

Six Days 1967



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 DURATION

Estimated Playtime : 1h30

Favored Side : None

Most difficult side to play : Arab Coalition

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**.



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 / Extrad 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 Ismaïla).

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).