

6 DAYS OF WAR

The Arab-Israeli Conflict: May-June, 1967



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"If we start a war and win everyone will be with us. If we won'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 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 1 to 3 maps representing the major battlefields of the war.

Historically the Israeli's 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:

- One 11" by 17" (Sinai Peninsula) and two 8 ½" by 11" (West Bank and Galilee/Golan) maps.
- 280 un-mounted, single-sided counters
- 64 cards
- 3 pages of game tables and 3 pages of Players' Aid Charts.
- This set of rules.

Players will need to provide one ten-sided (1d10) dice to play the game. A die roll of 0 on the die is read 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 battle grounds of the mid-east surrounding Israel. A hexagon (hex) grid has been superimposed to regulate game functions.

2.3 The Playing Pieces

The sheet of counters includes unit and play aid counters. The units (or army counters) represent the combat forces involved in the struggle. The play aid counters, referred to as markers in the rules, are used to facilitate various game functions.

Note that before play, the counters must be mounted. Glue the counter sheet onto Bristol board or heavy cardstock and cut out the individual counters. Poster board is usually too thin (but is fine if doubled up) and corrugated cardboard is too thick. Also, a paper cutter can be helpful at producing sharp, square units.

2.4 Players' Aid Sheets

The players' aid sheet contains the various charts and tables required for play. Players should keep this 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 die roll (Arab).

Air units: Mirage, Mystere, Super Mystere, Fougas, and Ouragan air units are Israeli. All Israeli air units are considered fighter-bombers (FB) MiG-17, MiG-19 and 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-7, and MiG-19, and Hawker Hunter are fighter-bombers (FB), while MiG-21 are considered fighters (F). Air units are normally located in one of a nation's air bases and

deployed on the map 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 (DS): Represents the level of support and trust a nation's constituencies, as well as foreign governments, have for a side's conduct in the game. The higher the Diplomatic Standing the better. This is used in part to determine the number of victory points a side receives in the game. A nation's diplomatic standing can fall below zero (negative number). **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, put a premium upon seizing control of the battlefield to compel the enemy to react to your plans.

Leg Units (ground): Regular infantry, parachute, commando as well as militia units are considered leg units, and pay regular movement point costs on the Terrain Effects Chart. These units have an 'L' between their combat movement ratings.

Marker Units: These record various game events (current game turn, end game turn, diplomatic standing, war footing, Jordanian intervention, US and USSR support, air base status, Dimona reactor status, Israeli air operations, operations remaining, and victory points), as well as individual ground unit status (disruption, fort destroyed, out of supply, artillery fired, airborne movement, or bridge destroyed).

Mechanized Units (ground): Armor, reconnaissance, and mechanized infantry units are considered mechanized, and pay mechanized movement point costs on the Terrain Effects Chart. These units have an 'M' between their combat and movement ratings.

Superpower Commitment: These levels indicate the willingness of the US and USSR to intervene and/or impose a cease-fire resolution. The higher the number the more likely the 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: 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): The military forces of Egypt (white on brown), Syria (white on red) as well as their Allies Iraq (white on green), Islamic volunteers (yellow on brown), Algeria (yellow on green), and Palestine (black on yellow-green). Jordan (black on orange) is initially neutral, but may join the UAR at some point before the outbreak of war.

Victory Points: These come in two types, military (MVP) or Diplomatic (DVP). Players will need to calculate both types as the game proceeds.

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.

War Footing: Represents the level of preparedness a nation's military has for the coming conflict. The higher the war footing 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, retreats to name a few instances). A nation's war footing level can never fall below 1 or rise above 10.

2.6 Cards

There are 64 playing cards in the game. 19 cards are used by the Israeli player, 18 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, Diplomatic Standing levels. Card play can also influence Superpower Intervention levels, Victory Point awards, Jordanian Intervention, and other game events outlined in the rules.

2.7 Game Scale

A turn represents 1 day. Ground combat units are mostly brigades or

regiments (3,000 to 5,000 combatants each) or 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 Galilee/Golan and West Bank maps.

3.0 SEQUENCE OF PLAY

Game turns are divided into a Strategic and Operational segments. Before the 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, 2) Rescind a card already played removing it from the game, 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 or diplomatic standing levels, 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 a die and add their war footing level. 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.

The initiative player may also perform a pre-emptive attack on the first operational turn if certain conditions apply (see rule 4.2.1).

3.2.2 Operations Phase. 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 activate 1 formation's (Ugdah) un-disrupted units, as well as 1 independent in-disrupted unit within 2 hexes of the activated Ugdah's units, or as many air units as desired. The number of UAR air and/or ground units that can be activated per activation is determined by a die 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.

3.2.3 Recovery Phase. Both players attempt to return disrupted, damaged and Out of Supply units/bases to normal status.

3.2.4 Cease-fire Determination Phase. Both players consult the cease fire table and their diplomatic standing levels to see if a cease fire resolution has been passed by the UN.

3.2.5 Victory Determination/End Phase. Victory point, and possibly diplomatic standing, levels are adjusted. If this is not the last turn of the game the turn marker is advanced one space.

Players repeat steps 3.1 through 3.2.5 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 play, the UAR player going first, until war breaks out.

Cards are coded as to when they can be played, and which player is affected. Cards with a tan background can usually be played during any game turn, exceptions are noted, but ones with a red background can only be played once war breaks out. Random event cards with an Israeli flag affect the Israeli player, while ones with a UAR flag affect only the UAR

player. Un-flagged cards can affect either or both players. 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 and both players arrange the remaining nationality flagged cards within their "hand" (18 UAR, 19 Israeli). The UAR player can choose to remove from play up to 2 cards from his/her hand for 2 DVP each. The Israeli player can choose to remove up to 4 cards for either 2 DVP or increasing the Israeli War Footing level by 1 for each card discarded (any combination).

Exception: The Israeli player receives no DVP for discarding the 1 or 2 cards in order to use the optional cards per Optional Rule 16.2.

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

- Play one card from their deck (Note: The opposing player can trump an opponent's card play if allowed).
- Rescind a card already played and remove it from play. All cards that can be rescinded are marked with red print. Those that are not so marked can not be rescinded.
- Pick a card from the Random Event deck and either play it immediately, or passing to hold it for later play.
- 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 diplomatic, war footing, superpower commitment, or victory point (DVP or MVP) levels. The UAR player may also need to adjust the level indicating Jordan's potential for joining the UAR and intervening in the conflict. Use the appropriate marker units to record these shifting point levels on the appropriate game record track (located on the playing aid sheets).

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. Playing a trump card by an opponent will negate an opponent's round of play. A player that trumps must either:

- A) 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, B) remove the trumped just-played card permanently from the game.

Removing a trumped card from play will result in the trumping player forfeiting either a Diplomatic Standing or War Footing point. The type of point to be forfeited is up to the trumping player, but note that War Footing levels can not be reduced below 1. If neither type of point 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 a trump card to over-ride the opponent's trump card. The opponent can not play a second 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 a die. The player with the lowest die roll losses a number of Diplomatic Standing points equal to the low die roll.

A player may trump an opponent's rescinding a card already in play. In this case the owning player can not "double trump," playing a trump card immediately after his opponent's trump card play. The original rescinding play is indeed trumped and the card must stay in play for at least another turn before another rescind play can be attempted. Both players must still roll for a possible outbreak of war.

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Notes: Trumping a player's card can also lead to the outbreak of war.

Random Event cards can never be trumped.

4.1.2 War Footing (WF). Each time a player changes their WF level with the play of a card changes to their Diplomatic Standing may also occur:

- Each time the UAR player raises the WF level a die is rolled. If the result is even the UAR player gains 1 Diplomatic Standing point. If the die roll result is odd the result is no effect.
- Each time the UAR player lowers the WF level a die is rolled. If the result is even the UAR player loses 1 Diplomatic Standing point. If the die roll result is odd the result is no effect.
- Each time the Israeli player raises the WF level a die is rolled. If the result is 8 to 10 the US Commitment level is increased by 1. Any other result is no effect.
- Each time the Israeli player lowers the WF level to 3 or less a die is rolled. The result is the number of Diplomatic Standing points awarded the Israeli player. This is done each time the Israeli player first lowers the WF level to 3 or less, but only once with each occurrence (i.e., the first time the Israeli WF level is reduced to 3, 2 or 1, not each time).

Notes: Combat units are never removed from the game when a WF level is decreased. Such extensive de-mobilization is outside the parameters of the game. It is through the play of cards that a player's War Footing (WF) 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 war footing levels and each add the result of the roll of die. War breaks out when any of the following occur:

- Both sides totals are the same.
- The difference between the two die rolls is equal to or greater than the difference of the two side's war footing levels. In this case the side with the higher war footing level can decide to go to war or continue diplomatic negotiations. The player who declined is immediately awarded a number of Diplomatic Victory Points (DVP) equal to the die roll difference, and their war footing level lowered by 1 if war is declined. If war is not declared by the player with the higher war footing level, and after the award of DVP the opponent may then declare war. His/her Diplomatic Standing (DS) is immediately reduced by a number of points equal to the die roll difference.
- Playing of the Random Event card "Palestinians revolt" by either player causes the immediate outbreak of war regardless of war footing levels. No die rolls are made or DS points lost.
- 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 WF level war has broken out. Play proceeds immediately to the Operations Segment.
- 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 DS points equal to half of Israel's diplomatic standing level and the roll of a die are immediately awarded to the UAR player. The Israeli player will also lose half of any DS points awarded in card play during subsequent turns for the rest of the game.

If the UAR player declares war unilaterally the Israeli player's DS level is increased by the roll of a die, and the Israeli war footing level is increased by 2. US and USSR commitment levels are also increased by 1 if either player declares war unilaterally.

Once war breaks out mark the game turn record chart with the end game 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 war footing level may attempt to launch a pre-emptive attack once war breaks out, regardless of who started it. The player rolls one die and adds their war footing level.

This pre-emptive attack die roll is modified as follows:

- +1 Jordan is neutral (Israel only)
- +1 Diplomatic standing is higher than the opponent, +2 if diplomatic standing is more than twice as high.
- -1 If support for Operation Regatta has been declared (Israeli player only).
- -2 If UNEF have been relocated to the Negev.

If the modified die roll result is 10 or more, and is more than twice that of the opponent's WF level, 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 war footing level (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.

4.3 Jordanian Intervention

Jordan initially begins the game as a neutral with an intervention level (JIL) of 1, but may possibly intervene. Jordanian intervention is determined at the end of the Strategic Segment, beginning on turn 2 by the UAR player. A die is rolled and compared to the current Jordanian intervention level. 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 the UAR Diplomatic Standing is increased by 2 and the UAR War Footing level is decreased by 1. Israel's War Footing level is increased 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 ten 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 Diplomatic Standing points equal to the difference of the JIL die roll and the current UAR War Footing level are awarded 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. Victory points for East Jerusalem are not awarded to either player should Jordan remain neutral.

5.0 OPERATIONAL SEGMENT

Generally, players alternate operation phases, 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 player's rolling a die and adding their war footing level. The player with the highest total wins the initiative. In cases 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).

5.2 Operations

Un-disrupted combat units (air and ground) are moved about the map and engage in combat during an operation. 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 two units for purposes of activation, however.
- The Israeli player can activate during an operation any one of the following:
 - Any number of un-damaged air units.
 - 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.
 - A number of un-disrupted independent previously activated and/or out of supply units (not formations for the Israeli player) equal to the roll of a die, on any/all of the 3 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 (but always at least one). Clarification: The activation of ground units already used in an earlier Operation must be a player's final Operation for the turn.

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 war footing level and the roll of a die 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 War Footing level (drop fractions, but not less than 1) per turn. Use the "Israeli air operations" marker to record the number of operations conducted by air units. Disrupted units may never participate in an operation.

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.

5.3 Limitations of UAR Operations

Despite their military alliance, and public-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 (Volunteer and Palestinian) may not stack with one another. These units may stack with any Egyptian unit(s). All UAR forces may freely enter any none-prohibited terrain hex in Israel on the Sinai map with a WF die roll being made first.

5.3.2 Jordanian operations. UAR Allied forces (Iraqi and Egypt) may stack with each other as well as Jordanian units. No UAR unit may enter Israel unless a die roll is made at the beginning of the UAR Operational Segment less than or equal to the UAR War Footing level. Add 1 to this die roll if the Israeli player has a higher War Footing level. 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 without penalty for the rest of the game.

Exceptions: The two Egyptian commando units that may deploy in the West Bank are limited only to rule 10.2. Any UAR unit may attack Israeli-occupied West Jerusalem without passing a die roll per this rule.

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 the die roll made at the beginning of the UAR player's first Operation is passed (see rule 5.3.2). Add an additional 1 to this die roll if Jordan is neutral. Exception: The Syrian heavy artillery unit (see rule 10.1) is not bound by this rule.

Designer's Note: "Syria is willing to fight to the last Egyptian" graffiti 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.

