

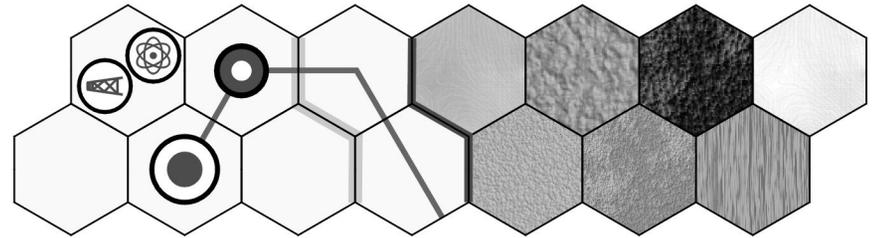
REINFORCEMENTS/REPLACEMENTS:

Non-NATO	Reinforcements	Replacements
Mechanized Corps	5	10
Mechanized Division	3	6
Mechanized non-Division Unit	1	2
Non-Mechanized Corps:	3	6
Non-Mechanized Division:	2	4
Non-Mechanized non-Division unit	½	1
Headquarters Unit	2	4
Air Unit	3	6
Air Move Marker	2	4
Special Weapons	10	Not Available
Increase friendly Air Defense Level by one	4	Not Applicable

NATO	Reinforcements	Replacements
Mechanized Division	4	8
Mechanized non-Division Unit	2	4
Non-Mechanized Division	3	6
Non-Mechanized non-Division Unit	1	2
Headquarters Unit	2	4
Air Unit	1	2
Naval Unit	5	Not Available
Air Move Marker	1	2
Special Weapons	10	Not Available
Increase friendly Air Defense Level by one	2	Not Applicable

TERRAIN EFFECTS TABLE

	Mechanized Movement Cost	Non-Mechanized Movement Cost	Effect on Combat	Notes
PLAIN	1	1	None	Light Yellow.
FACILITY	Other Terrain	Other Terrain	Other Terrain	Red Icon in White Circle.
CITY	1	1	-2	Red Circle in White Circle.
TOWN	1	1	-1	White Circle in Red Circle.
RIVER	+1	+1	-2	Blue Hex Side. LOC that crosses River ignores Movement Penalty.
LOC	½	½	Other Terrain	Line of Communication. Grey Line.
BORDER	+0	+0	None	Red Hex Side.
DESERT	1	2	+1	Mottled Gold.
ROUGH	Prohibited	2	-1	Mottled Tan.
MOUNTAIN	Prohibited	3	-2	Highly Mottled Tan and Brown.
FOREST	3	2	-1	Light Green.
SWAMP	2	1	-1	Dark Green.
SEA/LAKE	Prohibited	3	-3	Mottled Blue. Movement and Combat not permitted on Sea.
GLACIER	Prohibited	3	-2	White and Light Blue. Maximum Stacking is one Land Unit per Hex.



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

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.

THIRD IMPULSE

If qualified, the First Player takes a third 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.

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

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.

RANDOM EVENTS TABLE

DIE ROLL EVENT

- 11-12: UN Demands Ceasefire. Both players write down in secret whether or not they plan to comply with a Ceasefire, then reveal what they have written. If both players comply, then the game immediately comes to an end and both players check for Victory. If either player refuses to comply, then shift the Political Index 20 in the other player's favor and continue play. If both refuse to comply, then there is no effect, and continue play.
- 13: First Player Rally. This turn, if the Political Index is 67-100, then reduce the First Player's Political Point cost to recruit units by one each, to a minimum cost of one Political Point.
- 14: First Player Antiwar Protests. This turn, if the Political Index is 1-33, then increase the First Player's Political Point cost to recruit units by one each.
- 15: Second Player Rally. This turn, if the Political Index is 1-33, then reduce the Second Player's Political Point cost to recruit units by one each, to a minimum cost of one Political Point.
- 16: Second Player Antiwar Protests. This turn, if the Political Index is 67-100, then increase the Second Player's Political Point cost to recruit units by one each.
- 21-22: First Player Guerrillas. Roll one die. The First Player places that number of paramilitary units in any hexes in their home country (if on the map) not containing an enemy unit. This event may occur only if the First Player has paramilitary units.
- 23-24: Second Player Guerrillas. Roll one die. The Second Player places that number of paramilitary units in any hexes in their home country (if on the map) not containing an enemy unit. This event may occur only if the Second Player has paramilitary units.
- 25-26: Variable political situation. Each player rolls one die. Shift the Political Index an amount equal to the First Player's die roll minus the Second Player's die roll.
- 31-33: World Opinion Favors Underdog. If the Political Index is currently 67 or more, then subtract 10 from the Index. In the Political Index is currently 33 or less, then add 10 to the Index.
- 34-36: Bad Weather. This turn:
Reduce all Land Unit Speeds by one and reduce all Support Radiuses to one.
No Airmobile Movement, Amphibious Movement, or Air Supply is allowed.
If using the Standard Air rules, Air Parity is in effect this turn.
If using the Advanced Air Game, then 2/3 of friendly non-NATO air units and 1/3 of NATO air units (round fractions up) may not fly.
- 41-43: Scenario Special Event #1. Apply Scenario Special Event #1, if any.
- 44-46: Scenario Special Event #2. Apply Scenario Special Event #2, if any.
- 51-53: Scenario Special Event #3. Apply Scenario Special Event #3, if any.
- 54-66: No Event. Nothing happens.

