

# 2017 Annual Six Days of War

Addenda as of Nov. 1st, 2024

## 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 PAC:

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

**Cease Fire Table** (correction). A D10 roll less than or equal to the number results in a Cease Fire possibly being imposed upon the player (see Section 9.1).

## 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. A full replacement counter was supplied in issue #56 of ATO Magazine or you can use the image below to create your own replacement piece:

