

INTENSIVE ASSAULT

Intensive Assaults represent the utilization of concentrations of artillery, engineers and other resources to enhance an attack.

Units make Intensive Assaults during friendly Combat phases.

Units making an Intensive Assault must be adjacent to a friendly, combat effective Headquarters unit which can in turn trace a normal line of supply. At least one friendly unit must be adjacent to the Headquarters unit to make the Intensive Assault. The combat is shifted two columns to the right. The headquarters is then Disrupted. Disruption of the headquarters unit represents burning up various support units in the assault.

A single headquarters may support no more than one Intensive Assault per combat phase.

NAVAL OPERATIONS

In certain scenarios a player has a Fleet unit representing a Naval Task Force from the US Navy.

The Naval unit is placed on the map on any Sea hex. It may move to any other Sea hex each friendly impulse.

The player may use the Fleet unit to support one friendly land combat per impulse, offensively or defensively. The Fleet unit must be within three hexes of a friendly land unit involved in the Combat. This shifts combat odds one column in the favor of the player for that combat. The Naval Unit is not affected by combat and can never be eliminated.

The enemy player may not make any Amphibious Landings within six hexes of a Fleet unit.

Fleet units do not have Zones of Control and are never affected by enemy Zones of Control. Naval units may never be attacked by land units.

POLITICAL IMPACT ON MILITARY OPERATIONS

A player may shift combat odds by expending Political Points.

The Attacker may shift land combat odds one column to the right by expending one Political Point per land unit involved in the attack.

The Defender may shift land combat odds one column to the left by expending one Political Point per land unit involved in the defense.

A player may never shift combat odds by more than one column for Political Points expended.

GAME EXTENSION

At the end of the last turn of the game, players may choose to extend the game by another four turns.

At the end of the final game turn, both players secretly write down whether or not they want to extend the game, then reveal their decisions.

If both players agreed to extend the game, then the game is extended.

If neither player chose to extend the game, then the game ends.

If only one player chose to extend the game, then the game is extended, but shift the Political Index 20 points in the other player's favor.

A game may be extended only once, and only by four turns.

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MILLENNIUM WARS

Version 1.1

by Joseph Miranda

MILLENNIUM WARS is a series of strategic-level, two-player simulations of possible current and near-future conflicts.

Each player controls the forces of a belligerent and its allies.

Each player moves his units and executes attacks in turn. While there are two sides in each game, certain scenarios will include NATO intervention on one side or the other.

Standard Game rules gives a basic simulation of modern warfare. Expansion sets include additional rules which give a more complete simulation at the expense of additional complexity.

Each Millennium Wars set uses the same Standard Game rules and tables. Each has its own unique map, counters, and victory conditions.

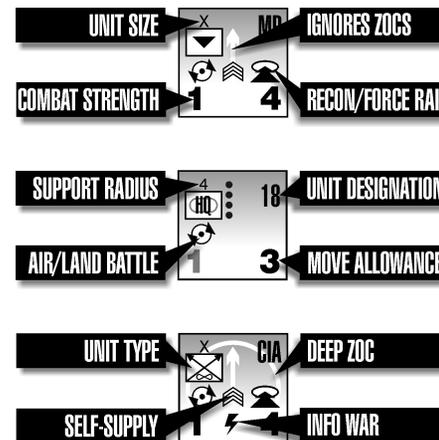
GAME EQUIPMENT

MAPS

Each game has a map that portrays the area in which the war will be fought. A hexagonal grid has been superimposed on the map to regulate the position and movement of the playing pieces. When setting up and playing the game, the cardboard playing pieces are placed within the individual hexagons.

PLAYING PIECES

Examine the sheet of colored die cut cardboard playing pieces. These are also called counters or units. These represent the opposing military forces which are deployed in various crisis zones. The counters use standard NATO military symbolism to indicate the types of units they represent. Each unit has numbers which indicate their various military capabilities.



The front side of the unit is its *Combat Effective* side. A unit may become *Disrupted* owing to various game actions. Disrupted status is indicated by inverting it or placing a Disrupted marker on it. A Disrupted unit is restored to combat effectiveness via the Recovery process.

Unit Types

MECHANIZED		Armor
		Mechanized Infantry
		Armored Cavalry
		Combined Arms
		Mechanized Airborne
NON-MECHANIZED		High-Tech Strike Force
		Headquarters
		Infantry
		Light Infantry
		Shock
		Peacekeeping
		Special Operations/Commando
		Airborne Infantry
	Air Assault	
	Marine/Amphibious	
	Paramilitary	
	Cybercadre	
	Political Power Nexus	

Naval Task Force

Unit Size

+	Cadre
II	Battalion
III	Regiment or regiment sized group
X	Brigade or brigade sized group
XX	Division or Division sized group
XXX	Corps or Chinese "Army"
XXXX	Army or Chinese "Army Group"

Units with no size symbol are considered to be division sized.

Unit Designation

Generally, units are represented by a numerical designation, such as the US 2nd Infantry Division. Some units have titles, represented by an abbreviation. Each scenario has the abbreviations for unit designations.

Combat Strength

The left-hand number on each ground unit is the Combat Strength. The right-hand number is the Movement Allowance.

