IADS: The Game

Rules of Engagement

CLASSIFIED

No part of this board game is actually classified

POC: Ric Rebulanan
CAO: Feb 25

IADS: The Game / Introduction

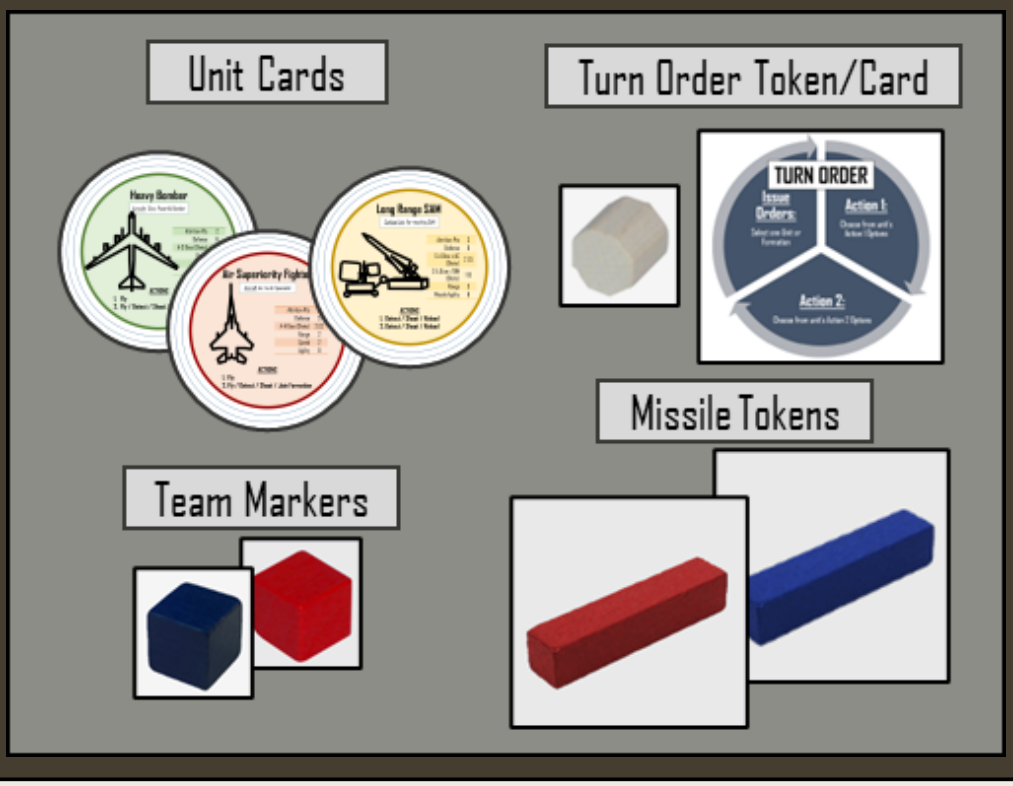
//Introduction: An Integrated Air Defense System (IADS) is an arrangement of weapons used to defend airspace. **DRAFT** weapon system unit cards, **DEPLOY** them across the table, and engage in **COMBAT** to defend your airspace and dismantle enemy IADS!

IADS: The Game is an abstraction, but the terminology, general capabilities and weapon system roles are analogous to real world air defense.

//Objective: Use your unit cards and missile tokens to destroy adversary weapon systems; gain more Attrition Points by Game End to win!

//Requirements:
- 2-4 players/teams (Ages 12+)
- Time: 10 – 20 minutes

Base Game Unit Cards (1x Deck)	
HQ	4
Upgrades	4
Multi-Role Ftr	4
Air Superiority Ftr	4
Heavy Bomber	3
High-Speed Bomber	3
Mobile SAM	3
Long Range SAM	3
Intelligence	2
Deception Tactics	2
Turn Order Card	1
Total	**32 Cards**
Turn Order Token	1
D6 Dice	6
Team Markers	4 colors, 6x/color
Missile Tokens	4 colors, 10x/color



IADS: The Game / Quick Start & Unit Card Diagram

Quick Start Tutorial

IADS: The Game // How to Play (CAO 24 Mar 24)
https://www.youtube.com/watch?v=dD9LVEq2pEI

Unit Card Diagram

Unit Card Front

Attrition Points: Opponents gain these by destroying this card.

Unit Card Name.

Unit card's type and overall role.

Defense: Opponents must match/beat this number with dice for their missile token Attack rolls to destroy this card.

Missile Tokens: The first number is number of dice rolled per missile token, the second number (in parentheses) is the unit card's total number of missile tokens.

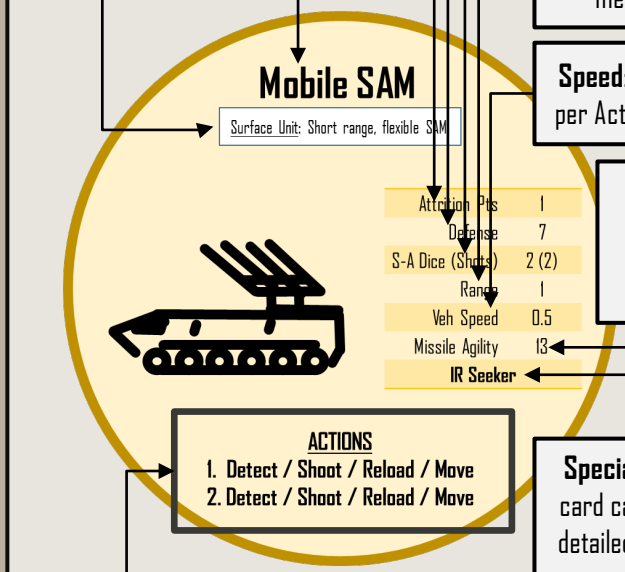
Range: Maximum distance the unit can shoot, measured in card diameters (3.5 in).