5.3.4 Zones of control (ZoC). The six hexes adjacent to a ground unit, brigade or regiment size, are its zone of control. ZoC do not extend into prohibited terrain hexes or across prohibited terrain hex sides. 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. All mechanized units must pay an additional MP to enter or leave an enemy ZoC. All units must stop moving upon entering an enemy ZoC. Units may not normally move directly from one enemy ZoC to another. Israeli mechanized units, only, may move from one enemy ZoC directly to another if the unit expends all of its MP to do so and a die roll less than or equal to the Israeli War Footing level is made. Subtract 1 from this die 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 move again if selected for a second activation in the Israeli player's last Operations Phase).

The Syrian heavy artillery, Israeli militia, and all battalion-sized units do not have a ZoC (indicated with an underlined CF).

Notes: Undestroyed fortifications negate enemy ZoC in the fortification's hex. ZoC do not extend across international borders until war breaks out.

5.4 Ground Unit Movement

Un-disrupted ground units are moved from one hex on a map to another connected hex paying the movement point (MP) cost for each hex listed on the Terrain Effects Chart (TEC). A unit must stop when it enters the Zone of Control (ZoC) of any enemy unit. A unit that begins its movement in an enemy ZoC may move out of the hex by paying an additional MP. See rule 5.3.4 for Israeli mech unit movement in an enemy ZoC.

Units may not enter hexes prohibited to them on the TEC. A unit may always move at least 1 hex, into permissible terrain, provided it expends all of its MP to do so.

5.4.1 Amphibious movement. The initiative player may move 1 brigade or up to 3 battalions 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 die roll equal to or less than the nation's War Footing level. 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 MP for the phase.

5.4.2 Airborne movement. The initiative player may move commando or paratrooper battalions units via airborne movement. The UAR player may move 1 battalion, the Israeli up to 3 battalions, 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 map (UAR) or any of the other maps (Israeli) that is not enemy occupied and not prohibited terrain.

Units using airborne movement may be intercepted by an enemy air units conducting air defense on the map (Note: This may mean Israeli units may be subjected to more than one group of UAR air defense units if moving from one map to another). The intercepting air unit combats the moving unit by rolling a die and subtracting 1. If the die roll is 1 or 0, the moving unit is destroyed/shot down. If the die roll is 2, and is also less than the intercepting air unit's CF, 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 supply lines. Use the appropriate "airborne movement" marker to indicate those units that have been so moved.

5.4.3 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

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from the map, if not in an enemy zone of control and not out of supply, when activated. Once removed the units are placed on the Israeli player's aid chart 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 the "any To Tell Aviv" space. 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 be moved Strategically.

Note: Israeli units using airborne movement do not have to abide by the 2 turn transit time when moving from one map to another. Airborne movement is not strategic movement.

5.4.4 Exiting the map. Israeli units may voluntarily exit any of the maps via Strategic movement (see rule 5.4.3). Israeli units may not leave any of the maps for any 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 Diplomatic Standing points equal to the roll of a die, and increase the USA Commitment level by 1. If the UAR player can trace a line of supply from the "To Tel Aviv" hex where an UAR unit has exited at the end of the game the MVP for Tel Aviv are not awarded to the Israeli player. If a line of supply can not be traced by the UAR player at the end of the game any exited units are considered eliminated.

UAR units that are forced to do exit a game map at any other location are eliminated.

5.5 Air Unit Movement

Air units are in one of five states, 1) on the ground in a friendly air base (located on the player aid sheets), 2) damaged and on the ground in a friendly air base (a separate space for an air base is provided to place damaged air units), 3) in the air, capable of flying interception missions during the opposing player's Operation Phase (F and/or FB types only), 4) destroyed and eliminated from play or 5) located on an enemy ground unit's hex or enemy air base conducting an attack.

The number and type of air units that can be based at an airbase is defined on the players' aid charts.

Activated, undamaged air units not already committed to air defense (see rule 5.4.1) are removed from an air base and placed upon an enemy-occupied game map hex or enemy air base to execute an attack.

Israeli Fougas FB units may only attack UAR airbases in the Sinai, Jordan and Syria. UAR airbases in Iraq or Egypt are beyond these aircraft's range. UAR bomber (B) units may also be placed upon "To Tel Aviv" hexes to carry out 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 returned to a friendly air base. Once an air unit is damaged, concludes its attack or engages in air-to-air combat, it is returned to a friendly undamaged air base.

Undamaged UAR air units may activate/move once per turn. The Israeli player can conduct a number of operations equal to half the Israeli WF level, 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 air base.

5.5.1 Air defense. At the beginning of each turn a player may be allowed to place undamaged F and/or FB air units on air interception/air defense missions equal to half of the player's WF level. Use the space provided on each map to indicate these air units. Israeli air units can be placed on any of the 3 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 air base (only Egyptian air units can intercept/defend Egyptian air bases, 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. Unit(s) that complete an air defense mission are returned to any friendly undamaged air

base 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 phase.

5.5.2 Emergency scrambles. Israeli air units on an air base may be "emergency scrambled" if any enemy air unit attacks an Israeli city, the Dimona Reactor, or air base, 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 air base the Israeli player rolls a die. If the result is less than or equal to the Israeli war footing level 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.

5.6 Stacking

More than one friendly unit may occupy a map hex. Generally up to 3 brigades or regiments and 1 battalion can stack in a hex, 2 brigades/regiments and 1 battalion in rough terrain. Any and all units of an Israeli Ugdah can stack in a hex, regardless of terrain. 3 battalions count as one brigade for stacking. Opposing ground units may never occupy the same hex.

Certain numbers and types of air units may occupy the same air base. 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. Marker units 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 can not 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: The Syrian heavy artillery unit does not count against stacking (it stacks for free with other UAR ground units).

6.0 COMBAT

Activated units in an operation can engage enemy ground units in combat. Air units can also attack enemy air bases 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 F or FB air units during an operation, before executing an attack. Each friendly unit is paired with an intercepting enemy air unit. If excess air unit(s) remain for either side these may be matched against any enemy air unit(s) as the player who owns the excess air unit(s) desires, if at all. For each air unit engaged in air-to-air combat the owning player rolls a die and modifies it as follows (all applicable modifiers are cumulative):

- -1 If targeted enemy unit is a bomber.
- -1 For each additional friendly unit over 1 engaged in air-to-air combat with the opposing air unit.
- -1 If an Israeli air unit firing on a Syrian or Algerian air unit.

If the modified die roll result is less than the friendly air unit's combat factor the opposing air unit is destroyed. If the die roll result is equal to the friendly

unit's combat factor the opposing air unit is damaged. If the die roll result is just 1 higher than the air unit's combat factor 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 air base and do not execute their planned attack. Any other result is a miss and the opposing activated air unit is unmolested, and 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 a die and modifying it as follows:

- -1 If targeted ground unit is in clear terrain.
- +1 If targeted ground unit is in rough or city terrain.
- +2 If targeted ground unit is in fortification hex. Use this modifier in lieu of any other terrain in the hex.
- +1 If attacking air unit was intercepted and participated in air-to-air combat.

If the die roll result is less than or equal to the air unit's combat factor the targeted ground unit is disrupted (see rule 6.2.2). Mark the affected unit with a "Disrupted" marker. A die roll result greater than the air unit's combat factor means the attack failed. A die roll result of 9 or more results in the air unit being damaged from anti-aircraft fire.

UAR 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 maps. To attack the Dimona reactor the bomber(s) must be placed upon the "to Tel Aviv" hex on the Sinai map. City and reactor bombing attacks are resolved normally with the successful die roll indicating the number of Diplomatic Victory Points 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 Diplomatic Victory Points being awarded if successful. Successful bombing by the UAR player of the Dimona reactor will also result in the loss of 10 MVP 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 US and USSR's commitment levels being raised by 1 for each turn they occur (Clarification: Not each time).

If the UAR card #3 has been played (Overflight of the Dimona reactor by UAR warplanes) 1 is added 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 Diplomatic Standing points equal to the roll of a die are deducted from the player's total. This can result in a negative number total.

Designer's Note: These air attacks by the UAR were designed to sow terror and confusion amongst the Israeli's 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 Air base attacks. Air units may attack enemy air bases, and/or the air units on the ground at the air base. 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 a die and modifying it as

follows:

- -3 Israeli air unit attacking in the first Israeli air operation on the first turn of the war. (Designer's Note: the Israeli's 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).
- +1 Attacking air unit was intercepted and participated in air-to-air combat.
- +1 Attacking air unit on third turn of the war (both sides due to crew fatigue).
- +1 B or FB unit attacking and it engaged in air-to-air combat (this die roll modifier does not apply if the bomber did not fire back in air-to-air combat).

If the die roll result is less than or equal to the air unit's combat factor the target air unit is destroyed or air base is damaged. Place an "Air base damaged" marker on the air base portion of the player's aid chart. Any aircraft at a damaged air base may not be activated for an operation (they're grounded) until the air base is repaired. If the air base is damaged/hit again it is destroyed and all of the aircraft based there are destroyed along with it. Any die roll result of zero or less results in the air base's immediate destruction. A die roll result greater than the air unit's combat factor means the attack failed. A die 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 undisrupted 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 ration, attacker to defender. A unit's CF can be modified for terrain in the defender's hex or hex sides crossed by the attacking units. Drop any fractions in favour of the defender (i.e., 34 attacking CF to 8 defending CF is a 4-1 attack). Modify the combat odds to be used for the combat as follows (all that apply are cumulative):

- Shift the combat odds 1 right if any of defending units are disrupted.
- Shift the combat odds 1 right if the attacker's initiative level exceeds the defender's by 3 or more.
- Shift the combat odds 1 left if the defender's initiative level exceeds the attacker's by 3 or more.
- Shift the combat odds 1 column in the opponent's favour (1R if defending, 1L if attacking) if any of a side's units are out of supply.
- Shift the combat odds 1R or 1L for each artillery unit that is stacked in the attacker's or defender's hex (Israeli player only).

Once the final odds for the combat is determined the attacker rolls a die and cross references the result with the combat odds on the Combat Results Table (CRT). Results to the left of the slash affect the attacker, those to the right the defender. Results on the CRT are as follows:

- : No effect.
- R: Affected side must retreat.
- #: Affected side must disrupt this number of units. Use a disrupted marker to indicate affected units.
- E: All of the affected side's are eliminated.

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 (see rule 7.0). The hexes entered in a retreat do not incur a 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 a die at the end of the retreat. If the die roll is less than or equal to the nation's war footing level the unit is unscathed. If the die roll result is higher than the war footing level 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.

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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 are eliminated in combat, as well as which un-disrupted units, that participated in the attack, advance after combat.

6.2.2 Disruption. Units can be disrupted as a result of air or ground attack. 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 phase. For each disrupted unit roll a die. 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 War Footing level 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

The hex on each map marked "To Tel Aviv" 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 trace supply to any of the 3 Suez Canal bridges. UAR ground units on the Golan map trace supply to any east edge map hex. Jordanian and UAR units trace supply 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 supply lines.

7.3 Supply Lines

A line of hexes, free of enemy units and/or ZoC, of any length must be traced from the unit to a supply source to be in supply. The line of hexes traced can not be through prohibited terrain or across prohibited terrain hex sides. Supply lines for both sides can be traced into, but not through, rough terrain. Only Israeli units may trace supply lines through sand hexes. The UAR player can trace supply into, but not through, sand hexes. Supply lines can be traced along a road, free of enemy units/ZoC, through any terrain.

Mark ground units that are judged to be out of supply to indicate their out of supply status.

Exception: Units that use airborne movement are in supply the entire turn, and do not have to trace a supply line (see rule 5.4.2). 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:

- Shift the combat odds 1 column in the opponent's favour (1R if defending, 1L if attacking) if any of a side's units are OoS.
- 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 Phase.

8.0 RECOVERY

Units recover from disruption and being OoS during the Recovery Phase. Damaged air bases and air units may also attempt repair.

8.1 Air Unit and Air base Repair

For each damaged air base and air unit the owning player rolls a die. The Israeli player may subtract one from this die roll if the Israeli Diplomatic Standing is greater than that of the UAR. The UAR player may subtract one from the recovery die roll only if the USSR commitment level is 2 or less. If the die roll result is less than the nation's war footing level the air unit/base 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 increasing USSR commitment 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 phase. For each disrupted unit roll a die. 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 War Footing level 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 Phase are returned to normal status. For each OoS unit that can not be restored to normal supply roll a die. If the die roll exceeds the nation's war footing level the unit is disrupted. If already disrupted it is eliminated.

9.0 CEASE FIRE

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 USA and USSR commitment levels on the CFT to determine a cease-fire number. Both players then roll a die. 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 table 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 table 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 diplomatic victory points (DVP) equal to both players' CFT die rolls awarded to the declining player's opponent, and an increase by 1 of the USA's commitment level if the Israeli player ignores a cease-fire result (Clarification: There is no increase with the USSR's if the UAR player ignores a cease-fire result).

