

AIR WAR EXPANSION RULES Version 1.0

Air War Expansion Notice

The back of the Air War Expansion box states that the rules for the Air War Expansion are twelve pages, and the Tables book is eight pages. The actual page counts of these two documents is eight and four pages, respectively. Careful editing and streamlining has reduced the rules mass and procedural burden. We apologize for the discrepancy. Please enjoy your game.

Introduction

Millennium Wars: Air War Expansion is a strategic-level simulation of air operations for real and hypothetical conflicts occurring over the next decade. This is not a stand-alone product. It may only be played in conjunction with the other games in the Millennium Wars series. Each of those games has a simple air operations system. The Air War Expansion provides a more complex and involved air warfare system to those games. The game also provides rules for the use of nuclear, chemical and biological weapons.

Displays

At the start of play, both sides take one blue Air Operations Display. The Air Operations Display includes an abstract representation of various air missions that Air Units in the game are capable of. Players deploy their Air Units in these boxes to allocate forces to execute missions.

The Air Operations Display also contains an expanded Sequence of Play, an Air Defense Status Track, and the Air Superiority Table. The Air Superiority Table is used to determine losses due to air-to-air, air defense, and air defense suppression combat.

Counters

There are four sets of Air Units. Match the color of the Air Unit set with the color of the Land Units on the same side.

Each Air Unit represents a mission package of various types of aircraft. A TAC unit might include fighters, ground attack craft, a refueler, etc. Air Units have no combat strengths, per se. However, certain Air Unit types are more effective in certain missions, as indicated on the Air Operations Display.

AIR UNIT TYPES

TAC: Tactical. Short to medium range fighters, fighter-bombers, and attack aircraft.

SAC: Strategic. Long-range strategic bombers.

STEALTH: Attack aircraft that are resistant most detection means.

EW: Electronic Warfare. Early Warning, reconnaissance, ELINT, and electronic suppression aircraft.

PGM: Precision Guided Munitions. Cruise missiles, JDAM, etc.

SSM: Surface to Surface missiles. Large, unguided or poorly guided, usually ballistic rocket artillery.

UNIT SIZE

Each Air Unit represents a varying number of aircraft, depending upon the effectiveness of the air force in question. This will range from a USAF group sized unit (30 or so aircraft) to a Chinese air division (100 or more aircraft).

Markers

AIR DEFENSE LEVEL MARKER

The current level of a player's Air Defenses, such as surface-to-air missiles, radars, and air defense Headquarters.

CONTAMINATION MARKER

Used to indicate nuclear, chemical, and biological warfare contamination.

SPECIAL WEAPONS

Nuclear, chemical or biological weapons.

TARGET DESTROYED

Indicates that all strategic targets, like airfields, harbor facilities, and railyards, in the hex are severely damaged. This prohibits the city from being used as a supply source. Destroyed Markers are also used to mark as Destroyed a Facility in a hex, like an Oil Field, Nuclear center, Biotxin Facility, or Facility counter.

Table Book

Millennium Wars: Air War Expansion contains a Tables book that contains all of the tables required for play. These tables include the following:

AIR-TO-GROUND ATTACK TABLE

The Air-to-Ground Attack Table is used to determine the outcome of air strikes against land units and ground targets.

SPECIAL WEAPONS ATTACK TABLE

The Special Weapons Attack Table shows the outcomes of Special Weapons attacks.

SPECIAL WEAPONS POLITICAL REACTION TABLE

The Special Weapons Political Reaction Table provides changes to the Political Index caused by special weapons attacks.

Six-Sided Die

Players will need one six sided die to play the game. The die is used for various randomized game functions.

SEQUENCE OF PLAY

Millennium Wars: Air War Expansion adds a more detailed Air Warfare segment to the Millennium Wars Sequence of Play.

Random Events Segment

The players roll on the Random Events Table to determine which event will occur this Game Turn.

Air Warfare Segment

AIR ALLOCATION STEP

Both players secretly allocate their Air Units to various missions.

REVEAL AIR STEP

Both players simultaneously reveal their respective Air Unit allocations.

AIR SUPERIORITY COMBAT STEP

Conduct Air Superiority combat and extract losses.

PLACE INTERDICTION MISSIONS STEP

Players place their Air Units allocated to Interdiction missions on the map.

First Player Turn

REINFORCEMENT & REPLACEMENT SEGMENT

The First player places any Reinforcements and Replacements he is due this turn.

INFORMATION WARFARE SEGMENT

The first player conducts Information Warfare.

FIRST IMPULSE

The First Player may always take a first impulse.

First Player Movement Segment

The First Player may move his units in accordance with the movement rules. Land units which enter an Air Interdiction zone come are inhibited in movement.

Reaction Segment

The Second player may move qualified land units. Land units which enter an Air Interdiction zone are inhibited in movement. The Second Player may conduct Air-to-Ground attacks against First Player units.

First Player Combat Segment

The First player may use his units to conduct Land and Air Attacks against enemy units and terrain features. Both players may commit Close Support Air Units to enhance/degrade the odds of land combat.

SECOND IMPULSE

If qualified, the First Player may take a second Impulse.

THIRD IMPULSE

If qualified, the First Player may take a third Impulse.

FIRST PLAYER RECOVERY SEGMENT

The First Player player may now attempt to restore his Disrupted units to their Combat Effective status.

Second Player Turn

REINFORCEMENT & REPLACEMENT SEGMENT

The Second player places any Reinforcements and Replacements he is due this turn.

INFORMATION WARFARE SEGMENT

The second player conducts Information Warfare.

FIRST IMPULSE

The Second Player may always take a first impulse.