Speed: Maximum distance the unit can move per Action, also measured in card diameters.

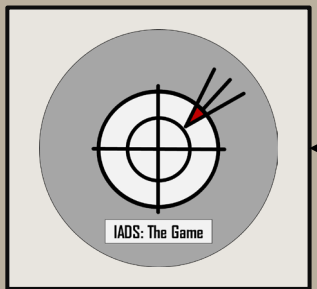
Agility: The card with higher Agility has decision advantage and can choose which player announces their Action first.

Special Capabilities: Unique abilities a unit card can use. How to utilize these abilities is detailed in the Special Capabilities Section of this booklet.

Actions: Once Issued Orders, these are the things a unit card can do during the first and second Actions. Some advanced cards have unique Actions detailed in the Special Capabilities Section of this booklet.



Unit Card Back



IADS: The Game / Overview, Setup, & Draft Phase

//Overview:

- Setup
- Game Play
    1. Draft Phase
    2. Deploy Phase
    3. Combat Phase
- Game End

//Setup: Establish the play area (battle space) and terrain (if used, see Section 2.A), set aside the Turn Order Card and Token, shuffle the deck, then deal 1x HQ cards and 5x unit cards to each player/team. Set aside the rest of the cards and components.



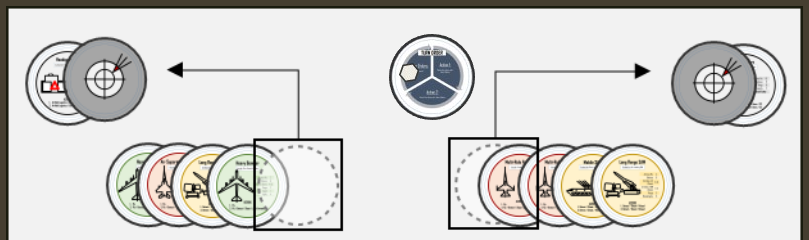
HQs distributed, unit cards dealt.



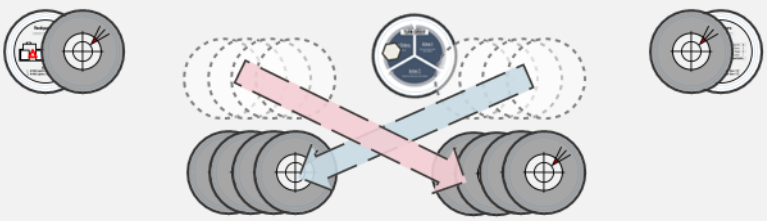
The Turn Order Card & Token are used to track actions and orders in the Combat Phase.

//Game Play

1. Draft Phase: Each player looks at their dealt cards, selects 1x unit card to keep, puts it face down on their side, and then passes the un-selected cards face down to their opponent. This process (drafting) repeats until all cards are selected. While drafting, players may not look the unit cards they have selected. Once the draft is complete, players look at their unit cards.



Each player looks at hands, selecting one to keep.



Remaining cards exchanged with opponent.
Repeat until each player has six cards drafted (including HQ)

2. Deploy Phase: Each player looks at their HQ card and unit cards, then strategically places them face down in the battle space. Unit cards must be placed closer to the player than to any opponent. No unit cards may be placed within one-half card diameter of terrain, or the edge of the battle space. Any 2x Aircraft may be deployed as a formation (described in 3.C.). Players place Team Markers (small cube tokens) on each over your own unit cards and formations to help differentiate them from opponents'. Conduct any unit upgrades with upgrade cards at this time. Completing this step marks the beginning of a round, or VUL (a military term that is short for "vulnerability window" to conduct a mission).

2.A. Terrain: Objects (drinks, snacks, wallets, keys, etc.) may be used as terrain. If used, terrain may only move between VULs. Terrain placement must allow some space for units to pass. Terrain inhibits unit card movement and can break line of sight for shots.

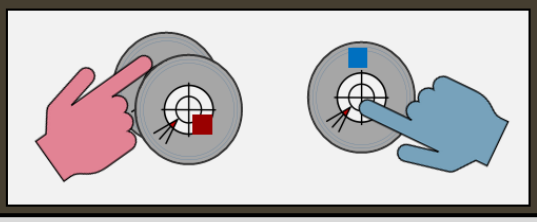


This is an example of battle space with deployed **Red** and **Blue** unit cards, team markers, and terrain.

3. Combat Phase: Combat consists of cycling through the turn order stages listed below. Each player initiates and resolves each stage in the turn order simultaneously. The Turn Order is:

- **Issue Orders**: Players each select a unit/formation
- **Action 1**: Players begin and resolve that unit/formation's Action 1
- **Action 2**: Players begin and resolve that unit/formation's Action 2
- Repeat until Game End (see Game End Section)

3.A. Issue Orders: Each player selects unit card/formation to act for the turn by placing their finger directly on a unit card or formation.