A unit's Combat Strength is its basic effectiveness in combat. It is a measure of the unit's firepower, training and leadership. Certain units have their combat strengths in red. This indicates that the unit may only defend, never attack.

Movement Allowance

A unit's Movement Allowance is its ability to move across country. The Movement Allowance is a measure of the unit's mobility and, to a degree, of its logistical capabilities.

Airmobile

Certain units have an infinity symbol in or under their Unit Type box. This indicates the unit may use Airmobile Movement. See Movement Rules for explanation.

Headquarters Support Radius

The number on the upper left corner of Headquarters units is its Support Radius, which represents its ability to provide supply and combat support, such as non-divisional artillery, to friendly units.

Information Warfare

Certain units have a lightning bolt between their Combat Strength and Movement Allowance. This indicates that the unit may engage in Information Warfare. Information Warfare is the ability of a unit to use psychological operations, electronic warfare, and various forms of cybernetic combat.

Self-Supply

Some units do not follow the normal Supply rules and can supply themselves. See Logistics section for more information.

Ignore ZOCs

Most units exert a Zone of Control or Deep Zone of Control, influencing the movement of hostile nearby units. Units that display the Ignore ZOCs arrow disregard most of these effects. See Special Ops and Recon section for more information.

Air-Land

Some units are able to conduct coordinated Air-Land operations, and therefore use the devastating Air-Land Combat Results Table. See the Combat Results Tables section for more information.

Recon/Force Raid

Some units have the ability to perform Reconnaissance, allowing them to examine a stack of adjacent hostile units. These same unit types can also force an enemy to use the Raid Table. See the Special Ops and Recon section for more information.

Deep ZOC

Some units can exert a Deep Zone of Control. See the Deep ZOC section in the advanced rules for more information.

MARKERS

Air Move

Used to give temporary Airmobile movement capability to a unit, and to provide Air Supply.

C4I Level

Indicates the effectiveness of a side's current command, control, communications, computers, and intelligence systems.

Disrupted

Disrupted markers are used to denote units whose combat effectiveness is degraded by severe combat losses.

Game Turn

Indicates current game turn.

Ops Complete (Operations Complete)

Used as needed to indicate units which have completed movement and combat.

Political Level

Indicates the relative amount of world political support for each side versus the other. There are two Political markers, one indicating the tens digit, the other the units. A Political Level of 51 would be indicated by placing the tens marker in the "5" space and the units marker in the "1" space.

TABLES BOOK

The Tables Book is a collection of all tables required to play Millennium Wars. Some of the Tables included are the Air Superiority Table, the Combat Results Tables (CRTs), the Information Warfare Table, the Political Points Table, and the Terrain Table.

MISSION BOOK

Each Millennium Wars game comes with one Mission Book, which details the initial deployments and possible reinforcements for each of one to three provided scenarios.

DICE

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

These represent US Special Forces Groups which have a capability to perform various PSYOP and politically sensitive missions.

AIR MOVE MARKER

The Air Move markers may be used to provide temporary Airmobile Movement capability to qualified units, and to provide Air Supply.

AIRMOBILE MOVEMENT

In addition to units with Airmobile Movement capability, a player may move units via Airmobile Movement, representing cargo helicopter and airlift assets.

Each Air Move marker may conduct one Airmobile Move per turn. The player indicates one friendly unit on the map which is In Supply and then moves it as if it were a normal Airmobile unit. He may indicate a different unit each turn.

Mechanized units may make Airmobile Moves, but they may must start and end the movement in friendly controlled City or Town hexes.

A player may not make Airmobile moves if the enemy player has Air Dominance.

AIR SUPPLY

Air Supply is performed by placing the Air Move unit on top of a stack of units at any point in the Game Turn, friendly or enemy. This places all those units in Supply for the remainder of that Impulse or Segment. Each Air Supply marker may be used only once per turn.

Air Supply is effective only for units in that hex for the rest of the Impulse or Segment. Units in other hexes may not trace a Line of Supply to an Air Supply marker.

A player may not place Air Supply markers if the enemy player has Air Dominance.

Air Move markers are never destroyed. They do not count for stacking.

Once an Air Move marker is used, it is returned to the Reinforcement pile. To use it again, it must be purchased again. If purchased, but unused, it is retained.

SPECIAL OPS & RECON

Special Operations and Paramilitary units may ignore enemy Zones of Control for purposes of Movement, Retreat and Advance after Combat.

Special Operations and Paramilitary units may not ignore the Zones of Control of enemy Paramilitary and Special Operations units.

Special Operations units have normal Zones of Control.

Special Operations, Paramilitary, Air Assault and Armored Cavalry units have the following additional special abilities:

If all Defending units in a hex are these types (any combination), then the Defender may choose the Raid CRT for the Resolution of Land Combat.

Reconnaissance

If a player has a Special Operations, Paramilitary, Air Assault or Armored Cavalry unit adjacent to an enemy occupied hex at the end of any Movement Impulse, the player may examine all enemy units in that hex.

Note that Facilities do not count as units, and may be revealed only by the rules outlined in the specific Missions in which they appear.

DEEP ZONES OF CONTROL

Certain land units have a Deep Zone of Control. Deep ZOCs represent the additional area that certain units can influence owing to long range weapons, sensors, and deep battle doctrine.

Deep ZOCs extend into the 12 hexes that are two hexes away from each qualified Combat Effective unit.

Deep ZOCs have the following effects:

All enemy units which enter a Deep Zone of Control must pay one extra Movement point.

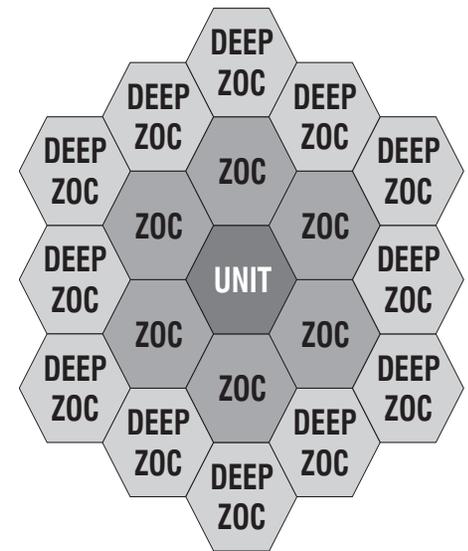
A Strategic Line of Supply may not be traced through a Deep ZOC.

Deep Zones of Control are not cumulative. If more than one unit exerts a Deep Zone of Control on a hexagon, there is no additional Movement cost.

Additionally, a Deep Zone of Control is superseded if a unit exerts a regular zone of control into the hexagon (There is no additional movement cost.)

The following NATO units have Deep ZOCs:

Armor, Mechanized Infantry, Armored Cavalry, Combined Arms, Mechanized Airborne, High-Tech Strike Force, Airmobile.



The following non-NATO units have Deep ZOCs: Combined arms. Other units as designated by scenario.

A unit may not use airmobile movement for Advance or Retreat after Combat.

A unit must start in Supply in order to make the Airmobile move. The player may place an Air Move marker on the unit's starting hexagon in order to provide the Supplied condition. This precludes use of the Air Move marker for the remainder of the turn.

A player may not make Airmobile moves if the enemy player has Air Dominance.

Airmobile units with a Movement Allowances of nine or ten have organic helicopters. Airmobile units with a Movement Allowances of four are otherwise foot mobile.

AMPHIBIOUS UNITS

Units with the Marine (anchor) or Special Operations symbols may make Amphibious moves. The unit must start its Movement Phase in a Port or other coastal hex. It is then placed on any coastal or Port hex which does not contain an enemy unit. It may contain an enemy Zone of Control.

This consumes the unit's entire movement for that segment. The unit may conduct Combat and Advance normally in the immediately following friendly Combat Phase.

VICTORY CONDITIONS

Victory Conditions describe how the game is won. At the end of the game, players check to see if they have attained certain objectives.

A player wins the game if he attains a Level of Victory and his opponent does not.

Should both players gain a Level of Victory, then both may declare a Victory. It is entirely possible for both players to win or lose certain scenarios, representing attainment of asymmetrical military-political objectives or mutual collapse.

Victory Conditions are given by the scenarios. These may include any/all of the following:

Occupation of Hexes: The player must have at least one unit in the designated hex at the end of the game.

Political Points: Check the Political Index at the end of the game.

Capture/Destruction of Facilities: The player must occupy (or if playing with Air War Expansion, destroy) some of the enemy's Facilities.

LEVEL OF VICTORY

Winner has the following number of points more than the loser:

0-10: Draw (Crisis Continues)

11-30: Local Victory (Winner looks good on CNN)

31-50: Regional Victory (Winner dominates Region)

51+ : Global Victory (Winner is Global Power)

Victory Conditions frequently represent asymmetrical objectives. One player will have to gain territorial objectives while the other must gain Political Points. The latter represents the need to influence world opinion, the UN, the international media, etc.

MISSION BOOKS

Each game has its own scenarios in a Mission Book. These will include deployment, political point costs, a Random Events Table, and Victory Conditions. While each Game has only a few scenarios, there are sufficient options to provide different force mixes. Furthermore, players are free to experiment with additional scenarios based on their own speculations and current crises.

APPENDIX A — ADVANCED RULES

The Advanced Rules may be used by players who desire a deeper simulation of modern warfare.

Information Warfare Attacks

Certain units may make Information Warfare Attacks. Information Warfare represents a wide range of psychological operations, terrorism, cybernetic warfare, electronic warfare, deception, terrorism, and other actions which are designed to affect the political situation and the ability of the enemy to communicate.

Information Warfare is conducted during the friendly Information Warfare segment.

Only units with an Information Warfare symbol may make Information Warfare Attacks.

Only Combat Effective units may make Information Warfare attacks.

The friendly player totals the number of units making Information Warfare attacks.

The enemy player totals the number of units he is committing to defense against Information Warfare.

Subtract the Defenders total from the Attacker's. This gives the Information Warfare Differential.

Roll one die on the Information Warfare Table. Apply the result immediately.

An Information Warfare unit committed to defense against an Information Warfare attack may not conduct an offensive Information Warfare operation in the same Game Turn. Place an Operations Complete marker on it to indicate this.

Only Combat Effective units may defend against Information Warfare attacks.