Second Player Movement Segment

The Second Player may move his units in accordance with the movement rules. Land units which enter an Air Interdiction zone come are inhibited in movement.

Reaction Segment

The First player may move any qualified land units. Land units which enter an Air Interdiction zone come are inhibited in movement. The First Player may conduct Air-to-Ground attacks against Second Player units.

Second Player Combat Segment

The Second player may use his units to conduct Land and Air attacks against enemy units and terrain features. Both players may commit Close Support Air Units to enhance/degrade the odds of land combat.

SECOND IMPULSE

If qualified, the Second Player may take a second impulse.

THIRD IMPULSE

If qualified, the Second Player may take a third impulse.

SECOND PLAYER RECOVERY SEGMENT

The Second Player player may now attempt to restore his Disrupted units to their Combat Effective status.

Administrative Segment

Remove all Operations Complete markers.

If a side's C4I Level is reduced below its starting level, then increase it by one.

Check for any changes to the Political index for end of turn events.

The players indicate the passage of the turn by moving the Game Turn marker one space on the Status Track.

SEQUENCE OF PLAY EXPLANATION

Air Allocation Step

During the Air Allocation Step of the game turn, the players assign their Air Units to air missions. Each player gathers all Air Units in the Ready box on his or her respective Air Operations Display, and places each Air Unit in the Mission box of the player's choosing.

There is no limit to the number of boxes that may have units placed in them, or the number of units placed in any box.

Each Air Unit must be allocated to a Mission. Each Air Unit may perform only one mission per turn, and may perform only missions it is capable of.

The Air Operations Display designates which Air Units may conduct which Air Missions. An Air Unit of a given type may only be placed in a Mission box that contains that unit type's symbol.

Some Air Units have their strengths enhanced when conducting certain missions. Unit types that appear in red have their effective quantity in that box doubled. For example, three TAC units placed in an Air Superiority box count as six Air Superiority strength points.

SUMMARY OF AIR MISSIONS AVAILABLE

Ready

Air Units available for allocation to Mission boxes.

Air Superiority

Used to assign enemy Air Units in Air Mission boxes and to suppress enemy air defenses.

Air-to-Ground Attack

Used to attack enemy Land Units during the phasing player's turn.

Air-to-Naval Attack

Used to attack enemy Fleets. This is a form of Air-to-Ground Attack.

Bombardment

Used to attack map features and Facilities during the phasing player's turn.

Close Support

Used to increase/decrease the odds of land combat.

Interdiction

Used to slow the movement of enemy ground forces during the Movement and Reaction phases.

C4I

Allows aircraft to participate in Information Warfare.

Special Weapons

Used to deliver Special Weapons.

Reserve

Used to withdraw Air Units out of range of enemy Airpower.

Reveal Air Step

Air Missions are assigned secretly. Players may use the rulebook, their hands, or any other means to conceal their Mission assignments from their opponent. Both players reveal their Air Mission Allocations simultaneously during this step.

Air Superiority Step

Players conduct Air Superiority combat.

During the Air Superiority step, each player uses the Air Units allocated to Air Superiority plus the friendly current Air Defense level to attack the enemy's Air Units and reduce the enemy's Air Defense Level.

Each player attacks on the Air Superiority Table. Players use the column with a number equal to the total Air Superiority strength of friendly Air Units plus their side's current Air Defense level. Roll one die and cross index the result. The outcome gives the number of enemy Air Units destroyed/damaged.

A player has an Air Defense level of "3." He commits one TAC (whose strength is doubled on this Mission type) and one SAC to Air Superiority. This gives him a total Air Superiority strength of six. (Air Defense of three, plus one TAC with a strength of two, plus one SAC with a Strength of one.)

ELECTRONIC WARFARE (EW) AIRCRAFT

If one player has more EW factors dedicated to Air Superiority, then that player gains a +1 die roll modifier if attacking or a -1 die roll modifier if defending. The modifier may never be greater than +/-1, regardless of the number of EW units committed. For example, the First Player commits three EW to a combat, the Second Player commits one EW. The First Player would receive a +1 die roll modifier when attacking and a -1 die roll modifier when defending in Air Superiority combat.

C4I

The player whose C4I level is higher conducts Air Superiority first. Then, after all Aborted and Eliminated enemy Air Units are removed, the other player totals his Air Superiority and Air Defense strength and conducts Air Superiority combat.

If both players have the same C4I level, then Air Superiority fire is simultaneous. The casualty infliction sequence reflects the advantages that the side with superior air command control and surveillance capabilities has in air operations.

ALLOCATING LOSSES

The number that appears before the slash is the number of Air Missions Aborted. The number that appears after the slash is the number of Air Units Eliminated.

An Aborted Air Unit is moved to the Ready box without completing its Mission. An Eliminated Air Unit is removed from play.

The Defending player chooses which Air Units will be Aborted or Eliminated. He may take any number of these losses from the Air Superiority box. Air Units that he wishes Aborted or Eliminated from other boxes must be distributed as evenly as possible. For example, the player could not Abort a second Air Unit from the Bombardment box until he Aborts or Eliminates an Air Unit from all other boxes containing allocated Air Units.

Air Units whose strengths are doubled are each counted as a single point for absorption of losses.

The only time that players may fire at enemy Air Units is during the Air Superiority phase. Air Units which conduct missions on the map may not intercept enemy aircraft, nor are enemy aircraft ever affected by the results of ground combat. This is, admittedly, an abstraction, but it does simulate air warfare on the operational level.

Normally, a nation may replace lost aircraft. In select theatres of operation, a nation under tight sanctions for a protracted period will be unable to replace any losses. This effect will be stated in the scenario.