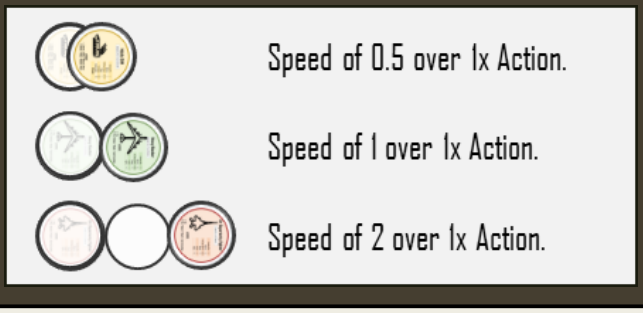


In this example, the **Red** player is choosing one of their formations and **Blue** is selecting a single unit card.

3.B. Actions 1 and 2: Begin/resolve Actions simultaneously for all players.
- Action 1: The unit/formation selected in "Issue Orders" may do an Action listed on their card(s) next to the number 1.
- Action 2: The same unit/formation selected in "Issue Orders" may do an Action listed on their card(s) next to the number 2.
- Priority & Agility: If players are at an impasse in announcing Actions, any player may initiate an Agility Check where all players who are yet to declare Actions state their unit cards' Agility. Higher Agility gives decision advantage to a given unit card, allowing that player to wait until lower Agility cards have declared Actions. Compare Agilities for each involved unit card individually. Being in a Formation does not impact Agility. Agility Checks do not reveal (flip) the card. Agility for surface unit movement is a special case and occurs with an Agility of 1.
    -- Agility Ties: In a tie, the unit with the least remaining missile tokens has the highest Agility. If number of missile tokens is the same, the unit closest to their HQ has highest Agility. If their distance from HQ is the same, or a player does not wish to reveal an undetected HQ location, involved players must Fly, Move, or pass.
- Measurement: Speed and Range (for Detect and Shoot) are measured in card diameters (3.5 in). Hand measurements, out-of-play cards, geometric/drafting compasses, navigational dividers, and rulers are all acceptable forms of measurement, but must be agreed upon by all players.

3.C. Action Descriptions:
- Fly or Move: Ordered units travel for a distance in a direction. Maximum distance travelled is indicated on the unit card as the unit's Speed and is measured in unit card diameters. Units may move less than their Speed and may move zero card diameters. Movement for surface units (Mobile SAMs, HQ with Upgrades, Vessels, etc.) occurs with an Agility of 1.

Example: For a Speed of 1, move the unit card up to the diameter of a card. For a Speed of 2, move up to two unit card diameters.



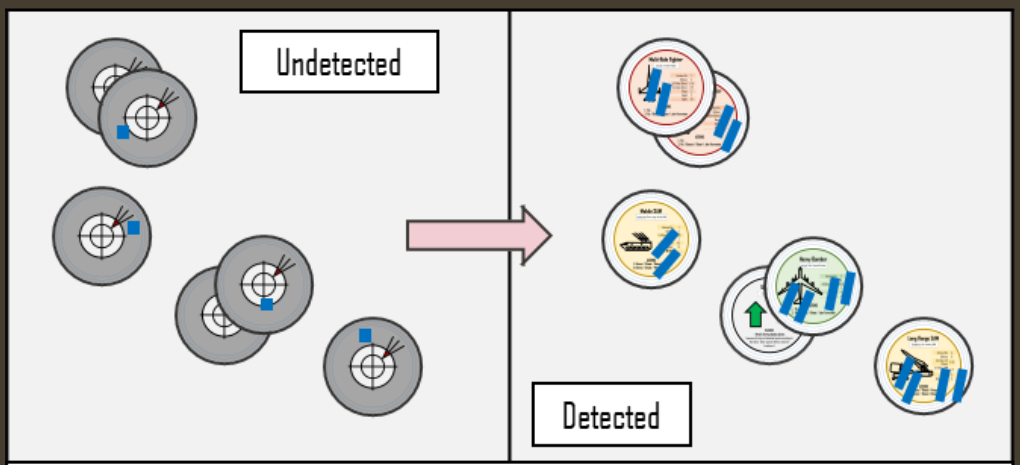
3.C. Action Descriptions (Cont'd):

- Detect: In order to Detect, a detecting unit must first reveal itself. The player whose unit is attempting to Detect then physically points to an opponent's card. If the opponent's card is not within Range or is not within line of sight (line of sight is measured from the center of the unit card detecting to any part of the opponent's card) at the start of an Action, the opponent's card is not detected. The detecting unit must be designed to engage an opponent's unit in order to Detect.

Example: SAMs, HQ cards, and other surface targets can only be detected by units designed to carry an air-to-surface (A-S) or surface-to-surface (S-S) missile token. Fighters, Bombers, and other Aircraft can only be detected by units designed to carry a surface-to-air (S-A) or air-to-air (A-A) missile token.

Once a unit is detected, flip the card and replace the team marker with missile tokens. Upgrades and other cards that are attached to a unit card (Intelligence, Deception Tactics, un-launched Cruise Missiles, etc.) are considered an extension of the unit and, if detected, also reveal the main unit card to which they are attached. If, for any reason, an opponent cannot successfully Detect your unit, state: "You do not detect anything."

Example: A Long Range SAM's first attempt to detect Low Observable Aircraft, or a Heavy Bomber (A-S only) attempting to detect an Aircraft would be met with: "You do not detect anything."