Also, if the player who is ignoring a cease-fire result has a lower War Footing level than his superpower's commitment level (USSR for the UAR, USA for the Israeli) then the "End Game Turn" marker is moved down 1 space on the Turn Record Chart, closer to the Current Game Turn marker.

Exception: Moving down the "End Game Turn" marker is not done if the next-to-last game turn is currently being played.

The UAR player can not ignore a second cease-fire. The Israeli player may ignore a second cease-fire result if the Israeli MVP level is higher than the UAR player's. In this case only the USSR commitment level is increased, but the "End Turn" marker is still moved down one space on the Turn Record Chart. The UAR player is awarded a number of DVP 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 can not 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 levels 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 this intensive conflict.

9.2 Superpower Commitment

Card play and the following game events will increase or decrease a Superpower's commitment to resolving the crisis. The Operational Game events that will influence superpower commitment are as follows:

- +1 US If the Dimona reactor is bombed (once per game only).
- +1 US Any Israeli city is bombed (once per turn, not for each city that is attacked).
- +1 US the first time the Israeli player ignores a cease-fire result from the CFT.
- +1 USSR if an Israeli unit occupies Al Qunaytirah (Golan/Galilee map).
- +1 USA for each UAR unit exited from a "To Tel Aviv" hex.
- +1 USA and USSR if all of the Suez Canal bridges are destroyed.
- +1 USSR if all of the Jordan River bridges are destroyed.
- +/- ? As directed by card play.
- +1 USA if Israeli MVP is less than the UAR MVP before cease-fire die roll is made for the turn.
- +1 USSR if UAR MVP is less than the Israeli MVP before cease-fire die roll is made for the turn.
- -1 USA if Israeli MVP and DVP are greater than UAR before cease-fire die roll is made for the turn.
- -1 USSR if UAR MVP and DVP are greater than Israeli before cease-fire die roll is made for the turn.
- +1 USSR if Israel ignores a second cease-fire result.

A superpower's commitment level can never exceed 6 or fall below 0.

9.2.1 Superpower commitment, optional rule. If both players roll a modified CFT die roll of 10 or more the game ends immediately. Both the USA and USSR 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 does not count towards stacking, nor does it have a CF or MP allowance. It has no effect on combat. It is eliminated as soon as an Israeli unit occupies its hex or forces to retreat. It can also be eliminated by being disrupted. As long as it is in play the UAR player receives 1 Diplomatic Victory Point per turn, beginning with turn 1 (it is bombarding Israeli Kibbutzim in Galilee). The Syrian Heavy artillery unit does not have a ZoC.

10.2 Egyptian Commandoes

The 2 Egyptian commando units were trained to infiltrate Israeli lines and launch terror attacks. These units can be deployed to the West Bank once Jordan has intervened. The decision to deploy the commandos to the West Bank must be made the same turn Jordan's intervention has been determined.

The Egyptian commandoes were trained to infiltrate enemy lines and wage terror attacks in Israel. The UAR player can choose to remove one or both of these units, if they have not previously engaged in combat and are deployed in the West Bank, from the game once war has broken out. For each unit roll a die. Subtract 1 from this die roll if the UAR player's War Footing level is higher than the Israeli's. If the result is less than or equal to the unit's CF 2 DVP are awarded the UAR player. A failing die roll means the terror attacks failed and no DVP are awarded.

Once a commando unit has been removed per this rule it may not later return to the game. A commando unit may not be removed once it has been engaged in conventional combat (attacking or defending).

Egyptian commandos can not be used to conduct terror attacks if not deployed in the West Bank, or if Jordan remains neutral.

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 brigade or regiment sized 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 brigade or regiment sized unit the odds are shifted 1 row to the left. Use the "artillery fired" markers to indicate those units that have been used in a combat shift in an operation. Remove

the marker(s) at the end of the current Operation.

Battalion-sized units, Israeli militia and artillery defending/attacking alone can not 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 brigade-sized ground combat unit into the hex connected by the bridge and end its move. A bridge destroyed marker can then be placed. Each destroyed bridge will gain the Israeli player 2 Diplomatic Standing points.

Note: Israeli battalions, 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, the USSR commitment level is increased 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, both the USA and USSR commitments levels are increased by 1 if all of the Suez Canal bridges are destroyed. Destroyed bridges can not be rebuilt.

10.6 Israeli Kibbutz

A kibbutz hex on the Galilee/Golan map is destroyed if it is occupied by an UAR unit. Mark each destroyed kibbutz with a marker. Each destroyed kibbutz results in 2 Diplomatic Standing points being awarded to the UAR player.

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 two ways to win in Six Days of War; through diplomatic and/or military victories.

11.1 Military Victory Points (MVP)

Military Victory Points are awarded for the following:

- +? MVP for the following geographic locations:
 - West Jerusalem = 20 Israeli, 40 UAR
 - Each Golan Heights hex and Al Qunaytirah (black forts)= 1
 - 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).
 - Eilat, = 15
 - Sharm-al-Sheik = 20
 - Al Arish = 10
 - Each Gaza Strip hex = 10
 - Mount Hermon = 10
 - East Jerusalem = 30 (not awarded if Jordan is neutral).
- +1 MVP for each eliminated enemy air or mechanized unit.
- + ½ MVP for each eliminated enemy leg infantry unit.
- + ½ MVP 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 (UAR player only).
- -10 MVP if Dimona reactor is successfully bombed (Israeli player only).

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 Diplomatic Victory Points (DVP)

Diplomatic Victory Points are awarded for the following:

- +/- ½ DVP for each Diplomatic Standing Point. Note that this can result in a negative total.

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in a negative total.

- +10 DVP if a nation has more MVP than their opponent.
- +20 DVP if a nation has twice as many MVP as their opponent.
- +? DVP for bombing Israeli cities or Dimona reactor, as well as Egyptian commando attacks from the West Bank (UAR player only).
- ? DVP if opposing player declines a cease-fire.
- +1 DVP per turn 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 MVP and DVP than their opponent.
- A tactical victory is won if a player has more MVP than his/her opponent, but less DVP (historical result for the Israeli player).
- A moral victory is won if a player has more DVP than his/her opponent, but less MVP (debatable historical result for the UAR player).

Notes: If both players can claim a win, one military the other moral, the game is a draw. If playing using optional rule 9.2.1, and a nuclear war has broken out, both players lose. A pox upon both your houses!!

12.0 GAME SET UP

Both sides begin the game with a limited number of units deployed on the game maps and players' aid charts. Card play during the Strategic Segment of the game will dictate when/if other combat units enter play.

Both sides begin with 0 MVP and DVP. Play begins with the May 15th game turn.

12.1 Israeli Set Up

The Israeli player begins the game with a War Footing level of 5 and 0 DS points. The US begins the game with 0 commitment points.

12.1.1 Israeli air units. The following Israeli air units begin the game at any Israeli air base:

- 3x Mirage III
- 2x Sp Mystere
- 1x Mystere
- 1x Vautour
- 2x Ouragon
- 2x Fougas

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 upper-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 brigades).
- Yoffe Ugdah (2x Armor, 1x Mechanized Infantry, 1x Artillery brigades).
- Sharon Ugdah (2x Armor, 1x Mechanized Infantry, 1x Artillery brigades).
- Tal Ugdah (2x Armor, 2x Mechanized Infantry, 1x Artillery brigades).
- 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 a) the Israeli War Footing level increases to 6 or b) war is declared.

In case a) 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 in, one to a hex, any Israeli town or kibbutz. In case "b" the reinforcement units enter at the beginning of the second Operational (war) turn in a Israeli town or kibbutz.

12.2 UAR Set Up

The UAR player begins the game with 0 DS points, the USSR commitment at 1, and a War Footing level of 2. Unless otherwise prevented by card play, the UAR player may start a number of air units equal to the UAR WF level on air defense.

12.2.1 Egyptian set up. Only the 3 Palestinian units begin the game on the Sinai map, in the Gaza Strip. The Egyptian player may also set up the 2 commando units in the Gaza Strip. All of the Egyptian units not marked with an "R" (for reinforcement, the Algerian air unit, the Egyptian 14th armored brigade, and possibly the 6x Egyptian Yemeni withdrawal units) will enter the game when a) the "Oust the UNEF" card is played or b) Israel declares war.

In case "a" the Egyptian leg units will set up 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. The 3 Palestinian units set up in the Gaza Strip hexes. All mechanized infantry and armor units will set up on or adjacent to Bir Gifgafa, Bir Hamma and/or Romani. In case "b" all of the Egyptian units will enter the game at any hex within 6 hexes of any of the three Suez Canal bridges.

The Algerian and the Egyptian 14th armored brigade reinforcement units will enter the game on the second turn of the war, but only if the Israeli War Footing level is higher than the UAR's. The Yemeni TF units will only enter the game if the "Yemen Withdrawal" card has been played. All ground reinforcement units appearing on the Sinai map are deployed at any of the 3 hexes with Suez Canal bridges. The Algerian air unit is deployed at any intact Egyptian air base, within the air base's capacity. Its appearance may be delayed until an air base is repaired or sufficient capacity is made by redeploying air units to another air base.

12.2.2 Syrian set up. All Syrian units not marked with an "R" will begin the game on the Golan map. Syrian units may set up on or adjacent to any fortification or town hex in Syria, at least one unit to a hex. The Syrian Heavy Artillery unit must set up in a fortification hex adjacent to a border hex side or the Mt. Hermon hex. All UAR reinforcement ground reinforcement units on the Golan/Galilee map appear at any non-rough hex along the eastern map edge.

The Syrian reinforcement units (marked with an "R") may enter the game beginning with the second Operational Segment/turn of the war. At the beginning of the first UAR activation phase the Syrian player rolls a die and subtracts the UAR War Footing level. If the die roll result is 2 or less the units may enter the game.

If Jordan is neutral all of the Iraqi units will enter the game as Syrian reinforcements.

12.2.3 Jordanian set up. Jordan begins the game as a neutral. If Jordan intervenes all UAR units, except the Iraqi units and the Royal Guard Brigade, will begin one to hex on or adjacent to any town or city in the West Bank map. The Arab Legion unit must begin in East Jerusalem.

The two Egyptian commando units may begin the game deployed anywhere in the West Bank if Jordan has intervened and the UAR player has played the "Egyptian commandoes" card.

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

Jordan's intervention level begins the game at 1.

13.0 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 Set Up

UAR cards #1, 3-4, 7,9, 12 are already played. UAR cards # 10 and 15 are discarded. The UAR player has possession of Random Event cards #2 and 4.

13.1.1 Sinai map. All ground units not marked with a "R," as well as the 2 Egyptian commando units set up on Sinai map. All leg units and the three units of the 6th mechanized division and Volunteer mechanized brigade, must set up west of the Conqueror Line, the three Palestinian units in either or both of the Gaza Strip hexes. All other Egyptian mechanized units set up east of the Conqueror Line and can be adjacent to the border.

13.1.2 Galilee/Golan map. All Syrian units not marked with a "R" begin deployed as per 12.2.2.

13.1.3 West Bank map. All Jordanian units and the two Egyptian commando units set up as per 12.2.3. The Iraqi and Royal Guards are available as per the rules.

13.1.4 Special UAR rules. The following apply in the historical scenario:

- All UAR air units, except the Algerian air unit that arrives as a reinforcement, begin the game on their respective air bases. No UAR air units are on air defense.
- Jordan has intervened.
- The UAR DS level = 6 plus a die roll. The UAR WF level = 3. The UAR has 0 MVP and 21 DVP. The USSR Commitment level = 2.

13.2 Israeli Set Up

Israeli cards 1, 4, 7, 9-12 and trump card #16 are already played. Israeli 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 Galilee/Golan map. All units of the Peled Ugdah, the Golani Brigade, and 5 militia units begin set up on the Galilee/Golan 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.

Syrian reinforcement units appear as per rule 12.2.2.

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.

Jordanian and Iraqi reinforcement units appear as per rule 12.2.3.

13.2.4 Special rules.

- 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 WF = 8, DS = -6 (negative number) plus a die roll. The USA commitment level = 1. The Israeli player has 0 MVP and DVP.
- The Israeli player may redeploy a number of Egyptian units on the Sinai map, per Israeli Card # 11, before play commences.

13.3 Scenario Rules

All regular game rules apply except as noted.

Play begins with the first turn of the game on June 6th. The "End game" 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.

Random Event card #1 and 5, as well as 2 No Event cards have been played. Treat Random Event card #7 as no event if drawn.

Calculate victory as per the regular game rules. Both sides air bases are undamaged (normal).

14.0 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 Set Up

Israeli cards #2, 4, 6, 8, and 12 are already played. Israeli cards 5, 13, 14 and 16 are discarded. The Israeli player earlier drew 2 "No Event" Random Event cards. The Dimona reactor status is normal.

The Israeli player sets up per rules 13.2.1 through 13.2.3.

The Israeli WF is 7, DVP = 8, MVP = 0, DS = 2 plus the roll of one die, and the USA commitment level = 4.

The Israeli player can place up to 3 air units on air defense, on any of the 3 maps.