Information Warfare may take place only in the player's Information Warfare segment.

There is only one Information Warfare segment per Player Turn, not one per impulse.

A player may make more than one Information Warfare attack per friendly Information Warfare segment, as long as no Information Warfare unit participates in more than one Attack or Defense per turn.

Information Warfare attacks are not ground combat and do not cost Political Points for attacking enemy units in Cities, etc.

Units conducting Information Warfare do not have to be adjacent to enemy units to affect them. If Information Warfare results in units being Disrupted or revealed, the affected units may be chosen from any in play.

Players should note that certain US Special Operations units have an Information Warfare capability.

SEQUENCE OF PLAY

Millennium Wars is played in Game Turns. Players follow a rigid *Sequence of Play* in which they conduct their various game actions. The Sequence of Play is subdivided into a *First Player Turn* and a *Second Player Turn*. The scenario instructions will indicate which sides are the First and Second players.

Random Events Segment

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

Air Warfare Segment

Players roll on the Air Superiority Table to determine which player will have Air Superiority this Player Turn.

If playing with the Air War Expansion System: Players conduct various Air Missions as indicated in the expansion rules.

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 Phase

The First Player may move his units in accordance with the movement rules.

Reaction Phase

The Second player may move any reserve units.

First Player Combat Phase

The player may use his units to conduct attacks against enemy units.

SECOND IMPULSE

If qualified, the First Player takes a second impulse.

First Player Movement Phase

Reaction Phase

First Player Combat Phase

THIRD IMPULSE

If qualified, the First Player takes a third impulse.

First Player Movement Phase

Reaction Phase

First Player Combat Phase

FIRST PLAYER RECOVERY SEGMENT

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

C4I Recovery

If the First Player's C4I Level is reduced below its starting level, then increase it by one.

Second Player Turn

REINFORCEMENT & REPLACEMENT SEGMENT

The Second player places any Reinforcements or 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 Phase

The Second Player may move his units in accordance with the movement rules.

Reaction Phase

The First player may move any reserve units.

Second Player Combat Phase

The Second player may use his units to conduct attacks against enemy units.

SECOND IMPULSE

If qualified, the Second Player takes a second impulse.

Second Player Movement Phase

Reaction Phase

Second Player Combat Phase

THIRD IMPULSE

If qualified, the Second Player takes a third impulse.

Second Player Movement Phase

Reaction Phase

Second Player Combat Phase

SECOND PLAYER RECOVERY SEGMENT

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

C4I Recovery

If the Second Player's C4I Level is reduced below its starting level, then increase it by one.

ADMINISTRATIVE SEGMENT

Remove all Ops Complete markers.

Check for any changes to the Political Index for End of Turn events.

The players advance the Game Turn marker one space on the Status Track.

GAME LENGTH

The length of the game is indicated in the Mission Book for the scenario selected.

STANDARD GAME RULES

The term “friendly” indicates a Unit, City, or Town which is Controlled by the player.

UNIT CONTROL

Friendly units include all units assigned to the player by the scenario and subsequent reinforcements. An “enemy” unit is a unit which is controlled by the other player.

CITY AND TOWN CONTROL

A player generally controls all cities that started on his side of the front line unless they have been occupied by enemy units.

City control changes if an enemy unit occupies the city/town. Should an enemy unit occupy a city/town and then move out of it, the enemy retains control of the city/town until a friendly unit reoccupies it. The player who was last to occupy a city/town controls it. (Even if the player does not have units in a city or town, there are rear area troops and security forces which are below the scale of the game which would be performing occupation duty.

Zones of Control do not dispute the control status of a city or town.

NATO AND OTHERS

“NATO” is a general term for Western military forces which may intervene on one side or the other. NATO forces have their own counters.

Also, some scenarios will have third, fourth, and fifth sets of units.

If a player controls more than one set of units on his side, then all such forces are considered allied.

Units of different nationalities on the same side may stack together.

Units of different Nationalities may not be involved in the same attack, land or air.

NATO Headquarters units may provide supply and recovery to non-NATO allied units. Non-NATO allied Headquarters units may not provide supply and recovery to NATO units.

NEUTRALS

Certain scenarios may indicate that a country is a Neutral. Units may never enter or attack into neutral territory.

STATUS TRACK

Each Map contains a series of ten boxes, numbered zero through nine. This is the Status Track. Players move the Game Turn, Political Index, and C4I markers on the Status Track to record their current state.

POLITICAL INDEX

Central to play of the game is the Political Index. The Political Index is a measure of the relative political support for each side, including home country political opinion, world media, the United Nations, etc. The

Political Index will affect reinforcements and other game functions.

The Political Index starts the game at the mark designated by the scenario. Certain game actions will raise or lower the Political Index. This is done by moving the Political marker along the Index the indicated number of spaces. See the Political Points Table.

The Political Index may never go lower than “1” or higher than “100.” Should some action require it to go lower or higher than these limits, then the index remains at 1 or 100 respectively.

In each scenario, when the Political Index is 51-100 it is considered to be “pro” the First Player. When the Political Index is 1-50 it is considered to be “pro” the Second Player. Players should examine the Political Index Table for the actions which change the Political index. Players gain points for certain types of attacks on Cities and Towns as this represents the effects of collateral damage against civilians.