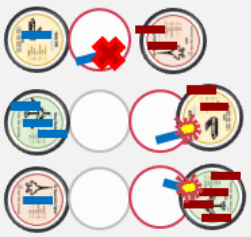


Once a unit is detected, flip the unit card and replace the team marker with missile tokens

3.C. Action Descriptions (Cont'd):

- Shoot: Declaring a shot dedicates a missile token to strike a specified enemy unit card (target). A shooting unit must reveal itself, becoming detected. Except for units with Special Capabilities, or in the case of Self-Defense Shots (described below), units may only shoot at targets detected (flipped) at the start of an Action (i.e. units may not detect and shoot a target in a single Action). All shooting players move missile tokens from their unit to space between the shooter and target. Units can only support one shot per Action.

Once all shots are declared, roll dice to resolve shot effectiveness. Dice rolls must match or beat a target's Defense to destroy an enemy unit. Details on a unit's missile tokens are indicated on the unit card: the first number is dice rolled per shot and second number (in parentheses) is the number of missile tokens per unit card. Shots are only effective against detected units within Range and line of sight at the end of each players' Action. Shots against targets that become undetected (via Chaff/Flare), exceed shooter Range (against a retreating target), or lose line of sight do not hit and no dice are cast.



Range of 1. Target not in range.

Range of 2. Target in range.

Range of 2. Target in range.



Missile Tokens are placed on detected units to track remaining armament.

-- Self-Defense Shot: A defending unit that was not Issued Orders is not defenseless. It may still respond with a Self-Defense Shot (if the unit still has an employable missile token), but will be at a disadvantage and must set one dice to 2 before rolling the rest.

Example: An armed Air Superiority Fighter with no upgrades would usually roll 2d6s [two six-sided die], but only rolls 1d6 [one six-sided die] in a Self-Defense Shot, adding +2 to the 1d6 roll)

Aircraft may fire Self-Defense Shots in Action 1. If a targeted Aircraft is in formation, either unit may fire a Self-Defense Shot. A unit may only support one shot per Action, including Self-Defense Shots. Self-Defense shots must target the unit firing at them.

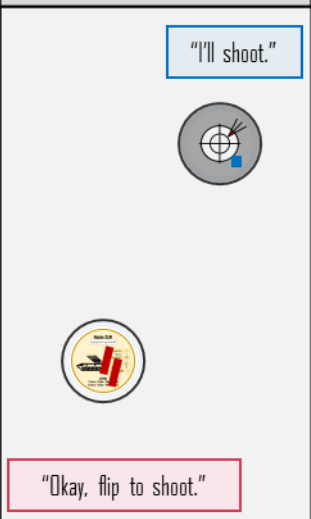
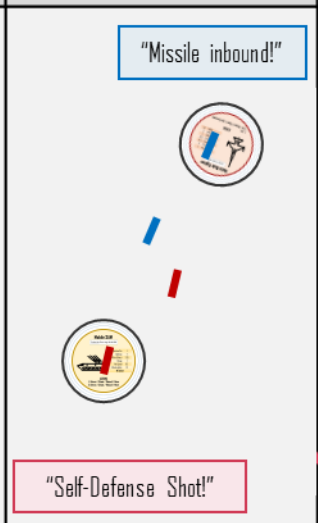
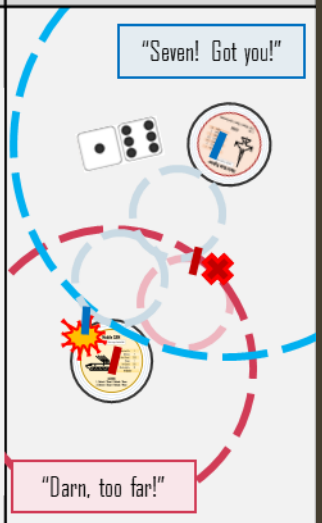
3.C. Action Descriptions (Cont'd):

-- Self-Defense Shot (Cont'd):

Example: A High-Speed Bomber in formation with an Air Superiority Fighter is fired upon by 1x enemy Air Superiority Fighter. The Bomber cannot fire a Self-Defense Shot (only A-S missile tokens), but the Fighter fires, defending the Bomber. The Fighter does not get a Self-Defense Shot in turn, as its shot is in-bound to the Bomber. The Fighter can only support one shot per Action.

-- Attrition: Units hit by a shot are destroyed. Destroyed enemy units are captured by the player that destroyed them and Attrition Points (found on the unit card) are tallied at the end of the VUL. In games with more than two players, if more than one player shoots at another third player's unit, the unit with higher Agility decides whose shots hit first. As shots resolve, the sum of all shooting players' Attack rolls accumulate and are added in turn – the first player whose added roll ultimately matches or beats the targeted unit's Defense wins all Attrition Points for the destroyed target.

Shot Diagram

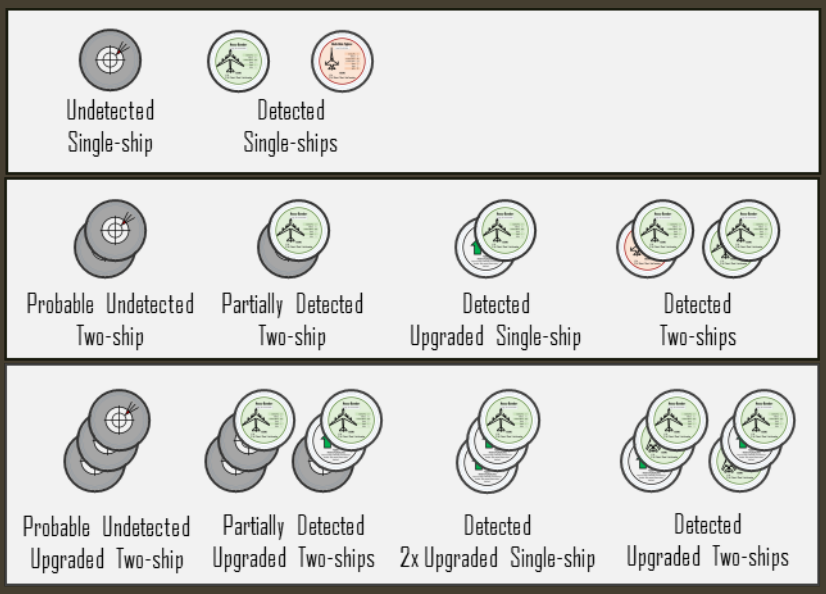
Beginning of Action 2	Middle of Action 2	Resolution of Action 2
		
