

2017 Annual Six Days of War

Addenda as of Feb. 15th, 2022

The Rules:

4.3 Jordanian Intervention (clarification): If Jordan intervenes, then immediately set up the Jordanian units at the end of the Strategic Segment. If Jordan does not intervene it remains neutral and Israeli and UAR units (including any Iraqi reinforcements) may not enter any hex in the West Bank or East Jerusalem.

5.2 Operations, second bullet (clarification): Players (using option 3) must live with the decision and activate a number of units no more than that determined by the DR. A player can always choose to activate fewer units, but not more, nor may a player “pass” to wait for a better roll.

The Map:

(Clarification): Any of cities/towns on the northern coast of the Sinai map are Mediterranean ports.

The Counters:

(Correction): The Egyptian 14th Armored Bde. 3-4 unit should have the letter “R” (for “reinforcement”) printed on it. Use the image below to create your own replacement piece:



The PAC:

(Reiteration): In general, all modifiers listed on any of the charts are cumulative.