Island Rush

Rule Book

Table of Contents

[**Opening Scenario**](#_wenqrdxcvtpd) **3**

[**Objectives**](#_evf0erpigerp) **3**

[**Game Setup**](#_d3ru682g13pv) **4**

[**Teams**](#_f3dne5lx5vk1) **8**

[Combatant Commander](#_gmer5heyv4n4) 8

[Air Force Commander](#_ld3wxsp2pi2q) 8

[Navy Commander](#_fd9cjihs6yev) 8

[Army Commander](#_snfmmhn09z4g) 9

[Marines Commander](#_59e8r7w7zfzw) 9

[**Turns**](#_x54putxfst0g) **10**

[Phase 1: News Alert](#_5mdlp2nsjrif) 10

[Phase 2: Call for Reinforcements](#_gj61p1av64hb) 10

[Phase 3: Combat](#_9ws6vuebh69v) 10

[Phase 4: Fortification Movement](#_h3sq0z2aeivw) 12

[Phase 5: Reinforcement](#_yzft47xdbwmt) 13

[Phase 6: Hybrid Warfare Option:](#_a4h12h9ad5zs) 13

[Phase 7: Tally Points](#_meu3mdumqdrz) 13

[**Hybrid Warfare**](#_paxg3s1t29c9) **14**

[Cyber:](#_180ms0b4jsmi) 14

[Space:](#_qxz1mrqj0sz3) 14

[Nuclear:](#_tuhsq29uhhi5) 15

[Humanitarian:](#_wid1l3si77jf) 15

[**Forces**](#_y256lvbph6af) **16**

[Army Units:](#_q3ojcmlq8tzp) 16

[Navy Units:](#_quxedywpl0l5) 16

[Air Force Units:](#_jhm52ejp2txj) 17

[Marine Units:](#_6qburr7xd9mc) 18

[**Attack Values Matrix**](#_8oudnjp2hh9m) **20**

# Opening Scenario

In the South Züün Sea area, two countries, Züün and Vestrland, are in dispute over territory.

Züün has expanded its claims as the rightful owner and to legitimize these claims, Züün has annexed several existing islands and has built artificial islands. There is a large amount of military activity (patrols, airstrip development, forward operating bases) on these islands in the South Züün Sea in order to support their claims and prevent outside forces from contesting these claims.

Züün’s major staging point is Züünport on Dragon Island.

Vestrland, with vested interests in the region, has grown worried and the political and military leadership of the country has decided that this expansion by Züün cannot go unchecked. Therefore, they have decided to send additional military forces to their Naval and Air bases in the region.

Vestrland has one foothold in the area, Vestrpoint on Eagle Island.

While each individual country may send reinforcements from their mainland, their main influence and operations in the region are dependent on the one node on each side. Züün is maneuvering to cut off Eagle Island from all external support, while Vestrland aims to take over the artificial and natural islands in the area and capture Züünport.

# Objectives

The objective of the game is to capture the opposing team’s capital island: Dragon Island for Züün and Eagle Island for Vestrland. In order to capture an island a team must move ground forces into the island’s command post territory. This territory is denoted with a flag symbol. Once a team captures the command post of the opposing team’s capital, the game ends and the team that captured the command post is victorious.

Note: you cannot capture an island with air or sea forces, the command post can only be secured with ground forces.

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# Game Setup

Board Setup

To begin the game, Züün forces control every island in the South Züün Sea (with the exception of Eagle Island). Each island is equipped with the following red pieces:

Dragon:

Section A: 1 x APC, 1 x Artillery, 1 x SAM

Section B: 1 x B-52, 1 x KC-135, 1 x F-35

Section C: 1 x B-2, 1 x F-35

Section F: 1 x Tank

Section G: 1 x SAM

Section H: 1 x SAM

Section I: 1 x Tank

Section J: 1 x Marine

Keoni:

Section D: 1 x KC-135, 1 x F-35, 1 x B-2

Temba:

Section A: 1 x SAM

Section B: 1 x Soldier

Section C: 1 x Attack Helicopter

Section D: 1 x APC

Yehuda:

Section A: 1 x APC

Section C: 1 x F-35

Shrek:

Section B: 1 x B-52, KC-135

Section C: 1 x SAM

Section D: 1 x Attack Helicopter

Zmar:

Section A: 1 x Attack Helicopter

Section B: 1 x Tank

Section C: 1 x SAM

Iza Island:

Section A: 1 x Tank

Section B: 1 x Artillery

Section C: 1 x SAM

Section D: 1 x APC

Isle of Zehain:

Section A: 1 x Marine, 1 x APC

Section B: 1 x Artillery

Section C: 1 x Tank

Shor Island:

Section A: 2 x Soldier

Rico Island:

Section C: 1 x B-2, 1 x KC-135

Fuller Island:

Section A: 2 x Soldier

Section C: 2 x Soldier

Sito Island:

Section C: 1 x F-35

Section D: 1 x Tank

Tepuakh:

Section A: 1 x Tank

Section D: 1 x Attack Helicopter

Vestrland has rallied its forces from the area and has fortified Eagle Island with the following blue forces:

Eagle:

Section A: SAM x 2, 1 x Marine, 1 x Soldier

Section B: 1 x KC-135, 1 x B-52, 1 x B-2, 1 x F-35

Section C: 1 x Tank, 1 x Soldier

Section D: 1 x KC-135, 1 x B-2, 2 x B-52, 1 x F-35

Section E: 1 x Attack Helicopter

Section F: 2 x SAM, 1 x Tank, 1 x Soldier, 1 x APC

Section G: 1 x Attack Helicopter, 1 x Soldier

Section H: 1 x Attack Helicopter, 1 x Soldier

Section I: 1 x SAM, 1 x Artillery, 1 x APC

Section J: 1 x APC, 1 x Tank, 1 x Artillery, 1 Soldier

The Sea forces across the map are as follows. All forces listed before the line are Züün forces, all forces after the dotted line are Vestrland forces.

Sea:

Section B3: 1 x Transport

Section B5: 1 x Aircraft Carrier with 1 x F-35

Section C1: 1 x Transport

Section C2: 1 x Aircraft Carrier with 2 x F-35

Section D6: 1 x Transport, 1 x Submarine

Section E6: 1 x Aircraft Carrier with 1 x F-35

Section E7: 1 x Destroyer

Section F3: 1 x Transport

Section F4: 1 x Destroyer

Section F7: 1 x Submarine

Section F8: 1 x Submarine

Section G2: 1 x Aircraft Carrier with 1 x F-35

Section G8: 1 x Destroyer

Section H3: 1 x Submarine, 1 x Destroyer

----------------Vestrland-----------------

Section I8: 1 x Submarine

Section J7: 1 x Destroyer

Section K2: 1 x Submarine, 1 x Aircraft Carrier with 1 x F-35

Section K3: 1 x Destroyer, 1 x Transport

Section K5: 1 x Transport, 1 x Submarine, 1 x Destroyer, 1 x Aircraft Carrier with 2 x F-35

Section K6: 2 x Transport

Section K8: 1 x Aircraft Carrier with 2 x F-35

**Initial Point Distribution:**

Reinforcement Points:

Vestrland will start with 60 Reinforcement Points.

Züün will start with 10 Reinforcement Points.

Hybrid Points:

Each country team will start with no Hybrid Points.

Island’s Permanent Value:

Each island is worth reinforcement points which are awarded to the owner of the island.

Dragon Island=15pts Eagle=25pts

Tepuakh=5pts Sito=5pts

Fuller Island=8pts Rico Island=5pts

Shor Island=7pts Isle of Zehain=10pts

Iza Island=8pts Zmar=7pts

Shrek Island=3pts Yehuda=4pts

Tenba Island= 6pts Keoni=4pts

**Board Legend:**

Yellow Triangle: This symbol indicates the presence of an airfield.

Red Square: This symbol indicates the presence of a Land Based Sea Missile Site.