Certain game actions require the player to expend Political Points. The player must have the Political Points available before he can take these actions.

C4I

Each side in the game has a *C4I Level*. Depending upon the side’s C4I level, its units will be able to initiate from one to three impulses per friendly player turn. The C4I level is based on the national levels of leadership, training, and doctrine. C4I levels are given by the scenario selected.

All countries (or coalitions of countries) have a stated C4I level. This will be either 0, 1, 2, or 3.

C4I Level 0

The country’s units may only initiate their first Impulse and each unit may either Move or conduct Combat, but not both in the same turn. They may not perform Reaction movement.

C4I Level 0 indicates a complete breakdown in a country’s command-control capabilities, as happened to the Iraqis in 1991 following the Coalition bombing campaign.

C4I Level 1

The side’s units may only initiate their first Impulse. They may not initiate the second or third. They may perform Reaction movement only in the enemy First Impulse.

C4I Level 2

The side’s units may only initiate their first and second Impulses They may not initiate the third. They may perform Reaction movement only in the enemy First and Second Impulses.

C4I Level 3

The side’s units may initiate their first, second and third Impulses. They may perform Reaction movement in all three enemy Impulses.

Disrupted units may not Attack. They Defend normally.

Certain Combat results Eliminate Disrupted units.

Disrupted units otherwise function normally.

Disrupted Headquarters units have their Support Radius reduced to one.

RECOVERY PROCEDURE

During the Recovery segment, check each friendly Disrupted unit. If it is in Supply, including automatically supplied units, then roll one die on the Recovery Table and apply the result.

A Disrupted Headquarters unit may attempt to make a Recovery attempt if it can trace a Strategic Line of Supply.

FOG OF WAR

A player may examine enemy stacks of units only under certain conditions.

- If the player has Air Superiority or Air Dominance. See the Air Superiority Table.
- At the instant of combat, both sides must reveal all Attacking and Defending units. (Once a combat has been declared, it may not be called off.)
- As designated by the scenario. Facilities are not units and may only be examined by rules in the specific Mission.

REINFORCEMENTS AND REPLACEMENTS

Both players start the game with certain units deployed on the map. All other units which are introduced into the game are Reinforcements. Units which are eliminated and returned to play are called Replacements.

Each scenario will designate which units are available as Reinforcements. A player may bring additional units into play by paying the designated number of Political Points for each unit. Simply move the Political Index the designated number of Points. That is, if the Reinforcement cost of a unit is two political points, shift the Political Index two points in the enemy’s favor.

Only units designated by the scenario as Reinforcements may be taken. Sometimes there will be extra units for use in alternative scenarios.

There may be further limits to the number of units which can be brought onto the map each turn, as designated by scenario.

Reinforcements are placed during the friendly Reinforcement segment. They are placed as designated by the scenario. It costs no extra movement to place a reinforcement unit.

Units may not be placed on hexes containing enemy units, but they may be placed in enemy ZOCs.

Airmobile qualified units may enter the map using Airmobile movement, and Amphibious units may move onto the map using Amphibious movement.

The movement is executed during the normal Movement Phase.

Once a unit has entered the map, it may not exit.

Reinforcements are generally based on the amount of political capital that a player wants to expend. This represents a tradeoff between popular support for the military effort and popular disdain for casualties and other costs of war.

Reinforcements may also enter the game as a result of Random Events. These Reinforcements require no Political Point expenditure.

Reinforcements must be taken the turn they are called for. They may not be delayed. If enemy units occupy all designated reinforcement arrival hexes, then those reinforcements may not be received that turn.

Reinforcements function normally in the turn they enter play.

Replacements are units which have been eliminated in the course of the game, and are later brought back into play.

They may be returned to play by paying appropriate replacement costs, in the same manner as Reinforcements.

Replacements should be kept in a separate pool from Reinforcements. Replacements costs more Political Points than Reinforcements. This is because most reinforcements represent either units available for deployment to the combat zone, or mobilization of reserves.

Replacements represent rebuilding entire units from a cadre of survivors, purchasing new equipment on the international arms markets, etc.

NATO air units are cheaper than non-NATO owing to massive NATO air inventory as well as the general preference of American and Western European countries to expend small numbers of aircraft rather than large number of ground manpower.

The number of units in the game is a limit. A player may not take more Reinforcements and Replacements than available in the counter mix.

A player will have available as Reinforcements units of the same type but different strengths. Players are free to choose which units they will take as Reinforcements.

AIRMOBILE AND AMPHIBIOUS UNITS

Certain units have special rules, representing unique capabilities.

AIRMOBILE UNITS

These are units with the infinity symbol under their unit type box. Airmobile units have parachute training or organic helicopters which allow them to move via air. Airmobile units may move either via normal land movement, using their printed movement allowance, or conduct an Airmobile Move.

To conduct an Airmobile move, simply pick the unit up and place it on any land hexagon not containing an enemy unit. The hexagon landed in may contain an enemy Zone of Control.

The Airmobile move may be through enemy units and Zones of Control.

LOCs and Supply

Players trace lines of supply along Lines of Communication back to a supply source. See the Logistics rule.

