

# THE SIX DAY WAR 1967

## Flames of War 1967 The Six Day War Special Rules

### **The Jet Age**

Air forces across the Middle East had been supplied with new jet fighters by 1967. From older MiG-15's to newer Mirage III and MiG-21 fighters, air power was an integral part of warfare in the Six Day War. Most armored vehicle of the time were still equipped with anti aircraft machine guns, but the fast flying jets were difficult to hit.

*Self Defense Anti Aircraft weapons add +1 to the roll needed to hit when firing at aircraft.*

### **Chance Meeting in the Dark**

During the Six Day War, Israeli and Arab forces occasionally found themselves engaged in confusing night battles. This often was the result of the rapid advance of Israeli tank units in the Sinai, as they stumbled across Egyptian forces or Egyptian armored forces moving to counterattack ran into these Israeli spearheads. On occasion Israeli forces used night attacks to take fortified Egyptian positions, such as Abu Ageila.

*If both players agree, then roll a die when playing a mission with the Mobile Battle rule, a roll of 5+ means the game is a night battle. The game begins at night and uses the Dawn Breaks rule.*



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This is a completely Unofficial supplement for Flames of War and is in no way supported by Battlefront Miniatures.

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## Difficult Terrain

The terrain on all fronts of the Six Day War was often difficult at best. From the rocky heights of the Golan and central Sinai to the sun baked desert in the north of the Sinai, both sides struggled against each other and the conditions.

*Before the game begins roll a die to see what terrain the mission takes place in.*

### **1 Hard Baked Ground**

The soil is hard and mostly flat, baked by the burning sun. Terrain would be sparse with small rocky hills, scrub bushes and the occasional village.

*Treat all cross country movement as if it was road movement. Hills count as difficult terrain to vehicles.*

### **2-4 Fertile Valley**

The battlefield is in a valley watered by a small stream or river. There would be the occasional field, small stand of trees, stream, village and rolling hills.

*The battlefield follows the standard rules for terrain.*

### **5 Rocky Terrain**

Sharpe rocky hills and ridges dominate the landscape. Boulders dot the field with treacherous paths and shear cliffs marking the hills.

*The battlefield should be dominated by rocky hills or other terrain features. Roads or trails should meander amongst the raised terrain. Lines of sight should be limited when not elevated. Small hills are treated as difficult terrain and larger hill can be treated as very difficult going.*

### **6 The Unforgiving Desert**

Sand dunes stretch for as far as can be seen, the sun bakes down on the land. The terrain features on this board would be the occasional rolling hill and road.

*All cross country movement is slow going and any hills are rated as difficult terrain.*