14.2 UAR Set Up

UAR cards #1, 3-5, 7-9, 12, 15 and 16 are already played. UAR cards # 2 and 13 are discarded. The UAR player has possession of Random Event

cards #5 and 8.

The UAR player sets up per rules 13.1.1 through 13.1.3.

The UAR WF = 4, MVP = 0, DVP = 4, DS = 10 plus the roll of one die, and the USSR commitment level is 4. Jordan has intervened.

The UAR player can place up to 2 air units on air defense, on any of the 3 maps.

14.3 Scenario Rules

All regular game rules apply except as noted.

The game starts with the Operational Segment of the June 4th turn. War has broken out, and the End Game marker is placed 10 spaces down on the Turn Record Chart. An Israeli pre-emptive attack attempt has already failed.

Calculate victory as per the regular game rules. Both sides air bases are undamaged (normal).

15.0 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 Crises, 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 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. 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 War Footing Level, 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.

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.

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.

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 War Footing level 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 drag down

6 DAYS OF WAR

further your War Footing level. If you have a substantial lead in Diplomatic Standing and a degree of confidence that whatever war breaks out will be short, victory may be within easy grasp despite an IDF pounding. If you should grab the lead in War Footing 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!"

16.0 OPTIONAL RULE

Six optional cards, shaded yellow, are provided to explore alternative "what if" events that could have affected the war, or as play balance between 2 opponent s of disparate abilities.

These cards can not be used in the Historical scenario.

16.1 Optional UAR Cards

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

16.2 Optional Israeli Cards

Before play begins the Israeli player may select 1 or both of the 2 optional cards. Unlike the UAR player, one of the Israeli's optional cards can be played later in the game, or not at all. For each card selected, however, the Israeli player must discard another card from his/her deck. There is no DVP award for the discard of the 1 or 2 cards in this case.

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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.

Card Play

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

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

UAR:	Israeli:
WF = 2	WF = 7
DVP = 4	DVP = 8
MVP = 0	MVP = 0
DS = 4	DS = 0
USSR = 1	USA = 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 card #2. Seeking to keep the UAR's WF level low, the Israeli player plays Trump card #16. Not willing to see his WF level increase stymied, the UAR player immediately plays one of the Trump cards, in this case #15. The Israeli's trump play is negated, and UAR card #2 remains in play. The UAR WF is increased to 3. Both players roll a die, the Israeli rolling a 2 and the UAR a 9. The Israeli player has the lowest die roll and therefore losses 2 DS points, adjusting the DS marker to the -2 space on the Israeli Player's Aid Chart (PAC). 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 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 WF level, 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 the higher WF level should war break out, the Israeli player complies. Both players again roll a die, with the Israeli player's bad luck continuing with a losing die roll of 5. The Israeli DS level is now -7. Because the Israeli card was trumped the Israeli player rolls again and compares the result to the Israeli WF level. The die roll is a 7. Because this is equal to the Israeli WF level, 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.

Operations

It is the first turn of the war. The Israeli WF is 8, the UAR's is 4. Because he has the higher WF level the Israeli player attempts a pre-emptive strike. Jordan has intervened, and the UAR player has more DS points than the Israeli player. The Israeli player earlier declared support for Operation Regatta (-1 to the pre-emptive strike die roll), but the UNEF was not relocated to the Negev. The Israeli players a die, this time a 2, adds the Israeli WF level and subtracts 1 (for the earlier support of Operation Regatta). The result is a 9. Although more than twice as high as the UAR WF

level, 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 a die and add their WF levels. 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 independent unit, OR a number un-disrupted independent units equal to the roll of a die, OR any number of undamaged air units, OR a number of previously activated units equal to the roll of a die, 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 die on any of the maps. Similarly, he may activate any number of previously activated units, equal to a die roll if it is the LAST UAR Operations phase for the turn.

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

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 F and 1 Mig 17 FB), and 2 Egyptian air units (1 Mig 17 FB and 1 Mig 21 F) remain in play at undamaged air bases. 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 Super Mystere) 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 rules 5.3.1 and 5.3.2 that allow UAR entry into hexes within Israel on the West Bank and Galilee/Golan maps.

The UAR player places all of his 7 air units on their targets, in this case one air base 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 Galilee/Golan 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 WF level, and a Mirage III is placed in the same hex as the Iraqi Tu-16. Because the die roll was odd, only 1 Israeli air 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 Mirage III'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 Mirage with the Tu-16's air-to-air CF of 1. The Mirage is returned to an undamaged air base 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 Superpowers' commitment levels 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, that is less than the Tu-16's ground attack CF of 4. The UAR player is awarded 1 DVP and both Superpowers' commitment levels are raised by 1.

The Iraqi Hunter FB attack on Israeli air base #4 is selected by the UAR player to be resolved next. This air base has 2 Ouragon FB (1 is damaged) and a Mystere 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 air base in Syria, Iraq or Jordan.

Next to be resolved are the 2 Egyptian air units that are attacking the hex occupied by Tal's 6th armored brigade. This ground unit has put the Gaza Strip defenders out of supply. The Israeli Super Mystere 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 is 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 Super Mystere'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 Super Mystere, 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 Super Mystere. The Israeli player returns the air unit to the "Damaged" space on any undamaged Israeli air base. 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 operation(s) 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!

Card Commentary

Israeli cards will make it relatively easy for their WF level to remain superior to the UAR's. Diplomatic victory and standing points will be harder to come by, and may even be lost with an Israeli WF level increase. The Israeli's 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.

UAR card play will offer this 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 the shooting 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.

The Israeli's random event cards can be 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. War is an example of how scary it can be as well.

Credits

Game Design: Paul Rohrbaugh

Editing: Kerry Anderson, Chris Hall, Chris Fawcett

Graphics: Bruce Yearian

Playtesting: Brian Brennan, Kim Meints, Chris Hall, Bruce Costello, Joel Specht, Jason Carsone

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.

other Conflict Simulations by CSR Award winner Paul Rohrbaugh

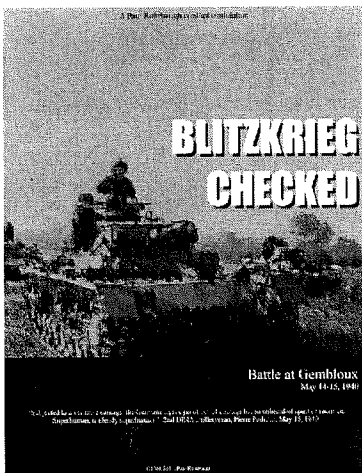


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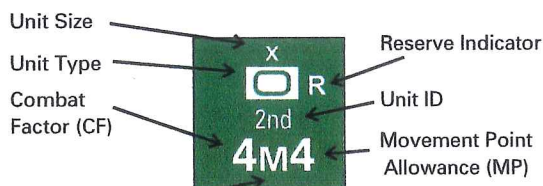
Mounted counters available for \$3.00

GAME TURN RECORD TRACK

MAY 15	MAY 16	MAY 17	MAY 18	MAY 19	MAY 20	MAY 21	MAY 22	MAY 23	MAY 24	MAY 25	MAY 26
MAY 27	MAY 28	MAY 29	MAY 31	JUNE 1	JUNE 2	JUNE 3	JUNE 4	JUNE 5	JUNE 6	JUNE 7	JUNE 8
JUNE 9	JUNE 10	JUNE 11	JUNE 12	JUNE 13	JUNE 14	JUNE 15	JUNE 16	JUNE 17	JUNE 18	JUNE 19	JUNE 20
JUNE 21	JUNE 22	JUNE 23	JUNE 24	JUNE 25	JUNE 26	JUNE 27	JUNE 28	JUNE 29	JUNE 30	JULY 1	JULY 2
JULY 3	JULY 4	JULY 5	JULY 6	JULY 7							

UNIT IDENTIFICATION

Ground units

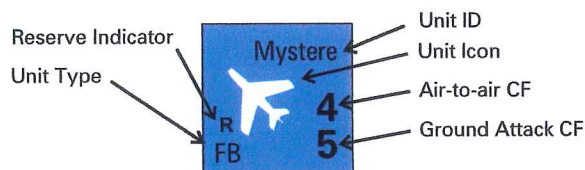


Movement Type (L=leg; M=mech)