To conclude set up, ensure the format for the map is correct because this will be the way units are displayed for the initial turns of the game. On the main map, ensure that both capitals have the proper pieces, that capture flags are in place, and that sea units (plus aircraft stationed on an aircraft carrier) are properly located. On the mini maps, ensure all land and air components are properly placed. Additionally, ensure the news alert deck is near the map and accessible to be used each turn.

# Teams

## Combatant Commander

Fitted with all the power of the United States Department of Defense, you will be in command of all military branches. You would be most wise to delegate most decisions and allow your service commanders to operate within their branches but you are still given the final authority to approve or deny any decisions. Be sure to call in reinforcements for your commanders and ensure they all work together: a chain is only as strong as their weakest link. All timed choices will be your responsibility and if the clock runs out it will be on your shoulders. Act wisely and lead your team to a final victory.

## Air Force Commander

You have been chosen as the Air Force Commander. You yield the full power of all Air Force assets and will be in command of your team. They have placed their trust in you: lead them well. In your command role, you will be the hand to roll for and move all pieces that are involved under your command. You will also be the chief head in deriving strategy and executing all plans. You will have the support of your team: employ them well. We wish you good luck in your endeavors. Aim high airmen.

## Navy Commander

As the Navy Commander you will be in charge of all naval assets. America’s fleet has been a global force for good and now your job is to lead them. Your job is to pursue freedom and those who threaten it. In this role, you will be tasked with a team to support and advise your decisions. In the end, every roll will be of your hand and every movement will be your final decision. As a commander, you will also be the leading mind in strategizing and executing all plans. All maritime components under your jurisdiction have been mobilized to support your efforts. Anchors Away.

## Army Commander

You have been chosen as the newest Army Commander and it is time to wrestle up your ground pounders. All ground troops and their massive fire power will be under your command. Your mission is to lead your team to be employing all assets under you. Keep your team close and lead by example. In order to act as a true leader, you will be in charge of rolling and moving for every turn. Your strategy will be your highest priority but prepare to take advice from your team of trusted advisors. Finally, you will be in control of all land components and must be prepared to lead them to victory. Be Army strong.

## Marines Commander

You have been selected and worked your way up through the ranks of some of the roughest and toughest men and women in the world: the Marines. As the Marine Commander, you understand that many of your Marines will be sent into perilous situations but their bravery and courage will carry themselves and their comrades home. Their primary duty is to follow you while you bear the burden of leading them through game rolls, piece movement, and all strategies that your branch will take part in. Do not forget that these resources have been placed under your command and are completely your responsibility. This is your chance to lead the few and the proud.

Co-Commanders

Your sole purpose is to back your commander. When they are present you will support them in all decisions in public while acting as a confidant and advisor in private. In the absence of your respective commander, your job will be to act in their stead. All of your decisions will be seen as their decisions so act wisely. You should familiarize yourself with all commander positions and responsibilities.

# Turns

To start the game, Vestrland will have the first turn with the following sequence:

### Phase 1: News Alert

Teams shall draw a card from the top of the “News Alert” deck. The card takes immediate effect and lasts as long as indicated on the bottom of each card. News Alerts will occur at the beginning of each team’s turn every turn. Some news alerts will have minimal effect on the game while others may alter circumstances significantly.

### Phase 2: Call for Reinforcements

Each team has the option to call for reinforcements from home nation. In this phase use available reinforcement points to *purchase* units and place them below the reinforcement point counter. Teams may spend all, some, or none of their points when calling reinforcements. Points carry over between turns. Teams must announce what they are purchasing to the opposing team at the start of their turn. Teams are not allowed to incur debt or spend more points than they have for that turn. The ‘prices’ for each unit can be found in the *Forces* section. The team will be given 5 minutes to start their turn and purchase units. After 5 minutes, the combat phase begins.

### Phase 3: Combat

This phase encompasses all offensive operations for that team’s turn. In order to execute an attack, the aggressor team must announce which forces they are attacking with. Teams will then place all involved units in their appropriate places in the battle zone. This phase includes land, sea, and air combat.

**Movement:** Units may be moved up, down, left, right, or in any of the four diagonal directions. The most basic explanation is that moving across a solid line counts as one movement. In this way, each movement from one grid space to the next counts as a move, and each movement from one section of an island to another counts as one movement. Moving from an island to the ocean in the same grid space does not count as a movement. Embarking onto a transport and disembarking in the same turn counts as only one move.