Blue's undetected fighter flew Action 1 and shoots at Red's detected Mobile SAM in Action 2. Red Issued Orders to another unit.	Missile tokens are moved from the shooters towards their targets. Red's Self-Defense Shots are weakened with 1x die set to 2 as the unit was not Issued Orders.	Ranges are measured, then dice are cast against unit cards' Defense. Red's destroyed Mobile SAM is collected by Blue for 1x Attrition Point.

3.C. Action Descriptions (Cont'd):

- Join Formation: Aircraft may Join Formation if their unit cards are touching at the start of Action 2. Max formation size is 2x Aircraft. Some cards (Upgrades, Cruise Missiles, Collaborative RPA) do not count against Formation size. While in formation, the two Aircraft both conduct their own, independent Actions 1 and 2. Formations may combine or divide shots. If unit cards are no longer touching at the end of Action 2, the Aircraft are no longer in Formation.

Example: 2x Multi-Role Fighters in a formation may each drop bombs (A-S shots) together on 1x HQ and roll 4x dice against the HQ's Defense. <OR> Both Multi-Role Fighters in a formation may engage 1x HQ and 1x Mobile SAM and roll 2x dice against each target.

Each Aircraft in formation Detects, and is detected independently. Each Aircraft in formation Shoots and is Shot independently. A formation can split; both units will continue to conduct their Action 1 and Action 2. An Aircraft may leave formation in Action 1 and join another formation in Action 2. Below are some examples of detected and undetected formations:



- Reload: Replenish a unit's missile tokens. Requires 1x Action. Aircraft can only do so while landed at a friendly HQ.

- Land: An Aircraft touching a friendly HQ at the end of an Action has landed and must Fly to take off from the HQ card. If an HQ is destroyed with unit cards touching it, the unit cards are destroyed along with the HQ.

//Game End:

Commander's Priorities / Win Conditions: Continue play until both players agree to end the VUL. Players may Issue Orders to their HQ to Bunker Down. When a player bunkers down, opponents have 4x Actions (2x full turns) to act before the player bunkering down and all that player's remaining unit cards are removed from play. Players bunkering down may no longer Issue Orders once this process has begun. The game ends when only one player remains in the game. For the standard Air Border Skirmish game variant, the player with the most Attrition Points at the end of the VUL wins.

Game Variants: Games can be played with teams of multiple players controlling one color. In those cases, replace the word "player" with the word "team" in this booklet.

Number of VULs played depends on variant agreed upon by players at the beginning of play.

- Draft Only (0x VULs)
    - -- Only the Draft and Deploy portions of the game are conducted
    - -- In lieu of the Combat Phase, reveal all cards and discuss

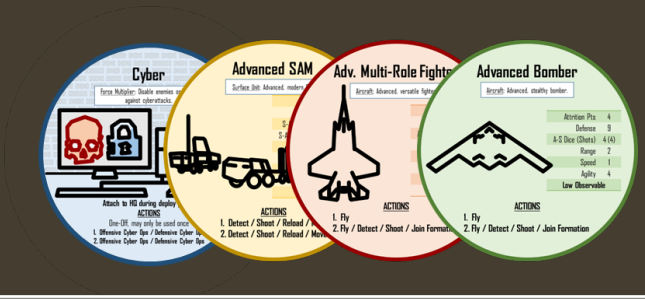
- Air Border Skirmish (1x VUL)
    - -- 1x HQ per side, HQs lose Hardened Facility
    - -- Objective: Attain most Attrition Points

- Air War (Up to 3x VULs)
    - -- Start with 1x HQ per side
        - --- Agile Employment HQs lose Hardened Facility
        - --- Hits on HQ carry over from VUL to VUL
        - --- Bunker Down ends the VUL, conceals the activated HQ, but removes all other remaining friendly unit cards
    - -- Remaining unit cards carry over between VULs
    - -- Primary Objective: Destroy enemy HQs
    - -- Secondary Objective: If HQs remain after 3x VULs, the player with most hits on HQ wins. If all HQs are destroyed in same VUL, or hits on enemy HQs is also a tie, most Attrition Points wins.

- Players are encouraged to develop additional variants and scenarios

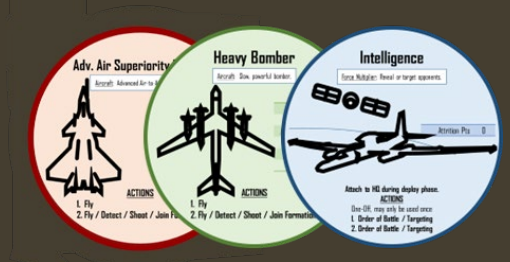
IADS: The Game / Expansion Sets

Advanced Capabilities Expansion Set: Substantially increases the complexity of IADS: The Game by introducing 27x additional weapon systems.