SUPPRESSION OF ENEMY AIR DEFENSES (SEAD)

A player may allocate any number of Aborted and Eliminated results on the Air Combat Table to reducing the enemy's Air Defense Level on a point for point basis. Aborted results inflict repairable losses to the Air Defense network. Eliminated results inflict irreparable damage to the Air Defense system.

A player receives a result of "2/1" on the Air Combat Table. He can allocate one or two Aborted results and/or one Eliminated result. Whatever is not allocated to SEAD is applied as Aborted and Eliminated results against enemy Air Units.

For example, the player allocates one of the Aborted and one of the Eliminated points to reducing the enemy Air Defense Level, leaving one Abort result to be inflicted against enemy Air Units.

To record Eliminated results, simply move the Air Defense Level marker one unit lower on the Air Defense Level Track. To record Aborted results, move the Air Defense Level marker lower, as above, but also add an Air Defense Level marker to the defender's Reinforcement pool. This represents one point of repairable capacity that can be purchased.

Place Interdiction Missions Step

Air Units allocated to Interdiction Missions are now placed on the hex map in any hexes chosen by the Interdicting player.

REMAINING AIR MISSIONS

Throughout the remainder turn, surviving Air Units will conduct Air-to-Ground Attack, Air-to-Naval Attack, Close Support, Bombardment, Interdiction, Special Weapon, and C4I Air missions.

Reserve

Air Units in the "Reserve" box are never affected by Air Superiority combat and may not be taken as losses. All other units are vulnerable to Air Superiority combat losses.

Air-to-Ground Attacks

Air-to-Ground Attack missions are conducted against enemy land units. Air-to-Ground Attack is performed during the phasing player's Combat Step.

The player places the Air Unit on top of the enemy units to be attacked. He totals the strength of the Air Units he has allocated to the hex, making any adjustments for multiplication of Air Unit strength called for by the Air Operations Display. The player rolls one die and cross indexes the result on the Air-to-Ground Attack table. The outcome may result in the Disruption or Elimination of hostile Land Units.

There is a negative die roll modifier on the Table for attacking hexes containing or adjacent to enemy Headquarters represents concentrations of enemy air defense units.

Air Units, such as Stealth and PGM, gain high die roll modifiers for Air-to-Ground Attack missions that make them more likely to Eliminate one target but not Disrupt many enemy ground units. This represents the use of small amounts of precision guided weaponry which are more effective against individual rather than mass targets.

A player may conduct Air-to-Ground Attacks against hexes that will be, or were previously, attacked by ground units in the same Combat Step.

A player may make any number of Air-to-Ground Attacks against a single hex as long as no Air Unit attacks more than once. For example, a player with two TAC units in an Air-to-Ground Attack against a hex. He can combine them into one two-strength attack or two separate one-strength attacks.

The instant a player commits at least one Air Unit to an Air-to-Ground Attack mission, he may examine all enemy Land Units, but not Facilities, in the hex to be attacked.

The player does not have to place Air-to-Ground Attack missions at start of the Combat Step. He may place them at any time during the Combat Step.

REACTION STEPS

The enemy player may conduct Air-to-Ground attacks in his Reaction segment. These are conducted in the same manner as those conducted in the Combat segment. This is a way to reduce the effectiveness of enemy land units which may be preparing to launch attacks against friendly land units.

Air-to-Naval

Air-to-Naval missions are conducted against enemy Fleet Units. Air-to-Naval attacks are performed in the same manner as Air-to-Ground Attacks, except that the target is the enemy Fleet.

The Fleet Unit may never be Destroyed or Disrupted. It simply moves out of range and later is returned to play as a Reinforcement.

Bombardment

Bombardment missions are conducted against map features, including Bridges, Ports, Airfields, Nuclear Plants, Oilfields, and Cities. Bombardment attacks against Cities represent attacks on city supply methods, like railways and airfields.

Bombardment is performed during the phasing player's Combat Step.

The player places the Air Units on top of the enemy hexes to be attacked. He totals the strength of the Air Units he has allocated to the hex, making any adjustments for multiplication of Air Unit strength called for by the Air Operations Display. The player rolls one die and cross indexes the result on the Bombardment table. The outcome may result in the destruction of land targets, such as Cities and Facilities.

A player may conduct Bombardment Attacks against hexes that will be, or were previously, attacked by ground or Air Units in the same Combat Step.

Note that Bombardment affects only terrain features, while Air-to-Ground Attack affects only land units.

A player may make any number of Bombardment Attacks against a single hex as long as no Air Unit attacks more than once.

The instant a player commits at least one Air Unit to a Bombardment mission, he may examine all enemy units in the hex to be attacked. Facilities printed on a map may be attacked without identification. However, Facilities that appear only printed on counters must be identified by friendly land units in the same hex first.

The player does not have to place Bombardment missions at the start of the Combat Step. He may place them at any time during the Combat Step.

Some Bombardment results Destroy logistical resources. When Bombarding a Bridge (an LOC that crosses a River), a City, a Port, or an Airfield, place a Target Destroyed marker in the hex.

A Target Destroyed marker negates the effects of all Airfields, Ports and Bridges in a hex. It removes the ability of the unit to provide supply, if so designated in a game.

Once placed in a hex, a Target Destroyed marker remains on the map for the remainder of the game. This Destroys all resources in the hex that are printed on the map. The time span of these games is too short to allow for repairs.

Each Facility in the hex that is represented by a counter must be Bombarded and Destroyed separately, and may only be Bombarded after being first identified. Each Bombardment attack is directed at one target, either a specific Facility counter, or all the resources printed in a hex.