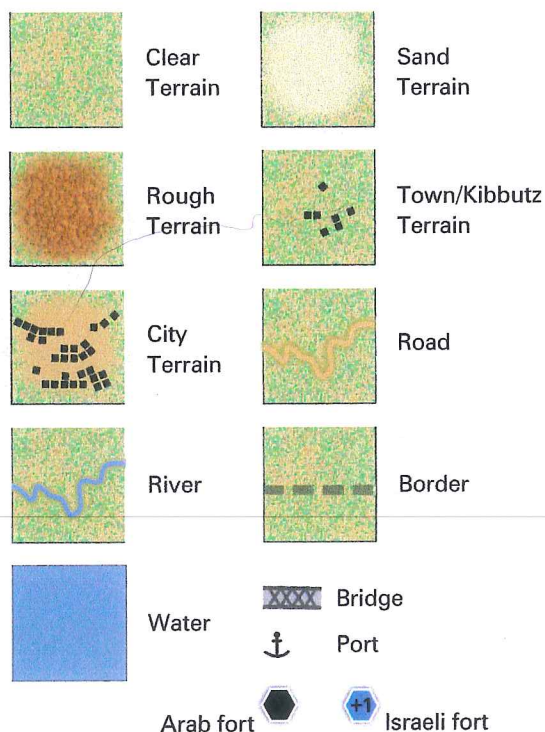
Unit Sizes

II = battalion III = regiment X = brigade

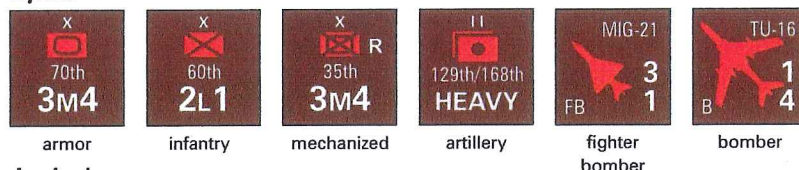
Air units



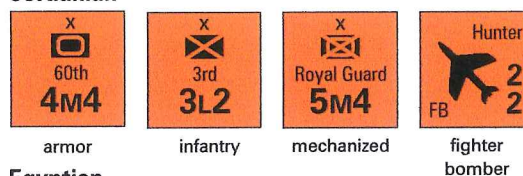
TERRAIN KEY



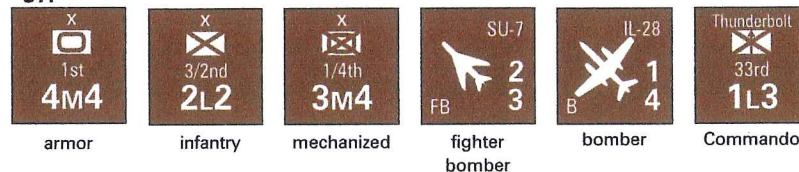
Syrian



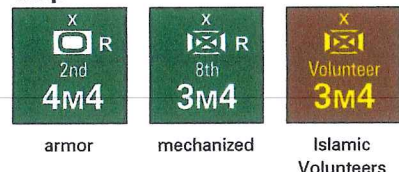
Jordanian



Egyptian



Iraqi



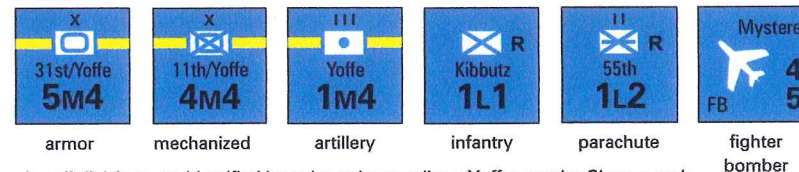
Algerian



Palestinian



Israeli



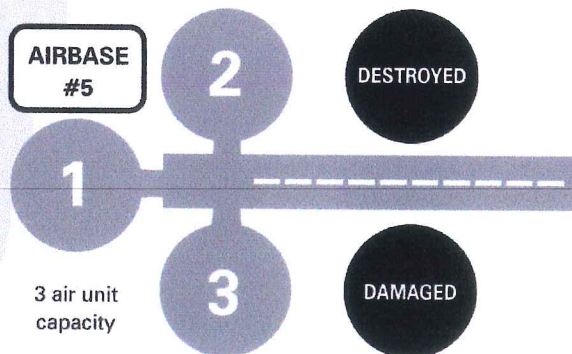
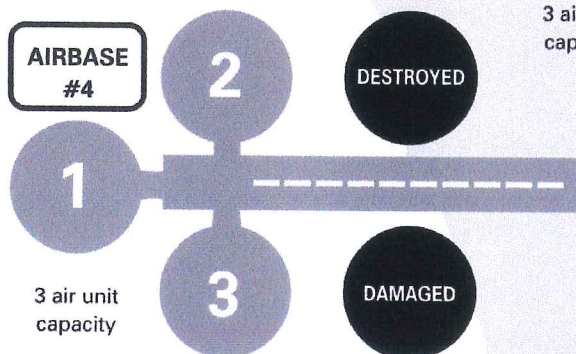
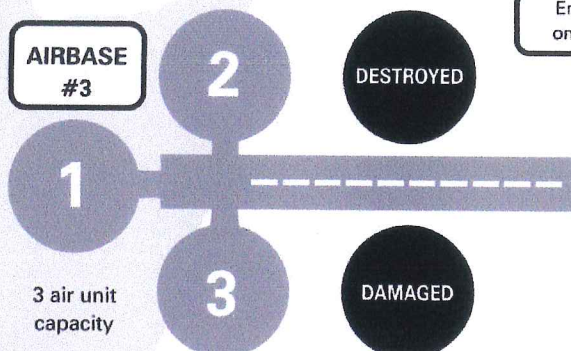
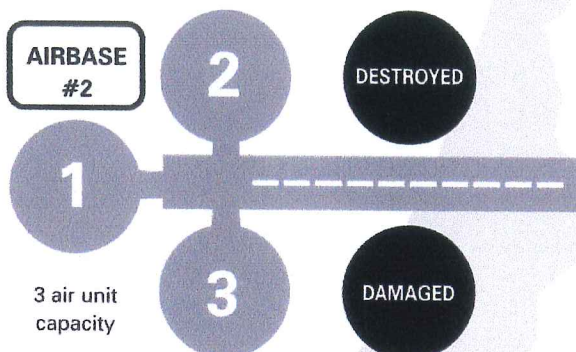
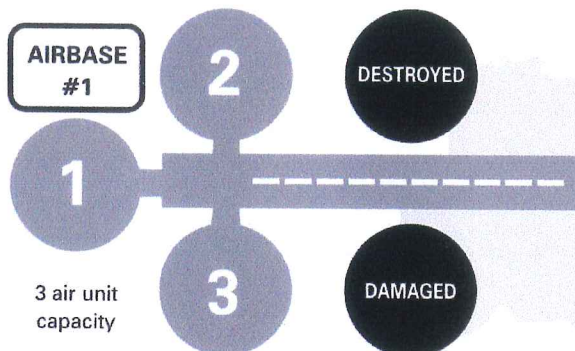
Israeli divisions are identified by color stripes: yellow: Yoffe; purple: Sharon; red: Tal; black: Peled. Those not marked are independent units.



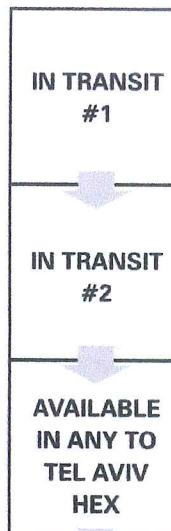
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ISRAELI PLAYER AID CARD

Strategic Movement



Dimona Reactor Status



Enter in hex 1609 on Golan Heights Map

OR

Enter in hex 1701 on Sinai Peninsula Map

OR

Enter in hex 1209 on Westbank Map

9
8
7
6
5
4
3
2
1

RECORD KEEPING TRACK

0

-1

-2

-3

-4

-5

-6

-7

-8

-9



UAR PLAYER AID CARD

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9
8
7
6
5
4
3
2
1

SINAI NORTH

2

DESTROYED

1

2 F or FB
air unit
capacity

DAMAGED

EGYPT NORTH

2

4

DESTROYED

1

NO FOUGAS AIRSTRIKES

5 air unit
capacity

3

5

DAMAGED

EGYPT SOUTH

2

4

DESTROYED

1

NO FOUGAS AIRSTRIKES

5 air unit
capacity

3

5

DAMAGED

RECORD
KEEPING
TRACK

IRAQ AIRBASE

2

DESTROYED

1

NO FOUGAS AIRSTRIKES

3 air unit
capacity

3

DAMAGED

SYRIA AIRBASE

2

DESTROYED

1

3 F or FB
air unit
capacity

3

DAMAGED

JORDAN AIRBASE

2

DESTROYED

1

3 air unit
capacity

3

DAMAGED

SINAI SOUTH

2

DESTROYED

1

2 F or FB
air unit
capacity

DAMAGED

0	-1	-2	-3	-4	-5	-6	-7	-8	-9
---	----	----	----	----	----	----	----	----	----

6 DAYS OF WAR

6 DAYS OF WAR
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CHARTS & TABLES

TERRAIN EFFECTS CHART (TEC)

Terrain type	Leg (L) MP cost	Mech (M) MP cost	Combat Effects
Clear	1	1	-1 air attack DR none on ground combat
Sand	2	2 (Israeli) 4 (UAR)	none on ground combat
Rough	2	Prohibited except along road	+1 air attack DR Defender x1½ CF (drop fractions but not less than 1) Supply lines into but not through Reduced stacking: 2 brigades/regiments +1 battalion
Sea	Prohibited (1)	Prohibited (1)	Not allowed
City	1	2, except along road	+1 air attack DR Defender CF x2 (4)
Kibbutz/Town	1	2, except along road	Other terrain (4)
Fortification (2)	2	4	+2 air attack DR Defender CF x2 Israeli fortification has intrinsic CF of 1 for defense
Road (3)	1	1	Other terrain
River hexside	+1	+2 at bridge Prohibited otherwise	Attacker CF x½
Suez Canal hexside	+1 Prohibited otherwise	+2 at bridge Prohibited otherwise	Attacker CF x½
Enemy ZOC	Must stop upon entering	+1, Must stop upon entering	Roll for moving from one to another (mech only) Roll for moving from one to another in retreat

Notes:

- (1) Units may utilize amphibious movement if the owning player has initiative (See Case 5.4.1)
 (2) UAR fortifications are destroyed if entered by an Israeli unit. Israeli fortifications have an intrinsic CF of 1 when defending. Treat a fortification hax as other terrain in the hex if destroyed.
 (3) 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.
 (4) Israeli kibbutz militia units have their combat strength tripled (x3) on defense.
 Terrain effects are cumulative. For example, a unit attacking across a river against a fortification would have its CF halved (x½), and the defender's CF would be doubled (x2).

CEASE-FIRE TABLE (CFT)

		USA Commitment Level					
USSR Commitment Level		6	5	4	3	2	1
	6	1	1	1	2	3	4
	5	1	1	2	3	4	5
	4	1	2	3	4	5	6
	3	2	3	4	5	6	7
	2	3	4	5	6	7	8
	1	4	5	6	7	8	9

KEY: # = Die roll greater than the number results in Cease-fire being imposed upon the player. First DR may be ignored (See Case 9.0) by both players. The Israeli player, **ONLY**, may ignore a second cease-fire result if the Israeli Player's MVP level is higher than the UAR Player's MVP level.

Increase a Player's CFT die roll by 1 if a previous cease-fire was ignored by that player.

Note: See optional rule Case 9.2.1 and Random Event Card #15 (if in play)

CFT Superpower Commitment Level modifier:

+1 to US Commitment Level applied:

- When any Israeli city is bombed (once per turn, not each city)
- The first time the Israeli player ignores a cease-fire result from the CFT
- For each UAR unit exited from the map from a "To Tel Aviv" hex
- If all the Suez Canal bridges are destroyed
- If Israeli MVP Level is less than the UAR MVP Level before a cease-fire die roll is made for the turn
- If the Dimona Reactor is successfully bombed (once per game)
- If directed by card play

-1 to US Commitment Level applied:

- If Israeli MVP or DVP Level are greater than the UAR DVP or MVP Level before cease-fire roll is made for the turn
- If directed by card play

+1 to USSR Commitment Level applied:

- If an Israeli unit occupies Qunietra (hex 0801 on Golan Map)
- If all the Suez Canal bridges are destroyed
- If all the Jordan River bridges are destroyed
- If UAR MVP Level is less than the Israeli MVP Level before cease-fire die roll is made for the turn
- If Israeli Player ignores a second cease-fire result
- If directed by card play

-1 to USSR Commitment Level applied:

- If UAR MVP or DVP Level is greater than the Israeli MVP or DVP Level before cease-fire die roll is made for the turn
- If directed by card play

COMBAT RESULTS TABLE (CRT)

Odds (defender's strength ÷ by attacker's strength)

Die Roll	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1+
1	E/-	E/-	1R/-	1R/-	1R/-	1R/-	1/-	-/-
2	E/-	2R/-	1R/-	1R/-	R/-	1/-	-/-	-/1
3	2R/-	1R/-	R/-	R/-	R/-	-/-	-/1	-/1
4	1R/-	R/-	R/-	R/-	-/-	-/-	-/1	-/1R
5	1R/-	R/-	R/-	-/-	-/-	-/1	1/1	-/1R
6	R/-	R/-	-/-	-/-	-/1	1/1	1/1R	-/2
7	R/-	R/-	-/-	-/1	-/1	1/1R	-/1	-/2
8	R/-	1/1	-/1	-/1	1/1R	1/2	-/2	-/1R
9	1/1	1/1	1/1	1/1R	1/2	-/1R	-/1R	-/2R
10	2/1	2/R	1/1R	-/R	-/R	-/1R	-/2R	-/2R

KEY: R: retreat two hexes; #: number of units that are disrupted; E: All affected units are eliminated.

Odds lower than 1:4 automatically yield a 2R result. Odds greater than 4:1 are treated as 4:1 but, apply a + 1 DRM for every odds multiple over 4:1. Apply a -1 DRM to an opposing side's result for each enemy unit that is eliminated due to disruption.

Combat Odds Shifts:**Shift 1 column right if:**

- Any defending units are disrupted
- The attacker's initiative level exceeds the defender's initiative level by 3 or more

Shift 1 column left if:

- The defender's initiative level exceeds the attacker's initiative level by 3 or more

Shift 1 column in the opponents favor if:

- if any enemy units are out of supply

Combat Die Roll Modifiers (DRM):**Air Unit Air-to-air Combat DRM:****-1 DRM applied:**

- If targeted enemy air units is a bomber (B)
- For each additional friendly air unit over 1 engaged in air-to-air combat with the same enemy air unit
- If an Israeli air unit targets a Syrian or Algerian air unit

Air Unit Ground attack DRM:**-1 DRM applied:**

- If targeted ground unit is in clear terrain
- +1 DRM applied:**
 - If targeted ground unit is in rough or city terrain
 - If attacking air unit was intercepted and participated in air-to-air combat
 - If UAR bomber air unit attack on Dimona Reactor(UAR Card #3 was played)

+2 DRM applied:

- If targeted ground unit is in a fortification. This modifier is used in lieu of other terrain in the hex

Air Unit Airbase attack DRM:**-3 DRM applied:**

- If Israeli air unit attacking in the first Israeli air operation on the first turn of war

+1 DRM applied:

- Attacking air unit was intercepted and participated in air-to-air combat
- Attacking air unit on the third turn of war (both sides due to crew fatigue)
- For B and FB air units attacking and engaged in air-to-air combat (this DRM does not apply if the air unit did not fire back in air-to-air combat)

SEQUENCE OF PLAY OUTLINE

A. Strategic Segment (performed every Game Turn):

- UAR Card Play (See Case 4.1)
- Israeli Card Play (See Case 4.1)
- Adjust WF, DS, JIL levels and Superpower Commitment (See Case 9.2)
- UAR Player checks for Jordanian Intervention (See Case 4.3)
- Check for outbreak of war (See Case 4.2)

B. Operational Segment (performed once war breaks out):

- Place air defense units (See Case 5.5.1)
- Determine end turn of game (See Case 4.2)
- Check for pre-emptive attack if this is the first turn of the war (See Case 4.2.1)
- Determine Initiative (See Case 5.1)
- Determine type of operation, air or ground, by the phasing player (See Case 5.2)

AIR OPERATION:

- Place attacking air units on the target hexes or airbases (See Case 5.5)
- Determine air defense missions, resolve air-to-air combat (See Cases 5.5.1, 5.5.2, 6.1.1)
- Resolve air unit ground attacks (See Cases 6.1.2 and 6.1.1.3)

GROUND OPERATION:

- Determine activated units (See Case 5.2)
- Move activated units (See Case 5.4)
- Resolve ground combats initiated by activated units (See Case 6.2)

C. Recovery Segment (performed every Game Turn once war breaks out):

- Attempt disruption recovery (See Case 8.2)
- Attempt to repair damaged air units and airbases (See Case 8.1)
- Determine if out of supply units are disrupted (See Case 8.3)

D. Cease-Fire Segment (performed every Game Turn once war breaks out):

- Both players roll on the CFT to determine if game ends (See Case 9.1)
- Adjust DVP Level and Superpower Commitment Level (See Case 9.2)

E. End Segment (performed every Game Turn once war breaks out):

- Both players determine DVP, MVP and DS Levels (See Case 11.0)
- Advance the game Turn marker one space on the Game Turn Record Track if it is not occupying the same space as the Game Turn End marker. If this is the last turn of the game, determine the winner (See Case 11.0)

Game Credits**Game Design:** Paul Rohrbaugh.**Editing:** Kerry Anderson, Chris Hall, Chris Fawcett**Graphics:** Bruce Yearian**Playtesting:** Brian Brennan, Kim Meints, Chris Hall, Bruce Costello.