Advanced Capabilities Expansion Unit Cards (Sold Separately)			
Adv Air Superiority Ftr	2	Electronic Warfare Ftr	3
Adv Bomber	2	Frigate	3
Adv Mobile SAM	2	HQ	2
Adv Multi-Role Ftr	2	Heavy Bomber	1
Adv SAM	2	High Speed Bomber	1
Air Superiority Ftr	2	Intelligence	2
Aircraft Carrier	2	Long Range SAM	1
Attack RPA	2	Mobile SAM	1
Attack Submarine	3	Multi-Role Fighter	2
AWACS	2	Next Gen Bomber	2
Battle Control Center	2	Next Gen Fighter	2
Collaborative RPA	6	Special Operations	2
Counter sUAS	2	sUAS Swarm	2
Cruise Missile	2	Surface Strike Missile	3
Cyber	2	Tanker	2
Deception Tactics	2	TBM Submarine	2
Destroyer	3	Theater Ballistic Missile	2
Distributed Missile Launcher	3	Upgrades	2
Distributed SAM RADAR	2		
Total: 80 Cards			

Alternate Art Expansion Set: Aesthetic expansion that provides different card art for various weapon systems.



Expansions & Booster Packs Available at: **iadsthegame.com**

Advanced Air Superiority Fighter:

- Low Observable: Prevents first 2x Detects. Becomes undetected again if not detected or shot at for 4x Actions; resets if this Aircraft detects or shoots.

Advanced Bomber:

- Low Observable: Prevents first 2x Detects. Becomes undetected again if not detected or shot at for 4x Actions; resets if this Aircraft detects or shoots.

Advanced Multi-Role Fighter:

- Low Observable: Prevents first 2x Detects. Becomes undetected again if not detected or shot at for 4x Actions; resets if this Aircraft detects or shoots.

Advanced Mobile Surface-to-Air Missile (SAM):

- IRCCM: Passive. Chaff & Flare has no effect.
- IR Seeker: Passive. May shoot at undetected Air units. Must still reveal to shoot.

Advanced Surface-to-Air Missile (SAM):

- Home-On-Jam: Passive. Jamming rolls add to this unit's Attack roll instead of subtracting from it.
- TBM Defense: May roll a Self-Defense Shot against any TBM fired at a friendly target within unit's Range. Subtract the TBM Defense roll from the Attack roll of the TBM.

Aircraft Carrier:

- Vessel: May only move on surface of pre-defined maritime areas. May be hit by torpedoes.
- LWT: Lightweight Torpedoes
- Maritime C2: Passive. Played on top of HQ, adding Defense and Attrition Points. Allows any 1x Vessel to be put into formation with the Aircraft Carrier. Vessels in formation with the Aircraft Carrier may fire Self-Defense Shots to defend the formation. Aircraft Carrier may "Bunker Down" by moving out of the battle space. "Bunker Down" is complete once center of the unit card is out of the battle space.
- Maritime Logistics: Allows landed Aircraft and Vessels touching Aircraft Carrier to reload. Takes 1x Action.
- RAS: Replenishment at Sea reloads the unit. May be used 1x per VUL. Takes 1x Action.

Attack Submarine:

- Deploys to HQ.
- Vessel: May only move on surface of pre-defined maritime areas. May be hit by torpedoes.
- HWT: Heavyweight Torpedo
- SLBM: Submarine Launched Ballistic Missile, a type of TBM
- SLBM Strategic Weapon: Missile takes two Actions to strike, but may strike any surface target within the battle space. Missile is Launched Action 1 and Impacts Action 2. Add 1d12 (one twelve-sided die) to its 2d6 roll.
- Silent Running: Move to any maritime location in the battle space. Takes Actions 1 and 2 to take effect. May only be used once.
- Subsurface: Can only be hit by torpedoes. Prevents first 2x Detects.

IADS: The Game / Unit Special Capabilities

Attack RPA (Remotely Piloted Aircraft):

- EO Sensor: Electro-optical Sensor. Detects without revealing itself. Only Detects Surface Units.

AWACS (Airborne Early Warning and Control System):

- C2 (Command and Control): When AWACS flies for Action 1, AWACS may Issue Orders to friendly Aircraft within range to conduct each Aircraft's own Action 1. When AWACS flies for Action 2, AWACS may Issue Orders to friendly Aircraft within range to conduct each Aircraft's own Action 2. AWACS has a C2 capacity of 5 units/formations. AWACS may not Issue Orders to other AWACS. C2 reveals this unit.

Battle Control Center (BCC):

- C2 (Command and Control): In BCC's Action 1, BCC may Issue Orders to friendly Aircraft within range to conduct each Aircraft's own Action 1. In BCC's Action 2, BCC may Issue Orders to friendly Aircraft within range to conduct each Aircraft's own Action 2. BCC has a C2 capacity of 5 units/formations. BCC may not Issue Orders to AWACS. C2 reveals this unit.

Collaborative RPA (Remotely Piloted Aircraft):

- Attritable: If attached to an Aircraft, does not count against the maximum 2x Aircraft in formation. Once flown in formation with another Aircraft, this unit may conduct Actions 1 and 2 when the other Aircraft does, even if no longer in formation.
- Jammer: Passive; may activate without being Issued Orders. For any friendly Aircraft within Range, subtract dice roll from enemy's attack roll. Jamming reveals this unit.
- Low Observable: Prevents first 2x Detects. Becomes undetected again if not detected or shot at for 4x Actions; resets if this Aircraft detects or shoots.