LOGISTICS

Logistics affect movement, supply and recovery. Supply affects only land units.

Each land unit checks its supply status by tracing a path of hexes from itself back to a friendly Supply Source. This path of hexes is known as the Line of Supply.

Units which can trace such a path are *Supplied*. Units which are unable to trace a valid line of supply are *Unsupplied*.

DETERMINING SUPPLY

In order to be Supplied, the unit must trace a Line of Supply, as follows:

The Tactical Path

This is a line of hexes from the unit back to a friendly Headquarters unit. This Tactical Path may be no longer than the Headquarters unit's Support Radius. This Tactical Path may be traced through enemy units, Zones of Control, and otherwise forbidden terrain. (The Headquarters units represent merely a center for logistics and other combat support activities, such as non-divisional artillery and engineers, and are not units per se.)

The Strategic Path

This is a line of hexagons traced from the Headquarters unit back to a friendly supply source. Supply sources are defined by the scenarios, usually being friendly Cities, map edges, etc.

The Strategic Path may be traced as follows:

A number of hexes from the headquarters unit no greater than the unit's Support Radius back to a Supply Source hex.

A number of hexes from the Headquarters unit no greater than the unit's Support Radius back to a Line of Communications hex which is connected by contiguous Lines of Communications hexes back to a Supply Source hex.

The strategic path may at no point enter an enemy Zone of Control, enemy unit, or otherwise prohibited terrain.

HEADQUARTERS UNITS

Disrupted headquarters units have their Support Radius reduced to one.

Headquarters units themselves are not Supply Sources. They must trace a Line of Supply themselves back to a friendly supply source to use their capabilities fully.

AUTOMATIC SUPPLY

Certain units are always in supply. These include units occupying a friendly Supply Source hex, Special Operations units, Paramilitary units in their home countries, Political Power Nexuses, and other units as indicated by scenarios.

OPERATIONAL CITIES AND TOWNS

Supply is traced to Operational City, Town or Port hexes. A Port hex is any hex marked with an anchor, or any City or Town hex adjacent to a Sea hex.

To be Operational, the hex must be occupied by a friendly land unit. If using the Air War Expansion, the hex must also not have a Target Destroyed marker on it.

Cities and Towns are considered to also have airfields into which supplies, troops and equipment can be airlifted, hence their availability as Supply Sources.

POLITICAL POWER NEXUSES

Certain scenarios have Political Power Nexuses. These function in the same manner as Headquarters. Political Power Nexus have no movement and are Eliminated if forced to Retreat.

Supply Effects on Movement

Supply for Movement is determined at the instant of movement.

An Out of Supply unit has its Movement Allowance halved. Retain any fractions.

Supply Effects on Combat

Supply for Combat is determined at the instant of combat.

If a force conducting a combat has all Unsupplied units in it, then the odds column is shifted two in the enemy's favor.

If a force conducting a Combat has both Supplied and Unsupplied units in it, then the odds column is shifted one in the enemy's favor.

If a force conducting a combat has all Supplied units in it, then there are no shifts to the Combat odds for Supply.

Supply Effects on Recovery

A unit must be In Supply to attempt Recovery. See Recovery rules.

DISRUPTION AND RECOVERY

Units generally start the game in their Combat Effective state. Exceptions will be noted by the scenario.

Units become Disrupted through certain Combat Results.

In the Recovery segment, the player may attempt to restore Disrupted friendly units to Combat Effective status.

EFFECTS OF DISRUPTION

Disrupted units have no Zones of Control.

C4I Status

The C4I marker is placed on the Status Track to indicate a side's current level of C4I. The C4I level may change in the course of the game owing to various combat actions or other game events. When a start level of a particular C4I level is given, place the index marker in the appropriate space.

Should a player control units from more than one country, and each country has a different C4I capability, then each country's units retains its own C4I Status marker and position on the Track. For example, if one player controls both NATO and Ukrainian units, NATO has a C4I rating of 3 and Ukraine has a C4I rating of 1. The Ukrainian units may only conduct operations during the first Impulse, but the NATO units may conduct operations in all three Impulses.

Restoration of C4I

If a player's C4I level has been reduced in the course of a turn, then it is automatically raised by one during the C4I Recovery Segment.

A C4I level may never be raised higher than it was at the beginning of the game, unless a Mission's Special Rules state otherwise.

A C4I level may be raised by a maximum of one level per turn, regardless of how far it has been reduced.

RANDOM EVENTS

During the Random Events segment, the players roll two dice on the Random Events Table to determine a random event for the turn.

Each player rolls one die. The First player's die is considered the tens digit, the Second player's die the units digit. Cross index this and apply the result.

Players should examine the Random Events Table prior to start of play as the events will sometimes have a significant impact on play.

If a Random Event occurs that provides one side with additional forces, these forces are not drawn from the players' Reinforcement or Replacement piles.

AIR SUPERIORITY

During the Air Warfare Segment, players roll one die on the Air Superiority Table to determine which player (if either) has Air Superiority this turn.

Each scenario will give a die roll modifier for Air Superiority. This is an number that is added to or subtracted from the Air Superiority die roll.