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.

Six Days of War addenda

Rules:

2.0 Game Components (correction). There are 4 (not 3 players' aid sheets).

2.5 Air Units (correction). Mig-21 units are FB (not F).

11.1 Military Victory Points (play balance adjustment). Double the UAR VP award for eliminated and reduced Israeli units.

14.2 UAR Set Up (Ben Gurion Nightmare play balance adjustment). Roll a die to determine the UAR War Footing Level:

DR 1 or 2: WF = 4

DR 3 or 4: WF = 5

DR 5 or 6: WF = 6

***Designer's Note:** The changes for 11.1 and 14.2 were suggested by players after the game's release. I think they do add to the game and recommend them to you.*

Cards (variant rule): Change the WF level adjustment to -1 on the Israeli 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.*

Counters:

One of the Egyptian M-17 units is missing its FB indicator. Treat it the same as the other M-17 units (it is indeed a FB).

Mystere FB 4 5	Ouragon FB 4 5	Ouragon FB 4 5	Fougas FB 1 5	Fougas FB 1 5	Vautour FB 4 5
Sp Mystere FB 4 4	Sp Mystere FB 4 4	Mirage III FB 5 4	Mirage III FB 5 4	Mirage III FB 5 4	S-58 helo Airborne Movement

S-58 helo Airborne Movement	S-58 helo Airborne Movement	X 6th/Tal 6M4	X 7th/Tal 6M4	X 35th/Tal 4M4	X Granit/Tal 4M4
III Tal 1M4	X 8th/Sharon 6M4	X 38th/Sharon 6M4	X Nir/Sharon 4M4	III Sharon 1M4	X 20th/Yoffe 5M4

X 31st/Yoffe 5M4	X 11th/Yoffe 4M4	III Yoffe 1M4	X Ram/Peled 5M4	X Kohkva/Peled 5M4	X Avnon/Peled 4M4
III Peled 1M4	X Golani 5M4	X 3rd 3M4	X 10th 3M4	X 4th 3M4	X 5th 3M4

X Anan 4M4	X Ind 1M4	X Kibbutz 1L1	X Kibbutz 1L1	X Kibbutz 1L1	X Kibbutz 1L1
X Harel 5M4	X Jerusalem 3L2	X Kibbutz 1L1	X 55th 1L2	X 66th 1L2	X 71st 1L2

X 80th 1L2	AIRBASE STATUS	AIRBASE STATUS	AIRBASE STATUS	AIRBASE STATUS	AIRBASE STATUS
DVP x1	DVP x10	DVP x100	MVP x1	MVP x10	MVP x100

DIPLOMATIC STANDING x1	DIPLOMATIC STANDING x10	DIPLOMATIC STANDING x100	III Tal FIRED	III Sharon FIRED	KIBBUTZ DESTROYED
WAR FOOTING	OPERATIONS REMAINING	III Yoffe FIRED	III Peled FIRED	X Ind FIRED	KIBBUTZ DESTROYED

KIBBUTZ DESTROYED	KIBBUTZ DESTROYED	KIBBUTZ DESTROYED	BRIDGE DESTROYED	BRIDGE DESTROYED	BRIDGE DESTROYED
KIBBUTZ DESTROYED	KIBBUTZ DESTROYED	KIBBUTZ DESTROYED	BRIDGE DESTROYED	BRIDGE DESTROYED	BRIDGE DESTROYED

MIG-19 FB 3 2	MIG-21 FB 3 1	TU-16 B 1 4	X 32nd 2L1	X 80th 2L1	X 60th 2L1
X 50th 2L1	X 25th 2L1	X 19th 2L1	X 8th 2L1	X 132nd 2L1	X 11th 2L1

X 17th NG 2L1	X 17th 2M4	X 35th 3M4	X 70th 3M4	X 1st 2L1	X 107th 2L1
X 42nd 3M4	X 14th 2M4	X 44th 3M4	II 129th/168th HEAVY	X 108th 2L1	MIG-19 R FB 3 2

Hunter FB 2 2	X Royal Guard 5M4	X 3rd 3L2	X 25th 5L2	X 26th 3L2	X 27th 3L2
X Yamuk 3L2	X Arab Legion 4L2	X Prince Hsn 3L2	X 60th 4M4	X 40th 4M4	X Volunteer 2M4

MIG-17 FB 2 2	MIG-17 FB 2 2	MIG-21 FB 3 1	MIG-21 FB 3 1	MIG-19 FB 3 2	IL-28 B 1 4
MIG-17 FB 2 2	MIG-17 FB 2 2	MIG-21 FB 3 1	MIG-19 FB 3 2	SU-7 FB 2 3	IL-28 B 1 4

X 2/2nd 2L2	X 1/2nd 2L2	X 3/7th 2L2	X 2/7th 2L2	X 1/7th 2L2	X 3/9th 2L2
X 2/9th 2L2	X 1/9th 2L2	X 21st NG 2L2	X 25th NG 2L2	X 19th NG 2L2	X 3/3rd 3M4

X 2/3rd 3M4	X 1/3rd 3M4	X 3/6th 3M4	X 2/6th 3M4	X 1/6th 3M4	X 3/4th 4M4
X 2/4th 4M4	X 1/4th 3M4	X 20th 3M4	X 1st 4M4	X 14th 3M4	X 22nd 3M4

X 40th 3M4	X 141st 3M4	MI-8 helo Airborne Movement	X 7th 3M4	X 8th 3M4	GAME TURN
Thunderbolt 53rd 1L3	Thunderbolt 33rd 1L3	Hunter R FB 2 2	X 2nd 4M4	X Commando 3M4	GAME END TURN

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US COMMITMENT	USSR COMMITMENT	JORDANIAN INTERVENTION	AIRBASE STATUS	AIRBASE STATUS	AIRBASE STATUS
AIRBASE STATUS	AIRBASE STATUS	AIRBASE STATUS	AIRBASE STATUS	DVP x1	DVP x10

DVP x100	MVP x1	MVP x10	MVP x100	DIMINA REACTOR	FORT DESTROYED
DIPLOMATIC STANDING x1	DIPLOMATIC STANDING x10	DIPLOMATIC STANDING x100	WAR FOOTING	OPERATIONS REMAINING	FORT DESTROYED

FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	FORT DESTROYED
FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	FORT DESTROYED

FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	FORT DESTROYED
FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	FORT DESTROYED

FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	KIBBUTZ DESTROYED	KIBBUTZ DESTROYED	KIBBUTZ DESTROYED
FORT DESTROYED	FORT DESTROYED	FORT DESTROYED	KIBBUTZ DESTROYED	KIBBUTZ DESTROYED	Amphibious Movement

DISRUPTED	DISRUPTED	DISRUPTED	DISRUPTED	DISRUPTED	DISRUPTED
DISRUPTED	DISRUPTED	DISRUPTED	DISRUPTED	DISRUPTED	DISRUPTED

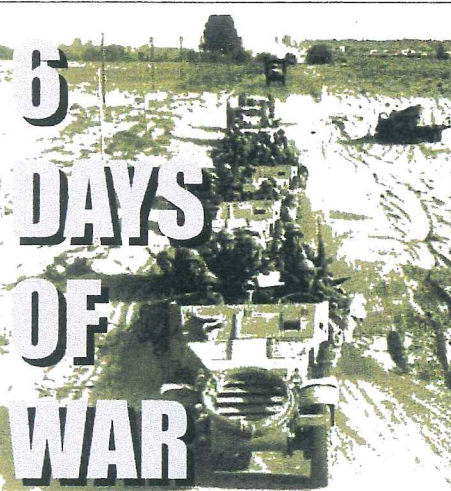
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DISRUPTED	DISRUPTED	DISRUPTED	DISRUPTED	DISRUPTED	DISRUPTED
DISRUPTED	DISRUPTED	DISRUPTED	DISRUPTED	DISRUPTED	DISRUPTED

OUT OF SUPPLY	OUT OF SUPPLY	OUT OF SUPPLY	OUT OF SUPPLY	OUT OF SUPPLY	OUT OF SUPPLY
OUT OF SUPPLY	OUT OF SUPPLY	OUT OF SUPPLY	OUT OF SUPPLY	OUT OF SUPPLY	OUT OF SUPPLY

OUT OF SUPPLY	OUT OF SUPPLY	OUT OF SUPPLY	OUT OF SUPPLY	OUT OF SUPPLY	OUT OF SUPPLY
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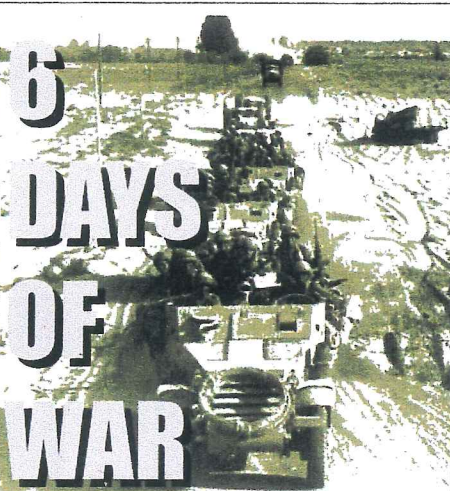
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The Arab-Israeli War: May-June 1967

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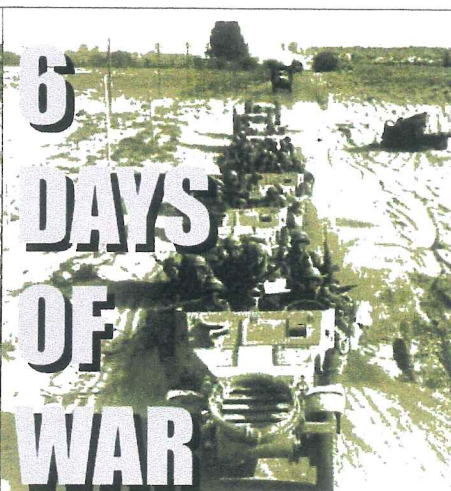
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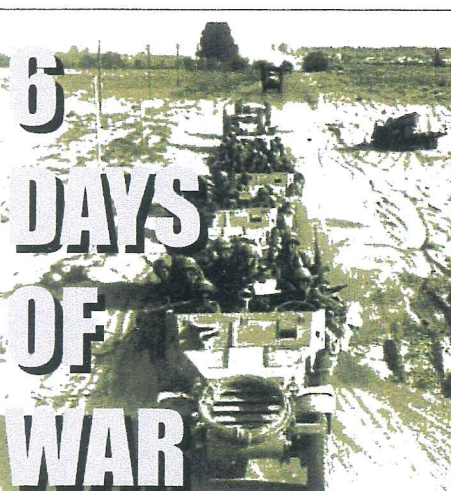
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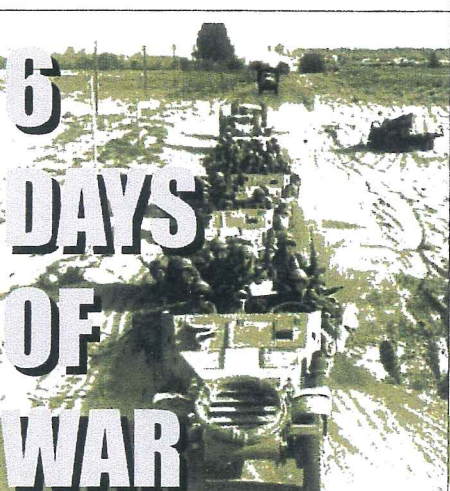
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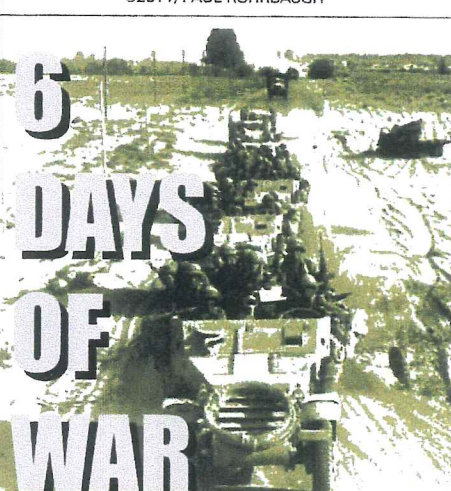
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6 DAYS OF WAR

The Arab-Israeli War: May-June 1967

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WAR FOOTING +1
DIPLOMATIC STANDING -2



MOBILIZE RESERVES



All 'R' units may be deployed on any of the three maps. Parachute units may be deployed on any airbase.

-1 to War Footing, +1 to Diplomatic Standing if rescinded.

This card must be rescinded before playing Israeli Card #9

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1

WAR FOOTING 0
DIPLOMATIC STANDING +DR



ISRAEL PRESENTS ITS CASE TO THE UN



Diplomatic Standing: subtract two die rolls if rescinded.