Counter sUAS (Small Unmanned Aerial System):

- Deploys to HQ. Card may only be used once.
- sUAS Defense: Optionally Passive; can activate without being Issued Orders. May activate when adversary attempts to use sUAS Swarm. Prevents sUAS Swarm's effects. Add +1 to Defense and +1 Attrition Point to all friendly Surface Units.

Cruise Missile:

- Payload: Attach to Aircraft instead of 1x Air-to-Surface missile token. Before launch, Cruise Missile is detected along with Aircraft to which it is fixed. Once launched, Cruise Missile is a separate Air Unit. Cruise Missile is no longer in play after impact.
- Precision Guidance: Must touch the unit card of a detected target to impact. Add 1d10 (one ten-sided die) to its 2d6 roll. Advanced SAMs, Advanced Mobile SAMs, Destroyers, and Distributed SAMS (must be in range of both Sensor/Shooter vs Aircraft) may launch Self-Defense Shots against impacting Cruise Missiles. Successful Self-Defense Shots prevent Cruise Missile impact and Attack roll.
- Fire-and-Forget: Continues flying each Action after shot, even if not Issued Orders.

IADS: The Game / Unit Special Capabilities

Cyber:

- Deploys to HQ. Card may only be used once.
- Cyber has two abilities, but only one may be used.
- Offensive Cyber Ops: Attach to detected adversary unit; opponent may no longer Issue Orders to that unit. Requires Actions 1 and 2 to take effect.
- Defensive Cyber Ops: Activates automatically without being Issued Orders. Prevent enemy Offensive Cyber Ops. Reveal the Cyber unit card, but retain the ability to utilize 1x Offensive Cyber Ops for the rest of the VUL.

Deception Tactics:

- Deploys to HQ. Card may only be used once.
- Deception Tactics has two abilities, but only one may be used.
- Concealment: Passive; activates without being Issued Orders. May activate when adversary attempts to use Intelligence - Order of Battle. Reveal Deception Tactics and prevent 1x Detect against units that would have been revealed by Intelligence. For each upgrade, prevent additional Detects from Upgraded Intelligence - Order of Battle.
- Decoy: Passive; activates without being Issued Orders. May activate when opponent attempts to use a unit card to Detect. Reveal Deception Tactics and prevent 1x Detect against your unit. May be used an additional time for each upgrade.

Destroyer:

- Vessel: May only move on surface of pre-defined maritime areas. May be hit by torpedoes.
- LWT: Lightweight Torpedo
- Maritime Surface Strike: If available, may be armed with TBM or Cruise Missile instead of 1x Surface-to-Surface missile token.
- TBM Defense: May roll a Self-Defense Shot against any TBM fired at a friendly target within unit's Range. Subtract the TBM Defense roll from the Attack roll of the TBM.
- RAS: Replenishment at Sea reloads the unit. May be used 1x per VUL. Takes 1x Action.

Distributed Missile Launcher:

- Dispersed Launcher: May Shoot in Action 2 in lieu of unit selected in Issued Orders. Unit reloads at HQ.
- Dispersed TBM Defense: May roll a Self-Defense Shot against any TBM fired at a friendly target if that target is within range of both a Sensor (a unit with "Detect") and a Shooter (a unit with "Shoot"). Sensor and Shooter must have "TBM Defense" or "Dispersed TBM Defense". Subtract the Dispersed TBM Defense roll from the Attack roll of the TBM.

Distributed SAM RADAR:

- Dispersed RADAR: May Issue Orders to friendly unit to Shoot hostile Aircraft in Action 2.
- Dispersed TBM Defense: May roll a Self-Defense Shot against any TBM fired at a friendly target if that target is within range of both a Sensor (a unit with "Detect") and a Shooter (a unit with "Shoot"). Sensor and Shooter must have "TBM Defense" or "Dispersed TBM Defense". Subtract the Dispersed TBM Defense roll from the Attack roll of the TBM.

IADS: The Game / Unit Special Capabilities

Electronic Warfare Fighter:

- Chaff & Flare: May flip any 1x friendly Aircraft (including itself) within range from detected to undetected.
- Jammer: Passive; may activate without being Issued Orders. For any friendly Aircraft within Range, subtract dice roll from enemy's attack roll. Jamming reveals this unit.

Frigate:

- Vessel: May only move on surface of pre-defined maritime areas. May be hit by torpedoes.
- LWT: Lightweight Torpedo
- Maritime Surface Strike: If available, may be armed with TBM or Cruise Missile instead of 1x Surface-to-Surface missile token.
- RAS: Replenishment at Sea reloads the unit. May be used 1x per VUL. Takes 1x Action.

Headquarters (HQ):

- Agile Employment: If an additional HQ is drafted, place it in the battle space in addition to the first HQ in the Deploy Phase. When any HQ is detected, distribute a total of 10 Attrition Points amongst each friendly HQ in the battle space with a minimum of 1x Attrition Point at any given HQ.
- Airfield Logistics: Allows landed Aircraft to Reload. Takes 1x Action.
- Bunker Down: Exit play and remove remaining unit cards from play. Process takes 4x Actions (2x turns). A player bunkering down may no longer Issue Orders.
- Hardened Facility: Passive; must be struck 3x to be destroyed.
- (If Upgraded) Mobile C2 (Command and Control): With an Upgrade, Headquarters gains speed of 0.5 and may be put into formation with up to one mobile ground unit (Mobile SAM, Adv Mobile SAM, Adv SAM, etc). SAMs in formation with HQ may fire Self-Defense Shots to defend the HQ if the HQ is fired upon.