Outcomes for Air Superiority are given adjacent to the Air Superiority Table. Note that these will possibility give one player advantages in combat or change the C4I level.

Players should alternate rolling on the Air Superiority Table.

MOVEMENT

During a player's Movement Phase, he may move some, none, or all of his units as he desires within the

restrictions of each unit's Movement Allowance and the various Terrain and Zone of Control rules. Each unit is moved individually, tracing the path of its movement through the hexagonal grid.

Movement is calculated in terms of hexagons. Basically, each unit expends one Movement Point of its total Movement Allowance for each hexagon entered.

To enter some types of terrain a unit must expend more than one Movement Point. The Terrain Effects Table details the exact amount of Movement Points a unit must expend to enter each terrain type.

There are two columns on the Table for Movement. One column gives the costs for Mechanized units and the other gives the costs for non-Mechanized units.

Movement is completely voluntary. A unit may move some or all of its Movement Allowance if it decides to move.

Unused Movement points are not accumulated from turn to turn, nor may they be transferred from one unit to another.

A player may move units only during his own Movement Phases, during the opponent's Reaction Phases, and sometimes as a result of Combat.

Units may enter hexes containing other friendly units. They may not enter hexes containing enemy units unless using Airmobile movement. Using Airmobile movement, a unit may move through a hex containing an enemy unit, but may not stop movement in such a hex. See the Stacking rule for more details.

Units must stop when they enter an enemy Zone of Control. This is detailed under the Zone of Control rules.

Certain terrain runs along the sides of hexagons. These terrain types include Rivers and Borders. Players pay the cost for moving across these types of terrain when crossing from one hexagon to another. This is in addition to any other terrain costs. For example, crossing a river to enter a rough terrain hexagon would cost three Movement points, one for the River and two for the Rough terrain.

Units are prohibited from entering certain types of terrain, as stated on the Terrain Table.

Mechanized units may enter and exit Mountain and Rough Terrain only if they are moving along a Line of Communication or using Airmobile movement.

Land units may not enter Sea hexagons or cross Sea hexsides unless conducting either Amphibious or Airmobile movement. Naval units may only be placed on Sea hexes. Sea hexes are not to be confused with Lake hexes. Both are marked with the Water graphic, but all hexes of a Lake are surrounded by land hexes of some kind. Sea hexes sprawl off the map.

A unit may always move at least one hexagon per turn as long as it is not entering Prohibited Terrain or moving directly from one enemy Zone of Control to another.

REACTION MOVEMENT

Reaction Movement is a special type of movement used by enemy land units during the friendly player turn.

A unit must be qualified to use Reaction movement. The unit must have a sufficient C4I level to conduct operations in that Impulse.

The unit must be Combat Effective (not Disrupted). The unit may not start in an enemy Zone of Control. Headquarters units may not conduct Reaction Movement.

The unit may then move up to fifty percent of its Movement Allowance. Units that are Airmobile may Reaction Move any distance.

It follows the normal rules of movement.

It may enter an enemy Zone of Control, but must then cease movement, even if Airmobile.

A unit may conduct Reaction Movement more than once in an enemy player turn if it has an appropriate C4I level and is otherwise qualified.

A unit which conducts Reaction Movement may not conduct Movement or Combat operations in its following player turn.

Players should note that Reaction movement is a way to radically alter the combat situation by adding additional forces to the defense of a hex, or to block possible enemy exploitation of a route.

LAND COMBAT

Combat occurs between adjacent opposing units at the discretion of the player whose turn is currently in progress. This player is the Attacker. The other player is the Defender. The terms Attacker and Defender are relative to whose turn in progress, and do not represent who is the overall strategic aggressor.

COMBAT PROCEDURE

For each combat, the attacker chooses one of the three Combat Results Tables. The attacking force must be capable of using the CRT chosen.

Total the Combat Strength of all attacking units. Total the Combat Strength of all defending units. State the comparison as a probability ratio, dividing the Attacker's strength by the Defender's strength. Drop any fractions involved.

Apply any applicable shifts for terrain, supply, air support, and other game factors. This will give the final odds column.

Roll one die and cross index the number which is rolled with the appropriate odds column. This will give a Combat Result. This is applied immediately.

Conduct the next combat, if any.

Attacking units may attack only in their own Combat Phase.

Attacking units must be adjacent to the units they are attacking.

Attacking is completely voluntary. The attacking player may attack with some, none or all of his applicable units.

No unit may attack more than once per friendly Combat Phase.

More than one attacking unit may be combined in an attack against a single defending force as long as all attacking units are adjacent to the defender's hexagon.

An attacking force may attack only a single adjacent enemy hexagon. It may not attack more than one enemy occupied hexagon at the same time.

Units may attack into hexagons they could not normally enter. This is owing to the range and lethality of modern weapons.

A defending force may not refuse combat. All defending units in a hexagon must be attacked as one combined defense strength.

A given hexagon may be attacked more than once per Combat Phase, as long as no attacking unit attacks more than once per segment.

COMBAT ODDS

Combat odds are determined by dividing the attacker's total combat strength by the defender's total Combat Strength. Any fractions are dropped and this is the ratio used to determine which odds column will be used. For example, if the attacker has 14 Combat Strength points, and the defender has 5, the Combat Odds would be 14 divided by 5, which equals 2.8/1. Drop the 0.8 and you get a final odds of 2/1.