Close Support

Close Support missions are conducted in conjunction with friendly land combat.

Close Support is performed during the friendly player's Combat Step to increase combat odds, or in the enemy player's Combat Step to reduce them.

The player places one Air Unit on top of any one of the units involved in a land combat.

If the player is attacking, then shift the combat odds one column to the right. If the player is defending, shift the combat one column to the left.

A player may utilize a maximum of one Air Unit for Close Support in an attack.

Only NATO Air Units may use Close Support in defense..

Interdiction

Interdiction missions reduce enemy movement. Interdiction missions are placed on the map in the Interdiction Phase and remain in effect until the end of the Game Turn.

INTERDICTION ZONES

The hex containing the interdicting Air Unit and all adjacent hexes are considered to be the Interdiction Zone. Enemy land units entering an interdiction zone hex must pay one additional movement point per hex. To enter a Clear terrain hex containing an Interdiction Zone would cost two Movement Points.

Regardless of the number of Interdiction Zone hexes overlapping a hex, a unit never pays more than one extra Movement Point to enter an Interdiction Zone.

Interdiction applies only in the movement and Reaction Steps. They never affect Retreats or Advances after Combat.

Units using Airmobile movement and Air Move markers may not enter a hostile Interdiction Zone. A Land Unit in a hostile Interdiction Zone may not be Air Supplied.

Interdiction Zones affect never effect enemy Air Units or Fleet units.

Friendly Land Units may enter hexes containing enemy Air Units conducting Interdiction. The hex the Air Unit occupies is part of the Interdiction Zone.

Both friendly and enemy Interdicting Air Units may occupy the same hexes and Interdiction Zones.

A player may examine any enemy stack which enters a friendly Interdiction Zone.

C4I

C4I Air represents a wide range of electronic warfare, reconnaissance, and other related missions.

Air Units assigned to C4I air are available for use as Information Warfare capable units for Information Warfare Attacks. See Standard System Rules.

Air Units assigned to C4I air are never affected by Disruption results generated by the Information Warfare Table.

Reserve

Air Units placed in the Reserve box do not conduct any missions. However, they are never affected by enemy Air Superiority fire. All types of Air Units may be placed in Reserve.

Some scenarios may limit the Air Units which can be placed in the Reserve box. This is owing to all friendly airfields being within range of enemy airpower.

Ready

Air Units are placed in the Ready box as they complete their missions. They may conduct air operations normally on the following game turn.

GENERAL AIR WAR EXPANSION RULES

Operational Definition

An "Operational" Port, Airfield, City, Base, Facility is one which is not under a Target Destroyed marker.

Range

A player may utilize Air Units to conduct missions anywhere on the map. Drop tanks, local airbases, and in-air refueling all work together to permit any of the aircraft represented in the game to have all areas on any map represented within range of operations within the scope of a game turn.

Stacking

There is no limit to the number of Air Units that may be placed in an individual hex. Air Units may be placed in the same hex as enemy land and Air Units.

A player may employ each Air Unit for only one mission per game turn. The Air Unit is placed in the Ready box upon completion of the mission after the completion of its mission.

Impulses

Each Air Unit may be deployed only once per complete game turn, regardless of a player's C4I level.

A player may reuse Air Units each turn unless eliminated.

Allies

If NATO intervenes, then its units may be combined with other allied Air Units in mission boxes. However, NATO and non-NATO Air Units may not be utilized together for individual Air-to-Ground Attacks, Air-to-Naval Attacks, and Bombardments.

NATO Air Units may not provide Close Support to allied units unless there is at least one NATO unit involved in the combat, and vice versa.

C4I

If one player's C4I level is higher than the other's, then the higher side may fire Air Superiority first, and the enemy must extract losses prior to returning fire. If both

side's C4I level is the same, then Air Superiority is fired simultaneously, and losses are extracted simultaneously.

C4I LEVEL 0:

The country's Air Units may only conduct operations in their first Impulse. They may not conduct Air-to-Ground attacks in the Reaction Step.

C4I LEVEL 1:

The country's Air Units may only conduct operations in their first Impulse. They may not conduct operations in the second or third. If otherwise capable, they may provide defensive Close Support in the enemy first Combat Step. They may conduct Air-to-Ground attacks in their first Reaction Step.

C4I LEVEL 2:

The country's Air Units may only conduct operations in their first and second Impulses. They may not conduct operations in the third. If otherwise capable, they may provide defensive Close Support in the enemy first and second Combat Steps. They may conduct Air-to-Ground attacks in their first and second Reaction Steps.

C4I LEVEL 3:

The country's Air Units may conduct operations in all three Impulses. If otherwise capable, they may provide defensive Close Support in the enemy first, second and third Combat Steps. They may conduct Air-to-Ground attacks in their first, second and third Reaction Steps.

Air Defense

Each player has an Air Defense Index, which measures the strength and effectiveness of the player's Air Defense systems, such as radar, surveillance, Headquarters, and surface-to-air missiles.

The Air Defense Level is initially set by the scenario and may change throughout the course of the game as the result of Suppression of Enemy Air Defenses (SEAD) missions.

A player fires his Air Defense as part of the Air Superiority Step. The current Air Defense level is added to the total of Air Superiority strength involved in Air Superiority missions.

Should a player's Air Defense Level reach zero, it can go no lower. However, even with a zero Air Defense level the player may still fire Air Defense, using the "0" column. This represents anti-aircraft gunfire and general attrition of enemy aircraft.

If one player has a higher C4I Level than his opponent, he fires first in Air Superiority combat. Otherwise, Air superiority fire is simultaneous with both sides removing losses after both sides have rolled on the table.