Intelligence:

- Deploys to HQ. Card may only be used once.
- Intelligence has two abilities, but only one may be used.
- Order of Battle: Detects all enemy units. For each upgrade, Detect an additional time, revealing through Deception Tactics. Requires Actions 1 and 2 to take effect.
- Targeting: May be activated upon missing shot. Re-roll Attack dice. For each upgrade, gain an additional re-roll of Attack dice.

Long-Range Surface-to-Air Missile SAM:

- TBM Defense: May roll a Self-Defense Shot against any TBM fired at a friendly target within unit's Range. Subtract the TBM Defense roll from the Attack roll of the TBM.

Next Generation Bomber:

- Low Observable: Prevents first 2x Detects. Becomes undetected again if not detected or shot at for 4x Actions; resets if this Aircraft detects or shoots.
- RPA Tactical C2: In the Deploy Phase, search the unused cards for 1x Collaborative RPA. If one is available, deploy attached to this Aircraft.

IADS: The Game / Unit Special Capabilities

Next Generation Fighter:

- Low Observable: Prevents first 2x Detects. Becomes undetected again if not detected or shot at for 4x Actions; resets if this Aircraft detects or shoots.
- RPA Tactical C2: In the Deploy Phase, search the unused cards for 1x Collaborative RPA. If one is available, deploy attached to this Aircraft.

Mobile Surface-to-Air Missile SAM:

- IR Seeker: Passive. May shoot at undetected Air units. Must reveal to shoot.

sUAS (Small UAS) Swarm:

- Deploys to HQ. Card may only be used once.
- Asymmetric Attack: Attach to suspected or detected enemy surface unit anywhere in the battle space. Detect that surface unit. Subtract -1 Defense from all enemy Surface Units.

Special Operations:

- Deploys to HQ.
- Infiltration: Attach to suspected or detected enemy surface unit anywhere in the battle space. Takes Actions 1 and 2 to take effect. May only be used once. Special Operations moves with attached enemy unit when attached enemy unit moves.
- Sabotage: Subtract 1d6 from any Attack roll from infiltrated enemy unit. Any Action taken by the infiltrated unit requires twice as many Actions to take effect. Opponent gets 1x Detect against Special Operations each time Sabotage is used.
- Scout: May Detect infiltrated units without revealing itself. Only Detects Surface Units.
- Lasing: Add 1d6 to any friendly Attack roll against infiltrated surface unit.
- Subterfuge: Prevents first 2x Detects. Becomes undetected again if not detected or shot at for 4x Actions.

Tanker:

- Aerial Refueling: Aircraft and formations touching the Tanker unit card may spend 1x Action refueling. Tanker can refuel both Aircraft in a formation in one Action. Refueled Aircraft gain +1 Speed for the remainder of the VUL. Aircraft may refuel once per VUL.

Theater Ballistic Missile (TBM):

- Strategic Weapon: Missile takes Actions 1 and 2 to strike, but may strike any surface target within the battle space. Missile is Fired Action 1 and strikes Action 2. Unit no longer in play after Impact. Self-Defense Shots against TBM are resolve in Action 2.
- Multiple Re-Entry Vehicles: Add 1d12 (one twelve-sided die) to its 2d6 roll. If first roll is ineffective, the player may attempt the roll again.

TBM Submarine:

- Deploys to HQ.
- Vessel: May only move on surface of pre-defined maritime areas. May be hit by torpedoes.
- HWT: Heavyweight Torpedo
- SLBM: Submarine Launched Ballistic Missile, a type of TBM
- SLBM Strategic Weapon: Missile takes two Actions to strike, and may strike any surface target within the battle space. Missile is Launched Action 1 and Impacts Action 2. Add 1d12 (one twelve-sided die) to its 2d6 roll.
- Silent Running: Move to any maritime location in the battle space. Takes Actions 1 and 2 to take effect. May only be used once.
- Subsurface: Can only be hit by torpedoes. Prevents first 2x Detects.

Glossary

AC	Aircraft
A-A	Air-to-Air
A-S	Air-to-Surface
Actions	The actions that can be taken during Action 1 and Action 2.
Agility	Determines which player has decision priority. The player with the higher Agility unit decides which player announces Actions first.
Attrition Points	Value of unit card when destroyed. Used to calculate the scores at game end.
AWACS	Airborne Early Warning and Control System
C2	Command and Control
Defense	Dice roll value needed to destroy a unit card.
Dice (Shots)	Number of dice rolled per missile token and a unit's total number of missile tokens (in parentheses).
EO Sensor	Electro-Optical Sensor
HQ	Headquarters
HWT	Heavyweight Torpedo
LO	Low Observable
LWT	Lightweight Torpedo
Range	The maximum distance a unit can affect its environment (detection, shooting, C2). Measured in card diameters.
RAS	Replenishment at Sea
RPA	Remotely Piloted Aircraft
Speed	Measured in card diameters, maximum distance a unit can travel in an Action.
S-A	Surface-to-Air
SAM	Surface-to-Air Missile
S-S	Surface-to-Surface
SLBM	Submarine Launched Ballistic Missile
TBM	Theater Ballistic Missile
sUAS	Small Unmanned Aerial System

Classification :

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CLASSIFIED

No part of this board game is actually classified

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