POLITICAL POINT TABLE

The following changes are made to the Political Point Index as soon as they occur:

Each enemy non-NATO Ground Unit eliminated in combat: One in the friendly player's favor

Each enemy NATO Ground Unit eliminated in combat: Two in the friendly player's favor

For each Unit which occupies an enemy City Hex: One in the Unit owner's favor at the end of each Game Turn

Other events per Scenario Instructions

Defender in Town or City:

Each time a player launches a Raid or Air-Land Battle Combat: One in the Defender's favor

Each time a player launches an Assault Combat: Two in the Defender's favor

Air War Game Only:

Each enemy non-NATO Air unit Eliminated in Combat: Two in the friendly player's favor

Each enemy NATO Air unit Eliminated in Combat: One in the friendly player's favor

(Exception: Elimination of SSM and PGM cause a 0 shift.)

Each enemy Fleet removed from the map via Air-Naval or Special Weapons Attack: Four in Attacker's favor

Each time a player launches a Special Weapons Attack: See the Special Weapons Reaction Table

Each time a player launches an Air-Ground Attack against a Town or City:

If the result is "D" or "DD": Two in the Defender's favor.

INFORMATION WARFARE TABLE

INFORMATION WARFARE DIFFERENTIAL							
	-1(-)	0	+1	+2	+3	+4	+5(+)
1	FB	FB	FB	FB	FB	FB	FB
2	CM	CM	CM	CM	CM	CM	FB
3	CM	NE	NE	NE	NE	IS1	IS1
4	NE	NE	IS1	IS1	IS1	IS1	IS2
5	NE	IS1	IS1	IS1	IS2	IS2	IS2
6	IS1	IS1	IS1	IS2	ID	ID	ID

RESULTS:

NE (No Effect)

CM (Countermeasures):

All attacking Information Warfare units are disrupted.

FB (Feedback):

Roll one die and shift the Political Index that number in favor of the enemy.

IS# (Information Superiority): The attacking player has the option to choose ONE of the following outcomes:

Roll a die and multiply it by the IS number. Shift the Political Index in favor of the player that number of spaces.

The Attacker may examine all enemy units on the map for the remainder of the Game Turn.

The Attacker may disrupt a quantity of Combat Effective enemy units equal to the IS number.

The Attacker may disrupt all enemy Information Warfare units which participated in the defense.

ID (Information Dominance):

Same as IS#, plus the attacker may instead choose to reduce the enemy C4I Level by one, to a minimum of 0.

AIR SUPERIORITY TABLE

0(-) Second Player Air Dominance

1-2 Second Player Air Superiority

3-4 Air Parity

5-6 First Player Air Superiority

7+ First Player Air Dominance

RESULTS:

Air Parity

No Effect

Air Superiority

All ground attacks made by the player are shifted an additional one column to the right.

All ground attacks made by the enemy player are shifted an additional one column to the left.

The player may examine all enemy stacks of units at any point in the Game Turn.

Air Dominance

Same as Air Superiority.

All enemy Logistics Units, such as Power Nexuses and Headquarters, have their Support Radius reduced to one.

The enemy may not conduct any kind of Airmobile movement or Air Supply.

Reduce the enemy C4I level by one level, to a minimum of 0.

RECOVERY TABLE

DIE ROLL RESULT

3(-) No Effect — The unit remains Disrupted

4(+) Recovery — Unit is no longer Disrupted.

MODIFIERS:

Unit is NOT in an enemy Zone of Control: +1

Unit is in Desert or Glacier: -1

THIRD IMPULSE

If qualified, the Second Player takes a third 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 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.

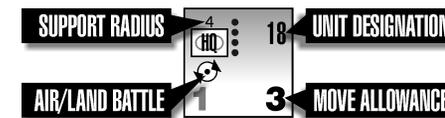
Check for any changes to the Political Index for End of Turn events.

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.