Odds less than 1/4 are treated as 1/4. Odds greater than 6/1 are treated as 6/1.

If the starting combat odds, prior to shifts, are greater than 6/1 or less than 1/4, then use the 6/1 or 1/4 column as the base line.

The 1.5/1 odds column is used when the attacker has at least 50% more Combat Strength than the defender, but not twice as much.

DEFENDER'S TERRAIN

The Terrain in the hex the Defender occupies will sometimes cause a shift in the column used for combat. A shift to the left is in favor of the Defender. That is, a 3/1 Attack with a one column shift to the left would become a 2/1 Attack. Certain terrain will cause a shift to the right. Also, Air Superiority will give the gaining player an additional shift.

COMBAT RESULTS TABLES

Millenium Wars includes three separate Combat Results Tables — Raid, Assault, and Air-Land Battle. The attacking player chooses which combat results table the combat will be resolved on.

There are certain restrictions on who may use the Air-Land battle CRT. Players may use the Raid and Assault Tables in any attack.

Air-Land CRT

A player may use the Air-Land Battle CRT only if at least 50% of the attacker's Combat Strength points are "Hi-Tech." The following units are Hi-Tech:

- All U.S. Land units
- All NATO Mechanized and High-Tech Strike units
- All Russian Combined Arms units

Raid CRT

If at least 50% of the Attacking factors are non-Mechanized types, then the Defender receives no shift, left or right, for Terrain in a hex if the Attacker is using the Raid Table. These Unit Types are more suitable for combat in Rough Terrain and Urban environments.

The Defender does receive shifts if Defending in Fortifications.

All unit types may use the Raid CRT, but only non-Mechanized units receive this bonus.

COMBAT RESULTS

Combat results are applied immediately as they occur. The players conduct any advances/retreats after combat for each combat before going to the next attack.

Combat Results are explained adjacent to the CRTs themselves.

Regardless of how high combat odds are, the Attacker never has a 100% chance of gaining a victory. This represents the extreme variables in modern warfare introduced by technology, C4I breakdown, and asymmetrical situations.

STACKING

Stacking is having more than one unit per hex.

A player may stack no more than two units in a hex. A player may stack any number of Facilities and markers in a hex.

Stacking limitations apply only at the end of the Movement, Reaction and Combat Phases.

Players may move units through friendly stacks even if the stacking limit is exceeded as long as at the end of the movement the stacking limit is met.

OVERSTACKING

If for some reason a player doesn't avoid overstacking units, then at the end of the friendly Movement, Reaction, or Combat Phase, all Combat Effective units in the stack are Disrupted. Already Disrupted units remain Disrupted — they are not eliminated.

A player may conduct Combat only with one unit in an overstacked hex, offensively or defensively. Other units in the stack are still affected by the outcome of the combat.

Additionally, units in an overstacked hex may not be Undisrupted.

Friendly land units may never enter hexes containing enemy land units, unless Airmobile Movement.

ZONES OF CONTROL

The six hexagons immediately surrounding a Combat Effective unit constitutes that unit's Zone of Control (ZOC). Zones of Control are a very important concept in wargaming. They represent the area that a unit can influence by its firepower and general ability to react to a situation. Zones of control have inhibiting effects on enemy movement, retreat, and supply.

All Combat Effective Land units have a Zone of Control. Disrupted Land units have no Zones of Control.

A unit's Zone of Control extends into all six hexagons adjacent to it. Zones of control extend into hexagons containing terrain the unit would normally be prohibited from entering. Zones of Control also extend into hexagons containing enemy units.

ZOCS AND MOVEMENT

A land unit must stop its Movement upon entering an enemy Zone of Control. It may move no further in that Movement Phase. A unit may freely exit an enemy Zone of Control as long as the unit moves into a non-controlled hexagon. It may enter another enemy Zone of Control later in the same move.

A unit may never move directly from one enemy zone of control into another.

ZOCs and Combat

A unit is not required to conduct combat simply because it is in an enemy Zone of Control.

ZOCs and Retreating

A Combat Effective unit which retreats through an enemy Zone of Control is Disrupted. A Disrupted unit which retreats through an enemy Zone of Control is eliminated.

ZOCs and Advancing after Combat

Units which are conducting Advance after Combat may move through enemy Zones of Control without stopping or being disrupted.

ZOCs and Logistics

A player may not trace a Line of Supply into an enemy Zone of Control. A player may trace a line of supply out of an enemy Zone of Control. That is, a friendly unit adjacent to an enemy unit could still trace a line of supply from its own hexagon.

LINES OF COMMUNICATION

The black lines on the map that connect the Cities and Towns represent Lines of Communication, major roads, and railroads through which movement and logistics are expedited. Lines of Communication is abbreviated as "LOC."

LOCs and Movement

Units moving along lines of communications hexes always pay one half movement point per hexagon entered, regardless of other Terrain in the hexagon. Units may also cross Rivers at no extra movement cost.

LOCs and Combat

Lines of communications have no affect on combat. They do not negate the Terrain in a hexagon for purposes of defensive bonuses. See Combat rules.