If a player controls more than one country he maintains a single Air Defense for both of them.

INCREASING/REPAIRING AIR DEFENSE

Generally, a player may not increase his Air Defense Level without NATO assistance, but he can repair degradations caused by enemy Air Superiority missions.

When enemy Air Superiority (SEAD) missions inflict Abort results, take the appropriate number and color of Air Defense Level markers from the general pool, and place them in the defender's Reinforcement pool. (If you run out of appropriate colored ones, temporarily use some of another color.) These may now be purchased as Reinforcements, at which point the Air Defense Level marker on the Air Defense track is advanced, and the markers purchased are returned to the general pool of unused counters.

If NATO intervenes on a player's side, Air Defense improvements are also purchasable. Each increment the Air Defense Level is increased costs Political Points, and counts against the rate at which the US/NATO can deploy Land or Air Units, purchaser's choice. In a Mission limited NATO deployment to two Land and three Air units per turn, three Air Defense Levels purchased as upgrades reduces the total number of Land and Air Units deployable to two Land, two Air, or one of each.

As NATO deploys Headquarters Units in most Missions, this will also increase the allied side's Air Defense Level. Check with the specific Mission rules to see if this applies. If so, any increases gathered are unaffected by the loss of their accompanying Headquarters Units. They can be destroyed normally.

Special Aircraft Types

STEALTH

Stealth Air Units are affected by Air Superiority only if the die roll is "6" or "7." They are not affected by Aborted/Eliminated results generated by die rolls of "0" through "5" and may not be taken as losses in place of other Air Units.

MISSILES

PGMs and SSMs are only affected by Air Superiority if the die roll is "6" or "7." They are not affected by Aborted/Eliminated results generated by die rolls of "0" through "5" and may not be taken as losses in place of other Air Units. Missile units which receive a result of Aborted are Eliminated instead, and do not complete their missions. Each PGM and SSM is used once and then expended, regardless of its mission outcome.

STEALTH AND PGMS

Stealth and PGM units have a special die roll modifier on the Air-to-Ground Attack and Bombardment Tables if all attacking units are STEALTH and/or PGM.

ELECTRONIC WARFARE

If a player has more Electronic Warfare factors assigned to Air Superiority than his foe, then modify the die roll by one in his favor, both attacking and defending.

The die may never be modified by more than one regardless of the number of EW units assigned.

AIRMOBILE MOVEMENT AND AIR MOVE MARKERS

Air Move markers are not allocated on the Air Mission display, nor are they affected by enemy Air Superiority combat. They conduct operations on the hexagon map as per the Standard game rules.

Air Move markers may never be made into an enemy Interdiction Zone. Note, though, that Airmobile units using normal ground movement (their printed movement points) may enter such hexes.

EFFECTS OF MARKERS

TARGET DESTROYED

Ports and Airfields in the hex are no longer operational. They may not be used as sources of supply or Reinforcement placement hexes.

All Bridges in the hex are considered to be out of commission. Units must pay normal river crossing costs. Units can't trace a Strategic Line of Supply across the river. Units may trace a Tactical path.

All Facilities under the Marker in the hex are out of commission. This may provide Victory Points to one player. Each facility must be targeted independently. As a Facility is Destroyed, it is moved under the Marker.

CONTAMINATION

Same as Target Destroyed, AND:

No land units may enter Contaminated hexes.

Airmobile units may fly over Contaminated hexes.

Any land units that remain in the hex at the end of their next Movement Step are Eliminated.

Neither Tactical nor Strategic Lines of Supply may ever be traced through a Contaminated hex.

SPECIAL WEAPONS

Special Weapons represent nuclear, chemical and biological weapons.

Special Weapons are made available by the scenario. There is an additional Political Point cost for their deployment.

Special Weapons may be employed by certain types of Air Units. These include: TAC, SAC, STEALTH, PGM, SSM.

The Air Unit making a Special Weapons attack must be conducting Special Weapons mission. Place the Special Weapons marker under the unit during the Mission Allocation subphase. If the unit survives Air Superiority combat, then place it in the target hex normally. The player then declares a Special Weapons attack, resolving the attack on the Special Weapons Table.

Special Weapons attacks may not be made against hexes containing friendly units.

A player may conduct more than one Special Weapons attack against a target hex. However, each attack is resolved separately. A player may also conduct

normal Air-to-Ground Attacks against a hex that is being attacked by Special Weapons.

An Air Unit which employs a Special Weapon may not conduct any other Mission in the same turn.

If an Air Unit employing a Special Weapon receives a Eliminated result in Air Superiority combat, remove the Special Weapon marker from play along with the Air Unit. It has no effect.

If an Air Unit employing a Special Weapon receives an Aborted result in Air Superiority combat, the player immediately selects a target hex on the map then rolls one die. On a 1-3 the Special Weapon detonates in that hex. Resolve the attack normally. On a 4-6 nothing happens and the Special Weapons marker is removed from play.

Political Effects

As soon as each Special Weapons attack is resolved, the utilizing player must roll on the Special Weapons Reaction Table and apply the results. The player must check the table each time he employs a Special Weapon.

Special Weapons may not be replaced.

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AIR WAR EXPANSION

NOTES

The following are the Air Units used with each of the Scenarios provided by the other Millennium Wars sets. Sets published in the future will have Air War order of battle information printed directly in the set's Mission booklet.

When using the Air War Expansion, the standard game's Air Superiority Tables and Modifiers are ignored, and replaced with the advanced Air War Expansion systems.