COUNTER DESCRIPTION



UNIT SIZE

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 TYPES

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

LAND COMBAT RESULTS TABLES (CRTS)

RAID CRT

If at least 50% of the Attack Strength is non-Mechanized types, then the Defender receives no Terrain shift

	1/4	1/3	1/2	1/1	1.5/1	2/1	3/1	4/1	5/1	6/1
1	AD	AD	AD	AD	A1	A1	AR	NE	NE	NE
2	AD	AD	A1	A1	A1	AR	NE	DR	DR	DR
3	AD	A1	A1	AR	AR	NE	NE	DR	DR	D1
4	A1	A1	AR	NE	NE	NE	DR	D1	D1	DD
5	A1	AR	NE	DR	DR	DR	D1	D1	DD	DD
6	AR	NE	D1	D1	D1	D1	DD	DD	DD	DD

ASSAULT CRT

	1/4	1/3	1/2	1/1	1.5/1	2/1	3/1	4/1	5/1	6/1
1	AE	AE	AE	AE	AD	AD	BB	BB	B1	B1
2	AE	AE	AD	AD	AD	AR	BB	DR	DR	DR
3	AE	AD	AD	AR	AR	BB	DR	DD	DD	DD
4	AD	AD	AR	BB	BB	BB	DD	DD	DD	DE
5	AD	AR	BB	DR	DR	DR	DD	DD	DE	DE
6	AR	BB	DR	DD	DD	DD	DE	DE	DE	DE

AIR-LAND BATTLE CRT

At least 50% of printed combat strength of choosing player must be High-Tech.

	1/4	1/3	1/2	1/1	1.5/1	2/1	3/1	4/1	5/1	6/1
1	AE	AE	AE	AD	AD	A1	A1	A1	A1	A1
2	AE	AE	AD	AD	AD	DD	DD	DD	DD	DD
3	AE	AD	AD	AD	DD	DD	DD	DD	DD	DE
4	AD	AD	AD	DD	DD	DD	DD	DD	DE	DE
5	AD	AD	DD	DD	DD	DD	DE	DE	DE	DE
6	AD	DD	DD	DD	DD	DE	DE	DE	DE	DE

Odds less than 1/4 remain 1/4. Odds greater than 6/1 remain 6/1.

Positive shifts are for the Attacker. Negative shifts are for the Defender.

Terrain: See Terrain Effects Table

Partially Out of Supply: -1/+1

Totally Out of Supply: -2/+2

Player has Air Superiority (Standard Air Rules): +1/-1

NATO and non-NATO attacking together: -1

Naval Support: +1/-1

Intensive Assault: +2 (Optional. Disrupt Combat Effective Logistic HQ Unit)

Political Point Expenditure, One per Unit (Optional): +1/-1

Close Air Support (Air War Expansion): +1/-1

Combat Results

A1 (Attacker Ambushed):

Eliminate one Disrupted Attacking unit OR Disrupt one Combat Effective Attacking unit, Attacker's choice.

No Retreats or Advances after combat.

AD (Attacker Disrupted):

Eliminate all Disrupted Attacking units.

Disrupt all Combat Effective Attacking units.

All surviving Attacking units must retreat two hexes.

Defending units may Advance one hex into the Attacker's hex.

AE (Attacker Eliminated):

Eliminate all Attacking units.

Defending units may Advance one hex into the Attacker's hex.

AR (Attacker Retreats):

All Attacking units must retreat one hex.

Defending units may Advance one hex into the Attacker's hex.

B1 (Mutual Attrition)

Eliminate all Disrupted Defending units.

Disrupt all Combat Effective Defending units.

Eliminate ONE Disrupted Attacking unit OR Disrupt ONE Combat Effective Attacking unit, Attacker's choice.

No retreats or advances after combat.

BB (Bloodbath)

Eliminate all Disrupted Defending units.

Disrupt all Combat Effective Defending units.

Eliminate all Disrupted Attacking units.

Disrupt all Combat Effective Attacking units.

No Retreats or Advances after Combat.

D1 (Defender Ambushed)

Eliminate one Disrupted Defending unit OR Disrupt one Combat Effective Defending unit, Defender's choice.

No Retreats or Advances after Combat.

DD (Defender Disrupted)

Eliminate all Disrupted Defending units.

Disrupt all Combat Effective Defending units.

All surviving Defending units must Retreat two hexes.

Attacking units may Advance one hex into the first hex the Defender is leaving.

DE (Defender Eliminated)

Eliminate all Defending units.

Attacking units may Advance one hex into the Defender's hex.

DR (Defender Retreats)

All Defending units must Retreat one hex.

Attacking units may Advance into the hex Defender is leaving.

NE (No Effect)

Advance after Combat

An Advance after Combat is conducted immediately upon receiving certain combat results. The player designated may move some, all or none of the land units involved in the combat into the hex formerly occupied by the enemy.

Advance after Combat does not cost any movement points. Advance after Combat may be through enemy Zones of Control. It may not be into or through terrain normally forbidden for the unit to enter.

Retreats

A unit which is forced to retreat is moved one or two hexes (as designated by the combat result) by its owner.

If forced to Retreat into an enemy occupied hex, or into terrain it could not normally enter, it is Eliminated.

Units may Retreat through enemy Zones of Control. A Disrupted unit is Eliminated. A Combat Effective unit is Disrupted.

If a unit ends its Retreat in a hex containing friendly units and this causes them to be overstacked at the end of the Combat Phase, then all friendly units in that hex are Disrupted. Already Disrupted units remain Disrupted — they are not Eliminated.

Airmobile units may Retreat through Prohibited Terrain, enemy ZOCs and enemy units at no penalty. They may not end their Retreat in a hex containing enemy units or Prohibited Terrain.