Card must be rescinded to unilaterally declare war

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2

WAR FOOTING -1
DIPLOMATIC STANDING +DR
★ US COMMITMENT -1
PRE-EMPTIVE ATTACK DR -1



OPERATION REGATTA



Operation Regatta is supported. Operation Regatta was the US-backed international attempt to break the blockade of the Straits of Tiran.

Diplomatic Standing: subtract two die rolls if rescinded.

Can not be played after war breaks out or if UAR Card #4 has not been played or rescinded

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WAR FOOTING +1
DIPLOMATIC STANDING 0



FORM UNITY COALITION GOVERNMENT



-2 to War Footing, +1 to Diplomatic Standing if rescinded.

Card must be rescinded to deploy chemical weapons (Israeli Card #13)

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4

WAR FOOTING -1
DIPLOMATIC STANDING +DR
★ US COMMITMENT -1
★ USSR COMMITMENT -1
PRE-EMPTIVE ATTACK DR -2



RELOCATE UNEF TO NEGEV FRONTIER



-1 to War Footing, Diplomatic Standing: subtract one die roll, if rescinded.

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WAR FOOTING +1
DIPLOMATIC STANDING 0
★ US COMMITMENT +1



INCREASED AIR RECONNAISSANCE FLIGHTS



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WAR FOOTING +1
DIPLOMATIC STANDING DR
★ US COMMITMENT +1/-1



LOBBY PRESIDENT JOHNSON



The Israeli Player roll one die. On an even roll, +1 to Diplomatic Standing; on an odd roll, +0 to Diplomatic Standing.

US Commitment is either +1 or -1, Israeli Player's choice

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WAR FOOTING +0
DIPLOMATIC STANDING +2
★ US COMMITMENT +1



LAUNCH PUNITIVE RAIDS INTO LEBANON



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WAR FOOTING -1
DIPLOMATIC STANDING +DR



DEMOBILIZE RESERVES



May only be played if Israeli
WF is 7 or more

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WAR FOOTING NC
DIPLOMATIC STANDING DR



PRIME MINISTER ESHKOL ADDRESSES THE NATION



The Israeli Player rolls one die. On an even roll,
+2 to Diplomatic Standing; on an odd roll, -2 to
Diplomatic Standing.

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WAR FOOTING +0
DIPLOMATIC STANDING 0



PHANTOM '49' BRIGADE PLOY DECEIVES THE EGYPTIANS



Israeli Player may redeploy a number of
Egyptian mech units, up to twice the MP
allowance of each unit equal to one die roll
divided by 2. Drop all fractions, result may not
be less than 1.

May not be played once war
has broken out

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WAR FOOTING +1
DIPLOMATIC STANDING 0



OCCUPY THE DMZ



-1 to War Footing, +DR to Diplomatic Standing
if rescinded.

Israeli units may move next
to the border

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12

WAR FOOTING +1
DIPLOMATIC STANDING -DR
★ US COMMITMENT +2
★ USSR COMMITMENT +2



DEPLOY CHEMICAL WEAPONS



-1 to War Footing, US Commitment, USSR
Commitment if rescinded. Roll on die, and the
roll to Diplomatic Standing if rescinded.

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TRUMP CARD



TRUMP OPPONENT'S CARD

Playing a trump card will negate an opponent's
round of play.

A player that trumps must either:

- 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,
- remove the trumped just-played card
permanently from the game.

Trumping a Player's card may
lead to an outbreak of war

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14

TRUMP CARD



TRUMP OPPONENT'S CARD

Playing a trump card will negate an opponent's
round of play.

A player that trumps must either:

- 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,
- remove the trumped just-played card
permanently from the game.

Trumping a Player's card may
lead to an outbreak of war

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TRUMP CARD



TRUMP OPPONENT'S CARD

Playing a trump card will negate an opponent's
round of play.

A player that trumps must either:

- 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,
- remove the trumped just-played card
permanently from the game.

Trumping a Player's card may
lead to an outbreak of war

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TRUMP CARD



TRUMP OPPONENT'S CARD

Playing a trump card will negate an opponent's round of play.

A player that trumps must either:

- 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,
- remove the trumped just-played card permanently from the game.

Can only be played once war has broken out

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TRUMP CARD



TRUMP OPPONENT'S CARD

Playing a trump card will negate an opponent's round of play.

A player that trumps must either:

- 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,
- remove the trumped just-played card permanently from the game.

Can only be played once war has broken out

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WAR FOOTING	+0
DIPLOMATIC STANDING	+2
★ US COMMITMENT	DR



LOBBY PRESIDENT JOHNSON



The Israeli Player roll one die. On an even roll, +1 to US Commitment Level; on an odd roll, no change to US Commitment Level.

Can only be played once war has broken out

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19

WAR FOOTING	+0
DIPLOMATIC STANDING	-2
★ US COMMITMENT	-1

RANDOM EVENT

RABIN COLLAPSES



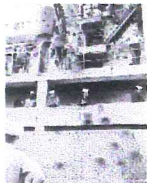
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1

WAR FOOTING	0
DIPLOMATIC STANDING	-DR
★ US COMMITMENT	+1/+2

RANDOM EVENT

USS LIBERTY ATTACKED



Player with highest War Footing Level attacks the USS Liberty

Affected player rolls one die and subtracts the result from his Diplomatic Standing Level. +1 to US Commitment if USS Liberty attacked by Israeli Player, +2 to US Commitment if USS Liberty attacked by UAR Player.

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2

WAR FOOTING	+/-1
DIPLOMATIC STANDING	+2/-1
★ US COMMITMENT	+1/-1
JORDANIAN INTERVENTION	-2

RANDOM EVENT

COUP ATTEMPT AGAINST KING HUSSEIN



The UAR Player rolls one die. On an even result: no change to War Footing, +2 to Diplomatic Standing and -1 to USSR Commitment. On an odd result: -1 to War Footing, -1 to Diplomatic Standing and +1 to USSR Commitment.

Cannot be played once war has broken out

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3

WAR FOOTING	0
DIPLOMATIC STANDING	0

RANDOM EVENT

INCREASED ARMS SALES FROM FRANCE



Israeli Player may subtract 1 from all recovery die rolls for the turn this card was played.

Can only be played once war has broken out. Treat this card as no event if Random Event Card #5 (France Ends Arms Shipments) has already been played

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WAR FOOTING	0
DIPLOMATIC STANDING	+4

RANDOM EVENT

FRANCE ENDS ARMS SHIPMENTS



Diplomatic Standing applicable to UAR Player only. Israeli Player must add 1 from all recovery die rolls for the turn this card was played.

Can only be played once war has broken out. Treat this card as no event if Random Event Card #4 (Increased Arms Shipments from France) has already been played

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5

WAR FOOTING	0
DIPLOMATIC STANDING	0
★ US COMMITMENT	+1
★ USSR COMMITMENT	-1

RANDOM EVENT

6th FLEET DEPLOYED OFFSHORE



UAR Player must subtract 1 from all "Big Lie" die rolls.

This card may only be played if the UAR Player has played UAR Card #11 ("Big Lie")

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WAR FOOTING	0
DIPLOMATIC STANDING	0

RANDOM EVENT

PALESTINIANS REVOLT



War has broken out.

This card must be played as soon as it is drawn. Treat as no event in war has already broken out

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WAR FOOTING	+1
DIPLOMATIC STANDING	0
JORDANIAN INTERVENTION	+1

RANDOM EVENT

KGB DELIVERS IMPORTANT INTELLIGENCE



+1 to War Footing for UAR Player only.

Treat as no event if drawn by the Israeli Player

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8

WAR FOOTING	+1
DIPLOMATIC STANDING	0

RANDOM EVENT

CIA DELIVERS INTELLIGENCE



+1 to War Footing for Israeli Player only.

Treat as no event if drawn by the UAR Player

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RANDOM EVENT

NO EVENT

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RANDOM EVENT

NO EVENT

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11

RANDOM EVENT

NO EVENT

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12

RANDOM EVENT

NO EVENT

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13

WAR FOOTING	0
DIPLOMATIC STANDING	0
★USSR COMMITMENT	+1

RANDOM EVENT

NO EVENT

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14

RANDOM EVENT

**SOVIETS DEPLOY
SUBMARINES OFFSHORE**



Add 1 to both player's CFT die rolls if Random Event Card #6 (5th Fleet Deployed Offshore) is in play.

Treat as no event if drawn by the Israeli Player

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RANDOM EVENT

NO EVENT

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16

RANDOM EVENT

NO EVENT

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17

WAR FOOTING	0
DIPLOMATIC STANDING	+DR

RANDOM EVENT

REVOLT IN THE UAR



The Israel Player receives a number of Diplomatic Standing points equal to the roll of a die each Game Turn until the war ends. During each End Phase of every Game Turn, if the Israeli MVP is at least twice as high as the UAR, roll one die. If the die roll is 1-5, the Nassar Government has collapsed.

The UAR Player must play this card if he draws it and war has broken out. It does not have to be played by the UAR Player if war has not broken out.

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18

WAR FOOTING	0
DIPLOMATIC STANDING	+DR
★US COMMITMENT	-1

RANDOM EVENT

**USS LIBERTY INCIDENT
ESCALATES**



The UAR Player rolls one die, add 1 to the roll if Random Event Card #6 (5th Fleet Deployed Offshore) is in play. On a roll of 10, the US makes a retaliatory strike, all Israeli airbases are damaged. The UAR Player may repeat this attempt at the beginning of each Game Turn for the rest of the game.

Can not be played if Random Event Card #2 (USS Liberty Attacked) is not in play

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RANDOM EVENT

ISRAELI SNAFU



The UAR Player can select one Israeli stack or Ugdah. The selected units may not activate for the entire turn.

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RANDOM EVENT

UAR FALL OUT



The Israeli Player rolls one die. On a roll of 1-3 Syria withdraws from the war if no Israeli unit has control of a Golan Heights hex. If Syria withdraws, Israeli units may not enter Syria or attack any Syrian airbases. No VP are awarded for hexes on the Golan Heights map. All Syrian unit and other UAR units on the Golan Heights map are removed from the game.

Treat as no event of the Israeli player rolls a 4-10 or the card is drawn by the UAR Player

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21

WAR FOOTING	+1
DIPLOMATIC STANDING	+4
★ US COMMITMENT	+1
JORDANIAN INTERVENTION	+1

OUST UNEF FROM SINAI



Egyptian units may deploy per Case 12.2.1

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1

WAR FOOTING	+1
DIPLOMATIC STANDING	0

INCREASE SURVEILLANCE FLIGHTS



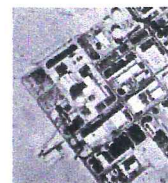
Can not be played during war is
UAR War Footing is lower than Israeli
War Footing

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2

WAR FOOTING	+0
DIPLOMATIC STANDING	+2

OVERFLY DIMONA REACTOR



+1 for UAR bomber attacks on Dimona
Reactor.

Can not be played if Dimona Reactor
has been successfully bombed or, if
UAR War Footing is less than Israeli
once war has broken out

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3

WAR FOOTING	+1
DIPLOMATIC STANDING	+4
★ US COMMITMENT	+1
★ USSR COMMITMENT	+1

CLOSE THE STRAITS OF TIRAN TO ISRAELI SHIPPING



-2 to Diplomatic Standing, -1 to US
Commitment and USSR Commitment if
rescinded.

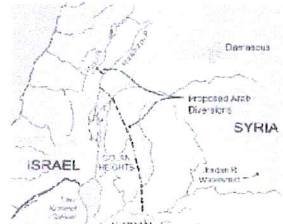
Prevents Israeli Card #3 (Operation
Regatta) from being played if
rescinded or unplayed

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4

WAR FOOTING	+0
DIPLOMATIC STANDING	+DR
JORDANIAN INTERVENTION	+1

RESUME WORK ON JORDAN RIVER DIVERSION



-1 to US Commitment, USSR Commitment and
-2 to Diplomatic Standing if rescinded.

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5

WAR FOOTING	+0
DIPLOMATIC STANDING	0
★ USSR COMMITMENT	+1
JORDANIAN INTERVENTION	+1

LOBBY THE KREMLIN



+1 to Jordanian Intervention if Israeli War
Footing is higher than UAR War Footing.

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6

WAR FOOTING	+0
DIPLOMATIC STANDING	+DR
JORDANIAN INTERVENTION	+1

PRESENT CASE TO THE UN



+1 to Jordanian Intervention if Israeli War
Footing is higher than UAR War Footing.

No UAR air defense until war breaks
out and then only after Israeli
Pre-emptive attack.

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7

WAR FOOTING	+1
DIPLOMATIC STANDING	-DR
★ US COMMITMENT	+2
★ USSR COMMITMENT	+2

DEPLOY CHEMICAL WEAPONS



Card may only be played after war has broken
out and only if UAR War Footing is lower than
Israeli War Footing.