When using Millennium Wars with the Air War Expansion, Air Move markers are still used. Their freedom of movement is regulated by Interdiction Missions. See Air War rules for more information.

The size of each unit depends to some great extent on the Mission. Air units in the America missions represent many more aircraft than units in Kashmir.

The silhouettes on the counters represent a host of technologies, not just the aircraft pictured.

The NATO TAC icon is an F15 Eagle, but represents Tornados, F18s, F14s, A6s, F16s, A10s, domestic Mirages, and others.

Non-NATO TAC units represent MiG21s, MiG23s, MiG29s, Su27s, exported Mirages, and others. The quality of some units affects how many aircraft it takes to earn a counter. A counter may represent 144 older MiG21s, 36 MiG29s, or 24 F15Cs. Pilot and air-to-air weapon quality also make a big difference. Air coordination is represented by tasking EW units to Air Superiority Missions.

The Stealth unit represents B2s, F117s, and F22s.

SAC units represent Tu22s, B52s, B1s, Vulcans, Tu95s, and other large bombing platforms.

PGMs include Tomahawk, SLAM, and high-altitude launched, precision-targeted bombing systems, like JDAM. Short range precision weapons, like Hellfire, are simply included in the Combat Strength of the Land Unit so equipped.

EW units include J-STARS, E3s, E4s, Mainstays, Ravens, F4Js, EA6Bs, etc. They suppress hostile detection equipment, monitor transmissions, broadcast propaganda, and coordinate friendly military efforts.

Finally, SSMs are any unguided or poorly-guided, clumsy, surface-to-surface area bombardment platform or artillery systems, like Scud, FROG, or untargeted Silkworm or Seersucker. Artillery systems like MLRS are factored into the capabilities of Land Units so equipped, helping to give such units Deep Zones of Control, Air-Land Battle capacity, higher C4I ratings, etc.

The presence of UCAVs, like Predator and Global Hawk drones, influences PGM, Stealth, and EW availability for equipped nations.

The availability of Special Weapons has to do with game balance and political realities. The United States could apply 5,000 nuclear warheads to Iraq, but wouldn't. The importance of the region justifies the use of only so much force and so much political fallout.

IRAQ

Iraq

Initial Air Units:

- 2 TAC
- 3 SSM
- 1 EW

Special Weapons: One die roll minus one.

Reinforcement Air Units: None

Air Defense Level:

Equal to one die roll plus two.

Gulf Cooperation Council

Initial Air Units:

- 1 TAC
- 3 SSM

Reinforcement Air Units:

- 1 TAC

Air Defense Level: 1

NATO

Initial Air Units: None

Reinforcement Air Units:

- 3 SAC
- 15 TAC
- 2 STEALTH
- 4 EW
- 6 PGM
- 6 Special Weapons

Air Defense Level:

Air Defense Level of Coalition rises by one for each NATO Headquarters deployed on the map. It is not reduced if Headquarters units are eliminated.

KASHMIR

India

Initial Air Units:

- 3 TAC
- 5 Special Weapons

Reinforcement Air Units:

- 3 TAC
- 1 EW
- 3 SSM

Air Defense Level: 4

Pakistan

Initial Air Units:

- 1 TAC
- 3 SSM
- 5 Special Weapons

Reinforcement Air Units:

- 1 TAC

Air Defense Level: 4

NATO

Initial Air Units: None

Reinforcement Air Units:

- 1 SAC
- 4 TAC
- 1 STEALTH
- 2 EW
- 3 PGM
- 3 Special Weapons

Air Defense Level:

Air Defense Level of side on which NATO intervenes rises by two for each NATO Headquarters deployed on the map. It is not reduced if Headquarters units are eliminated.

AMERICA

United States

Initial Air Units:

- 1 SAC
- 5 TAC
- 2 EW
- 3 PGM

Reinforcement Air Units:

- 1 SAC
- 10 TAC
- 2 EW
- 3 PGM
- 6 Special Weapons

Air Defense Level:

Equal to the current C4I rating.

Canada

Initial Air Units

- 1 TAC
- 1 EW

Reinforcement Air Units:

- 1 TAC

Air Defense Level:

Same as whatever side Canada allies with.

United Nations

Initial Air Units:

- 1 SAC
- 5 TAC
- 1 EW
- 6 SSM

Reinforcement Air Units:

- 1 SAC
- 5 TAC
- 1 EW
- 6 Special Weapons

Air Defense Level:

Equal to the current C4I rating.

Corporations/Militia

Initial Air Units: None

Reinforcement Air Units: None

Air Defense Level:

Same as sides on which Corporations/Militia respectively intervene.

UKRAINE

Russia

Initial Air Units:

- 1 SAC
- 5 TAC
- 1 EW
- 4 SSM
- 3 Special Weapons

Reinforcement Air Units:

- 1 SAC
- 5 TAC
- 1 EW
- 2 SSM
- 3 Special Weapons

Air Defense Level: 9

Ukraine

Initial Air Units:

- 1 SAC
- 4 TAC
- 4 SSM
- 3 Special Weapons

Reinforcement Air Units:

- 2 TAC

Air Defense Level: 6

Moldova

Initial Air Units:

- 1 TAC

Reinforcement Air Units: None

Air Defense Level:

Same as side on which Moldova intervenes.

NATO

Initial Air Units: None

Reinforcement Air Units:

- 3 SAC
- 15 TAC
- 2 STEALTH
- 4 EW
- 6 PGM
- 6 Special Weapons

Air Defense Level:

Air Defense Level of Ukraine rises by two for each NATO Headquarters deployed on the map. It is not reduced if Headquarters units are eliminated.

