, political or economical fields...

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



Game lasts 15 turns (*between 5<sup>th</sup> and 12<sup>th</sup> 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 **Sinaï** 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: **Sinaï** 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 hold unlimited number of 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.

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 phase 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*).

- **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.

## 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.

### POLITICAL RESTRICTIONS

**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. "Offensive on Syrian Golan" to attack into Syria).

**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** units 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*).

### REINFORCEMENTS

**Egypt:** Turn 1 in Ismailia: AA.

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

**Syria:** Next turn after playing the 'Offensive on the Golan' or 'Syrian Offensive' cards in Sasa: 14<sup>th</sup> Armored Brigade + Guard Mechanized Brigade.

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



## ISRAEL

ISRAELI INCOME MARKER: \$3

- **Ramla:** *Rabin* + 10<sup>th</sup> Mechanized Brigade. + 3<sup>rd</sup> Infantry Brigade + 4<sup>th</sup> Infantry Brigade + AA.
- **Haluz:** *Gavish* + Tal Division + Yoffe Division + Sharon Division + Artillery.
- **Negev:** 8<sup>th</sup> Brigade.
- **Zin:** Kibbutz
- **Haifa:** AA.
- **Dimona:** Kibbutz
- **Tel Aviv:** AA + Marines.
- **Kiriat Shmoneh:** 1<sup>st</sup> Infantry Brigade + 27<sup>th</sup> Mechanized Brigade + Kibbutz.
- **Tiberias:** *Elazar* + Peled Division + 20<sup>th</sup> Infantry Brigade + Artillery.
- **Beersheba:** *Narkiss* + 16<sup>th</sup> Infantry Brigade + 55<sup>th</sup> Parachute Brigade + 12<sup>th</sup> Mechanized Brigade.
- **Tel Aviv Airport:** 2× *Mirage IIIC* + *Mystere IV* + *Ouragan* + *Vautour* + *Super Mystere* + *H58*.

## ARAB COALITION

ARAB INCOME MARKER: \$4

### EGYPT

- **Gaza:** 20<sup>th</sup> Palestinian Division + 7<sup>th</sup> Infantry Division.
- **Abou Ageila:** *Mortagi* + 2<sup>nd</sup> Infantry Division + Artillery.
- **Giradi:** 28<sup>th</sup> Infantry Brigade.
- **Djebel Libni:** 3<sup>rd</sup> Infantry Division.
- **Bir Hassana:** *Gamazi* + 20<sup>th</sup> Armored Brigade + 141<sup>st</sup> Armored Brigade + 112<sup>th</sup> and 125<sup>th</sup> Infantry Brigades.

- **Mitla:** 4<sup>th</sup> Armored Division + 124<sup>th</sup> Infantry Brigade.
- **Bir El Thamada:** 6<sup>th</sup> Mechanized Division.
- **Nakhle:** *Shazli* + *Shazli Task Force*.
- **Sinai:** 25<sup>th</sup> Parachute Brigade.
- **Suez:** *Amer* + 11<sup>th</sup> Infantry Brigade.
- **Abu Zenima:** 27<sup>th</sup> Infantry Brigade + 33<sup>rd</sup> Airborne Regiment.
- **Ismailia Airport:** 2× *Mig-17* + *Mig 19* + *Mig 21* + *Il-28* + *Tu-16* + *IF14* + 53<sup>rd</sup> Airborne Regiment.
- **Port Said:** 4<sup>th</sup> Infantry Brigade.

### SYRIA

- **Quneitra:** 11<sup>th</sup> Infantry Brigade + 132<sup>nd</sup> Infantry Brigade + Artillery + Bunkers.
- **El Al:** 89<sup>th</sup> Infantry Brigade + 8<sup>th</sup> Infantry Brigade.
- **Dara:** 23<sup>rd</sup> Infantry Brigade + 32<sup>nd</sup> Reserve Infantry Brigade.
- **Sasa:** 42<sup>nd</sup> Armored Brigade + 88<sup>th</sup> Infantry Brigade + 50<sup>th</sup> Reserve Infantry Brigade + 17<sup>th</sup> 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* + 1<sup>st</sup>-25<sup>th</sup> Infantry Brigade + 2<sup>nd</sup> Infantry Brigade.
- **Irbid:** 6<sup>th</sup> Infantry Brigade
- **Jericho:** 40<sup>th</sup> Armored Brigade.
- **Jerusalem:** *Riadh* + 29<sup>th</sup> Infantry Brigade + 3<sup>rd</sup> Infantry Brigade + 27<sup>th</sup> Infantry Brigade + 60<sup>th</sup> Armored Brigade.
- **Madaba airport:** *Hunter* + *Vampire* + *C47* + AA.

## CARDS

The Arab Coalition player starts the game with the "Jordanian Determination" card in hands. On turn 2, take out the first five cards of the deck, add the "Syrian Offensive" and "Oil Blockade" cards to them (**they are not added at start of game**), shuffle those 7 cards randomly and add them on top of the remaining cards to recreate the whole deck.