Must rescind if UAR Card #13 (Nassar
Pledges Restraint) to be put in play

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8

WAR FOOTING	+0
DIPLOMATIC STANDING	DR
JORDANIAN INTERVENTION	+2

ARAB SUMMIT



Can not be played once war has broken out

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WAR FOOTING	-1
DIPLOMATIC STANDING	+4
★ US COMMITMENT	-1

EGYPT WITHDRAWS TROOPS FROM YEMEN



A number of 2L1 infantry brigades (marked R) equal to a die roll divided by 2 (drop fractions but, not less than 1) are received as reinforcements.

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10

WAR FOOTING	0
DIPLOMATIC STANDING	SP

"BIG LIE"

At the end of each Game Turn, beginning with this Game Turn, a number of Diplomatic Standing points equal to the roll of a die less the Israeli War Footing is awarded to the UAR Player. This die roll is made each Game Turn until the first result of zero (0) or worse (in which case the negative result is subtracted from the UAR Diplomatic Standing total).

-1 to this die roll if Random Event Card #6 (US 5th Fleet Deployed off-shore) has been played.

May only be played if war has broken out

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11

WAR FOOTING	-1
DIPLOMATIC STANDING	0
JORDANIAN INTERVENTION	+1

INITIATE WAR PLAN LION



All Egyptian mech units except the Islamic Volunteers and the 6th Mech Division must move east of the "Conqueror Line." A number of mech units equal to a die roll must setup next to a border hexside.

Can not be played if war has broken out or if the UAR Player has not played UAR Card #1 (Oust the UNEF from Sinai).

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12

WAR FOOTING	+1
DIPLOMATIC STANDING	-4
★ US COMMITMENT	-1
★ USSR COMMITMENT	-1
JORDANIAN INTERVENTION	-1

NASSAR PLEDGES RESTRAINT



+1 to Jordan Intervention if Israeli War Footing is greater than UAR War Footing. No UAR air defense.

Must rescind to unilaterally declare war. Can not be played after war has broken out. UAR Card #8 (Deploy Chemical Weapons) may not be played while this card is in play

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13

WAR FOOTING	+1
DIPLOMATIC STANDING	-DR
★ USSR COMMITMENT	-1

NASSAR CONFRONTS AMERICA



+1 to Jordanian Intervention if Israeli War Footing is higher than UAR War Footing.

No UAR air defense until war breaks out and then only after Israeli Pre-emptive attack.

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TRUMP CARD

Playing a trump card will negate an opponent's round of play.

A player that trumps must either:

- 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,
- remove the trumped just-played card permanently from the game.

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15

TRUMP CARD

Playing a trump card will negate an opponent's round of play.

A player that trumps must either:

- 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,
- remove the trumped just-played card permanently from the game.

Can only be played once war has broken out

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16

WAR FOOTING +0
DIPLOMATIC STANDING 0/+2



EGYPTIAN SUBMARINES ON THE PROWL



Add 1 to any Israeli amphibious movement die rolls for the rest of the game.
+0 to War Footing, +2 to Diplomatic Standing for every failed Israeli amphibious movement die roll.

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WAR FOOTING +DR
DIPLOMATIC STANDING 0



NAVAL SHOWDOWN



Egyptian missile boats engage in running battles with Israeli ships and coastal defenses. This turn only, both Players roll a die and add the roll to their War Footing levels. If the UAR Player has a higher WF total, a number of DVP are awarded equal to the difference. There is no effect on any other die roll results.

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18

WAR FOOTING 0
DIPLOMATIC STANDING +DR
★ US COMMITMENT +1

OPTIONAL CARD



GREATER EUROPEAN SUPPORT



This card negates the play of Random Event Card #5 (France Ends Arms Shipments).

This card must be the first card played by the Israeli player

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A

WAR FOOTING 0
DIPLOMATIC STANDING -3DR/-2DR
★ US COMMITMENT +2
★ USSR COMMITMENT +2

OPTIONAL CARD



DEFEND THE THIRD TEMPLE DEPLOY NUCLEAR WEAPONS



Israeli Player can select any two stacks or airbases. All units in the target hex are destroyed. All units in adjacent hexes (both sides) are disrupted.

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B

WAR FOOTING +2
DIPLOMATIC STANDING -DR
★ US COMMITMENT +1
★ USSR COMMITMENT +2

OPTIONAL CARD



GREATER PRE-WAR SOVIET COMMITMENT



This card must be the first card played by the UAR player. May not be taken if Optional Cards B, C or D have been taken

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A

WAR FOOTING -1
DIPLOMATIC STANDING 0
★ US COMMITMENT 0

OPTIONAL CARD



LESS US COMMITMENT



-1 applies to Israeli War Footing only.

This card must be the first card played by the UAR player. May not be taken if Optional Cards A, C or D have been taken

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B

WAR FOOTING +2
DIPLOMATIC STANDING -DR

OPTIONAL CARD



BETTER UAR MILITARY PREPAREDNESS



Units of the same division that are stacked count as 1 unit for activation.

This card must be the first card played by the UAR player. May not be taken if Optional Cards A, B or C have been taken

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C

WAR FOOTING +1
DIPLOMATIC STANDING -DR

OPTIONAL CARD



BETTER UAR AIR DEFENSE PREPAREDNESS

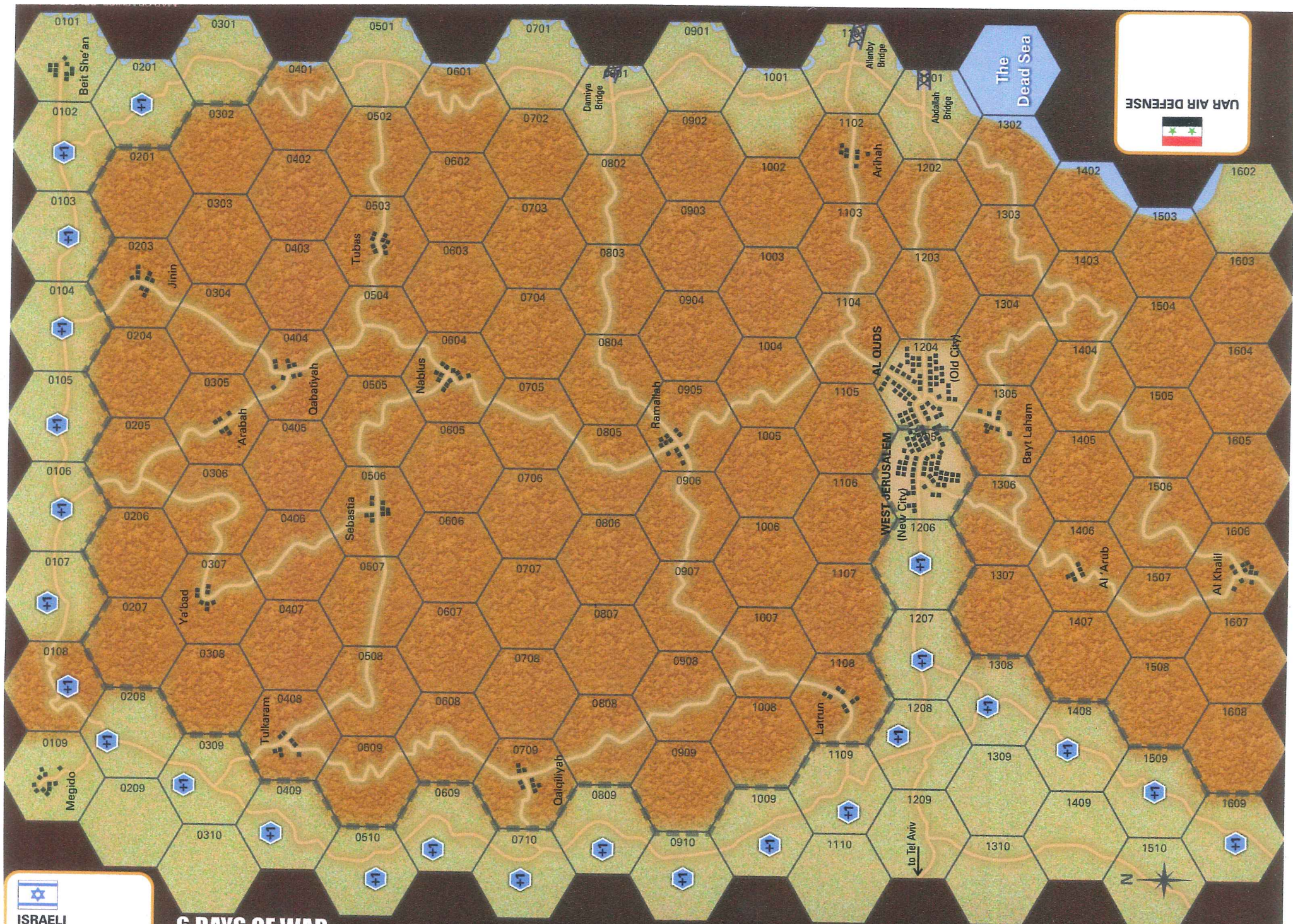


UAR air units may perform up to 2 activations per turn.

This card must be the first card played by the UAR player. May not be taken if Optional Cards A, B or C have been taken

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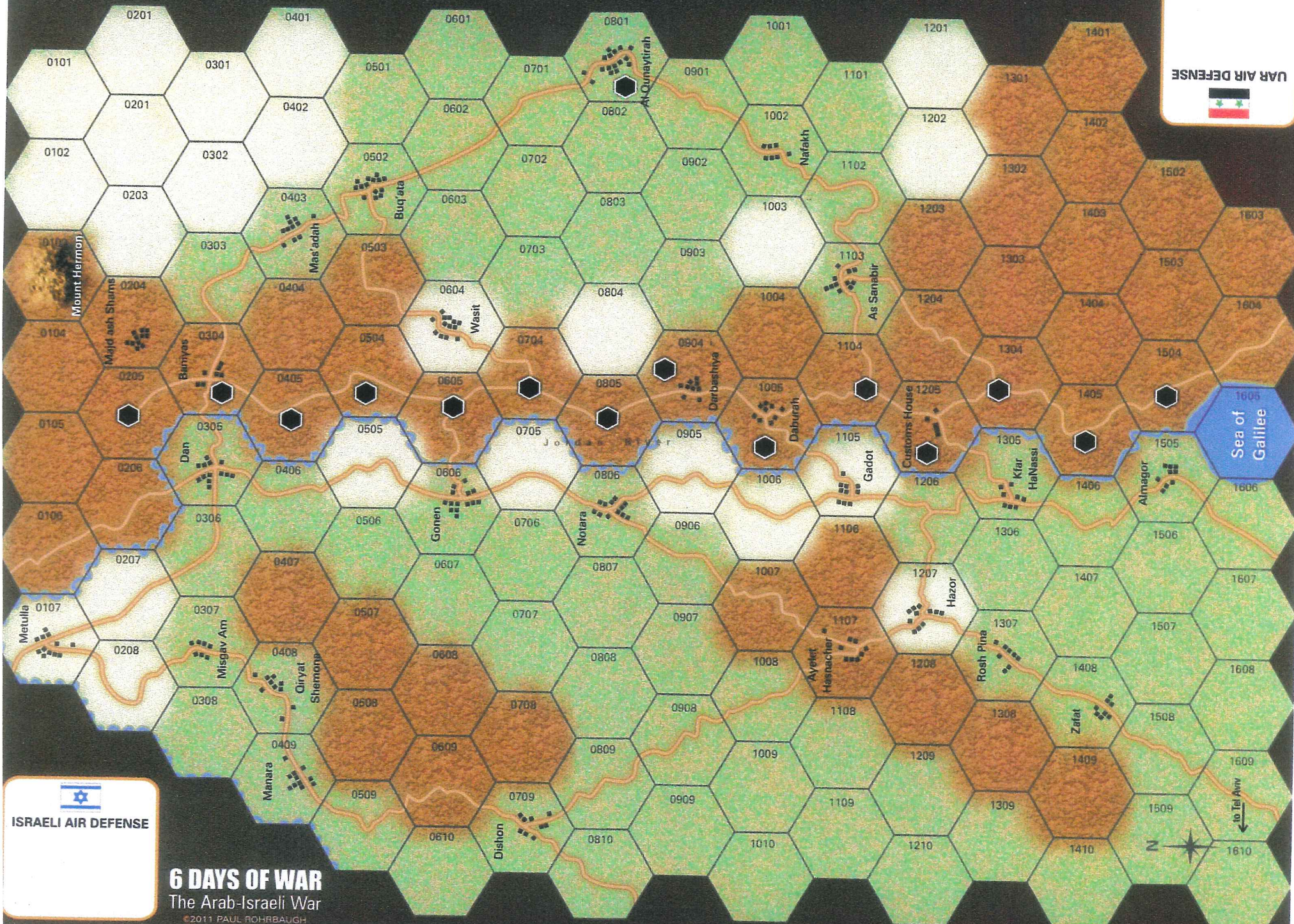
D



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WEST BANK MAP

UAR AIR DEFENSE



ISRAELI AIR DEFENSE

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SINAI PENINSULA MAP



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