KOREA

North Korea

Initial Air Units:

- 4 TAC
- 2 SSM
- 1 Special Weapons

Reinforcement Air Units: None

Air Defense Level: 3

China

Initial Air Units: None

Reinforcement Air Units:

- 1 SAC
- 6 TAC
- 4 SSM
- 5 Special Weapons

Air Defense Level:

Air Defense Level of North Korea rises by two for each Chinese Headquarters deployed on the map. It is not reduced if Headquarters units are eliminated.

Republic of Korea

Initial Air Units:

- 6 TAC

Reinforcement Air Units: None

Air Defense Level: 3

NATO

Initial Air Units:

- 3 TAC

Reinforcement Air Units:

- 2 SAC
- 12 TAC
- 2 STEALTH
- 4 EW
- 6 PGM
- 6 Special Weapons

Air Defense Level:

Air Defense Level of South Korea rises by two for each NATO Headquarters deployed on the map. It is not reduced if Headquarters units are eliminated.

AIR SUPERIORITY TABLE

| | 0 | 1 | 2 | 3 | 4 | 5 | 6-7 | 8-9 | 10-11 | 12-14 | 15-17 | 18+ |
|---|-----|-----|-----|-----|-----|-----|-----|-----|-------|-------|-------|-----|
| 0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 |
| 1 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 1/0 | 1/0 | 1/1 | 2/1 | 2/1 | 2/2 |
| 2 | 0/0 | 0/0 | 0/0 | 0/0 | 1/0 | 1/0 | 1/0 | 1/0 | 1/1 | 2/1 | 2/2 | 3/2 |
| 3 | 0/0 | 0/0 | 1/0 | 1/0 | 1/0 | 1/1 | 1/1 | 1/1 | 2/1 | 2/2 | 3/2 | 3/2 |
| 4 | 0/0 | 1/0 | 1/0 | 1/0 | 1/0 | 1/1 | 1/1 | 1/1 | 2/1 | 2/2 | 3/2 | 3/3 |
| 5 | 1/0 | 1/0 | 1/0 | 1/1 | 1/1 | 1/1 | 2/1 | 2/1 | 2/2 | 3/2 | 3/3 | 4/3 |
| 6 | 1/0 | 1/0 | 1/1 | 2/1 | 2/1 | 2/1 | 2/1 | 2/2 | 3/2 | 3/3 | 4/3 | 4/4 |
| 7 | 1/1 | 1/1 | 2/1 | 2/1 | 2/1 | 2/2 | 3/2 | 3/3 | 4/3 | 4/4 | 4/4 | 5/4 |

AIR SUPERIORITY TABLE RESULTS

Modifiers

Firing player has more EW involved: +1

Defender has more EW involved: -1

Results

The number before the slash is the number of enemy Air units Aborted and returned to the Air Unit Ready box.

The number after the slash is the number of enemy Air units which are Eliminated.

Aborted and Eliminated Air Units do not complete their Missions.

Eliminated units may normally be purchased as Replacements.

Stealth, PGMs and SSMs are affected only by results on a die roll of "6" or "7."

The player who has the higher C4I fires first in Air Superiority. Losses are removed before the side with the lower C4I calculates Air Superiority strength and fires back. Should both C4I levels be equal, then fire is simultaneous.

Firing player chooses Mission boxes Defender must remove losses from. Defender chooses the units lost.

SEAD

Reduce the enemy Air Defense level by an amount equal to the numbers before and/or after the slash at the firing player's option.

AIR-GROUND ATTACK TABLE

Used to resolve Air-to-Ground, Air-to-Naval, and Bombardment Attacks.

| Die Roll | Total Strength | | | | | | |
|----------|----------------|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7+ |
| 0(-) | N | N | N | N | N | N | N |
| 1 | N | N | N | N | N | N | N |
| 2 | N | N | N | N | D | D | D |
| 3 | N | N | D | D | D | D | D |
| 4 | N | D | D | D | D | DD | DD |
| 5 | D | D | D | DD | DD | DD | DD |
| 6 | DD | DD | DD | DD | DD | DD | DD |
| 7(+) | TD | TD | TD | TD | TD | TD | TD |

Modifiers

All attacking units are Stealth and/or PGM: +2

Target hex contains a Fortification: -1

Target hex contains Rough or Swamp: -1

Target hex contains Mountain or Forest/Jungle: -2

Combat effective Headquarters unit is in or adjacent to the target hex: -1

(-1 maximum, regardless of number of Headquarters Units)

Air-to-Ground Attack Results

N: No Effect.

D: Disrupt all enemy combat effective land units in the hex.

Already Disrupted units are not affected.

Special Operations and Paramilitary units are not affected.

DD: Eliminate all Disrupted enemy Land Units in the hex.

Disrupt all remaining Combat Effective enemy Land Units in the hex.

TD: Eliminate one enemy Land Unit in the hex.

Air-to-Naval Attack Results

N: No Effect.

D: No Effect.

DD: Remove the enemy Fleet from the map.

It reappears on the following game turn in the friendly Reinforcement Phase at no Political Point cost.

TD: Remove the enemy Fleet from the map

It reappears two game turns later in the friendly Reinforcement Phase at no Political Point cost.

Bombardment Results

N: No Effect.

D: No Effect.

DD: Place a Target Destroyed Marker in the hex.

TD: Place a Target Destroyed Marker in the hex.

