

FAST PLAY 6 DAY WAR (3mm)

by Pete Jones

MOVE SEQUENCE	
<ul style="list-style-type: none"> ● Dice for initiative (Israel +2) ● 1 battalion/regiment fires, moves ● Play reverts to opposition ● AA fire ● Area Fire ● Morale / Communications 	

MOVEMENT	
Infantry	3"
Vehicles in bad terrain	3"
Vehicle in Open	6"
Helicopters	30"

COMMUNICATION	
	Arab/Israeli
Fire mission request	6/7
Air support mission	7/10

TO HIT					
Weapon	To 3"	To 6"	To 12"	To 18"	To 24"
Tank Gun	4	5	7	9	10
Auto Cannon	4	6	8	10	-
Small Arms	5	8	-	-	-
ATGW	-	9	8	8	9
LAW	8	8	-	-	-
-1 Arab firing +1 if target moves or is in cover +2 if firer moves					

TO KO						
	VH	H	M	L	Soft	Inf
<90mm	-	9	8	6	3	8
90 - 104mm	9	8	7	4	3	8
105mm +	8	7	6	2	3	8
Auto Cannon	-	10	9	6	3	7
Small Arms	-	-	-	-	6	8
ATGW	-	7	5	3	2	9
LAW	10	9	8	6	4	9
Failure to KO by 1 or 2 suppresses						

AREA FIRE	
Deviation = D6" x direction dice	
Firing Body	Area of Effect (W x D)
Aircraft	2" x 3"
Mortars / Rocket Pod	1" x 1"
4-6 Tube Battery	2" x 2"
4-8 Salvo Battery	3" x 4"

AREA FIRE TO KO			
Tanks	APC	Soft	Infantry
10	8	6	8 / 7 / 6
+1 Mortars and guns under 90mm			
-1 Bomblets and rocket pods			

AA FIRE		
Small Arms	To 6"	10+
Auto Cannon	To 20"	9+
SAM	To 90"	9+

DAMAGE TO AIRCRAFT			
5-7	8	9	10
2 x deviation for attacks	Abort run (heli KO)	Damaged Abort	KO
-1 for small arms			

MORALE
Suppressed cannot fire or advance.
Throw 1 dice and score higher than the number of suppressed elements to pass test. If fail then entire battalion cannot fire or advance towards enemy. 2 nd fail entire battalion retires at full speed no firing allowed. 3 rd fail and the battalion routs. Remove.
Arabs -1 to dice roll.

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Vehicle	Gun	Armour
Israel		
AMX 13	75	L
AML90	90	L
Super Sherman	105	M
Isherman	105	M
M48 Magach	90	M
M48 Magach	105	M
Centurion Sho't	105	VH

Each vehicle has been rated for Armour (**Very Heavy, Heavy, Medium or Light**)

Arabs have a -1 to hit modifier as in the Six Day war they were not as good as the Israeli's.

A score of 1 or 2 under this suppresses an element. Suppressed units may not fire or advance.

AREA FIRE

This is requested in the Communication phase by Reconnaissance units or dedicated spotters.

Roll a D6 and a deviation dice (a D6 with arrows on each side) that is how far the shot travels in inches off the nominated point.

Vehicle	Gun	Armour
Arab		
PT76	76	L
Panzer IV	75	L
T34/85	85	M
T54/55	100	H
T62	115	VH
M4 Sherman	76	M
IS3	122	H

AA FIRE TO KO

Roll that number or greater to KO the target, a score 1 or 2 less suppresses the element.

AA FIRE

All rolls on D10 maximum range is listed. If hit roll on Damage to Aircraft table.

DAMAGE TO AIRCRAFT

KO is destroyed, 9 means abort mission. The aircraft leaves the table intact. Abort run is the aircraft does not make the attack but stays over the table for further turns.

Notes

These rules are designed for 3mm figures. Each base represents 1 company and should have 3 to 4 vehicles on it. A base should be 1 inch square (25mm).

Several bases then make up a battalion/regiment which is the lowest formation in these rules.

MOVE SEQUENCE

Players dice for initiative and then alternate activating one battalion at a time. This gives a flow and ebb to the battle and each player can react to the other.

A unit may only be activated once per turn and when all units have been activated move on to the next part of the move sequence (ATGW resolution for fire over 10").

TO HIT

I have removed spotting from the Original rules as we often couldn't remember what had been spotted and what hadn't. I've just made the to hit rolls slightly harder to factor in the spotting.

Roll number or better on D10 to hit

TO KO

Roll number or better to hit on D10

A double deviation means the aircraft's attack makes 2 deviation rolls instead of one.

MORALE

Simple morale rules. Roll 1D10 and score greater than the number of suppressed units to pass. A KO unit counts as 2 suppressed units.

If it fails then entire platoon cannot fire or advance towards enemy. The next time it takes the morale test if it fails a second time the entire platoon retires at full speed no firing allowed. On a third fail it routs, remove it from the table.

If it passes the test remove all suppression markers from the elements.

COMMUNICATION

Units roll on the table to change orders, request air or artillery support for the next turn. In the War the Israeli's had air Superiority thus the better chance they have for getting Air Support.