SPECIAL WEAPONS ATTACK TABLE

| Die Roll | Result |
|----------|--------|
| 0 | N |
| 1 | N |
| 2 | D |
| 3 | D |
| 4 | C |
| 5 | C |
| 6 | E |
| 7 | E |

Modifiers

NATO Special Weapon: +1

Target hex is in or adjacent to one or more friendly, Combat Effective Headquarters units: -1

Results

N: No Effect

C: All Disrupted Land Units are Eliminated. All remaining Land Units in target hex are Disrupted. Place a Contamination marker in the hex.

D: All Combat Effective Land Units in the target hex are Disrupted. Already Disrupted units are not affected. Remove any enemy Fleet in the hex from the map. It reappears two game turns later in the friendly Reinforcement Phase at no Political Point cost. Place a Contamination marker in the hex.

E: All Land Units in the target hex are Eliminated.

If the hex contains an enemy occupied Airfield, City, or Town, Eliminate one enemy Air Unit from any Mission, enemy player's choice.

Place a Contamination marker in the hex.

Remove any enemy Fleet in the hex from the map. It reappears two game turns later in the friendly Reinforcement Phase at no Political Point cost.

SPECIAL WEAPONS POLITICAL REACTION TABLE

| Die Roll | Result |
|----------|---------|
| 1 | R1 |
| 2 | N |
| 3 | N |
| 4 | P1 |
| 5 | P2 + CD |
| 6 | P2 + S |
| 7+ | P3 |

Modifiers

Result was "D," "C," or "E": +1

Target is in or adjacent to a Town or City: +1

First use of a Special Weapon in a game: +1

Results

R1: Roll one die and shift the Political Index in favor of the player making the Special Weapons attack.

N: No Effect.

CD: C4I Degradation. Both sides must lower their C4I levels by one to a minimum of 0.

P#: Roll a number of dice equal to the number and shift the Political Index in favor of the enemy player.

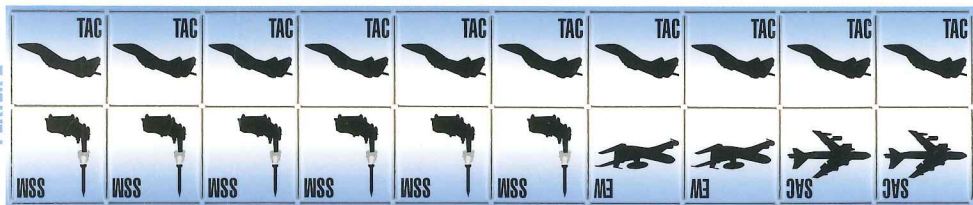
S: The enemy player receives one Special Weapon immediately (if available) at no Political Point cost.

AIR WAR EXPANSION

PLAYER 1



PLAYER 2



PLAYER 3



UNITED STATES/NATO



SEQUENCE OF PLAY

Random Events Segment

Air Warfare Segment

- Air Allocation Step
- Reveal Air Step
- Air Superiority Step

Place Interdiction Missions Step

First Player Turn

Reinforcement and Replacement Phase

Information Warfare Phase

First Impulse

- Movement Step
- Reaction Step
- Combat Step

Second Impulse (Same as First Impulse)

Third Impulse (Same as First Impulse)

Recovery Phase

Second Player Turn

Reinforcement and Replacement Phase

Information Warfare Phase

First Impulse

- Movement Step
- Reaction Step
- Combat Step

Second Impulse (Same as First Impulse)

Third Impulse (Same as First Impulse)

Recovery Phase

Administrative Segment

AIR COMBAT TABLE

| | 0 | 1 | 2 | 3 | 4 | 5 | 6-7 | 8-9 | 10-11 | 12-14 | 15-17 | 18+ |
|---|-----|-----|-----|-----|-----|-----|-----|-----|-------|-------|-------|-----|
| 0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 |
| 1 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 0/0 | 1/0 | 1/0 | 1/1 | 2/1 | 2/1 | 2/2 |
| 2 | 0/0 | 0/0 | 0/0 | 0/0 | 1/0 | 1/0 | 1/0 | 1/0 | 1/1 | 2/1 | 2/2 | 3/2 |
| 3 | 0/0 | 0/0 | 1/0 | 1/0 | 1/0 | 1/1 | 1/1 | 1/1 | 2/1 | 2/2 | 3/2 | 3/2 |
| 4 | 0/0 | 1/0 | 1/0 | 1/0 | 1/0 | 1/1 | 1/1 | 1/1 | 2/1 | 2/2 | 3/2 | 3/3 |
| 5 | 1/0 | 1/0 | 1/0 | 1/1 | 1/1 | 1/1 | 2/1 | 2/1 | 2/2 | 3/2 | 3/3 | 4/3 |
| 6 | 1/0 | 1/0 | 1/1 | 2/1 | 2/1 | 2/1 | 2/1 | 2/2 | 3/2 | 3/3 | 4/3 | 4/4 |
| 7 | 1/1 | 1/1 | 2/1 | 2/1 | 2/1 | 2/2 | 3/2 | 3/3 | 4/3 | 4/4 | 4/4 | 5/4 |

Add one if Attacker has more EW than Defender.

Subtract one if Attacker has fewer EW than Defender.

AIR SUPERIORITY

Reduce enemy Air Defense
Eliminate enemy Air Units



BOMBARD

Destroy Facilities



C4I

Reduce enemy C4I level



INTERDICTION

Increase enemy Movement Cost per Hex



CLOSE SUPPORT

Improve friendly Attacks
Decrease enemy Attacks



AIR-TO-GROUND

Attack enemy
Ground units



RESERVE

Immune to enemy
Air Superiority



SPECIAL WEAPON

Use Special Weapons



AIR-TO-NAVAL

Neutralize Fleet



READY

Ready for Mission Assignment



AIR DEFENSE TRACK