**Battle Zone:** The battle zone is where all combat occurs. When a team makes a movement that initiates combat, all pieces in the space where combat is involved will be moved into the corresponding “unused unit” sections of the battle zone. When a unit is attacking another, both units shall be moved into the center of the battle zone into the respective attacking and defending sections. Once a unit has attacked, it is then moved into the “used unit” section.

**Hit Determination**: Once the units are placed in the center of the battle zone, the attacker will announce which of their units is attacking each of the defending units and roll to determine a hit. The attack value is the minimum value that the player must roll using a six sided die in order to score a hit. If the value of the die is higher than the attack value a hit is still scored, but if the value of the die is lower than the attack value no action is taken.­­ Attack values can be found on the “Attack Values” chart, with values determined by both the attacking and defending pieces.

**Defense Bonus:** If a defending unit is hit, it immediately rolls for the defense bonus against whatever unit attacked it. The value that is required is the same that would be needed for an attack. If the defender scores a hit, then both units are destroyed, but if the defending unit fails only that unit is destroyed. For units that do not have an attack value against a unit that scores a hit on them, they must roll the value of six to succeed, and then they will survive upon a successful roll as they are not capable of destroying whatever attacked them with the exception of surface ships against aircraft and transport ships against submarines, as they are able to destroy those enemies on a successful defense bonus or counter attack.

**Counter Attack:** Once the attacker has used all of their units in the battlezone or decides to stop attacking, it is the defender’s turn to counter attack. This is played out in a similar way to the initial attack, however, attacking units that are hit by counter-attacking defensive units do not receive a defense bonus and are destroyed immediately. Like with the defense bonus, surface ships may counter-attack against aircraft by rolling a value of six, and transport ships may also counter-attack against submarines by rolling a value of six. All unused defensive units may counterattack.

**Ending Combat:** Once the counterattack is complete, the attacker may resume the next round of attack if there are both defending and attacking units remaining. The attacker may also choose to retreat; in which case all units will be pulled out of the battle zone and moved one square in the direction of their origin before the attack.

**Amphibious Assault:** When any number of sea units with at least one transport that contains land units moves into a sea zone adjacent to island with the intent to disembark the land units onto an island is classified as an amphibious assault. All sea units within the zone are moved to the battle zone. All air units on Aircraft Carriers will take off and participate in combat. Aircraft coming from other locations can be used in the amphibious assault or in the ensuing land battle, never both; this will be determined by the attacker. The defender may choose to have aircraft from anywhere on the island participate in the amphibious assault or in the land battle, not both; this will be determined by the defender. Once the defender’s sea units in the zone are exhausted, the land battle begins. All units from transports will be moved to the battle zone as well as the units stationed by the defense in that zone. Any destroyers NOT used in the amphibious assault may bombard defending units before the land battle begins.

**Island Capture:** Islands can only be captured after a team has taken the command post of the island with land units, this zone is denoted by the black flag. [Note: Airfields cannot be used by a team until that team owns the command post of that island regardless of whether they have captured the airfield. In addition, if an island is captured where enemy aircraft are still remaining on the island’s airfield, these aircraft must retreat and will be destroyed if they are not able to do so.

### Phase 4: Fortification Movement

This phase allows a player to move their units only after the combat phase is over. No combat may be performed in this phase to include capturing unoccupied islands. Teams may move any units of their choosing up to each units movement limit. Units that participated in combat can only travel the remaining moves they have. For example, if a tank moved to attack an adjacent land territory, it has only one move remaining for the fortification phase. This entire phase will take no more than 5 minutes and be monitored by the Combatant Commander.

### Phase 5: Reinforcement

This phase allows teams to place the reinforcements they ‘purchased’ at the beginning of the turn. Reinforcements can only be placed on the team’s capital island or the sea zones that surround it and aircraft may only be placed on airstrips on the capital island, not aircraft carriers. Note: Reinforcements cannot be placed in zones (land or sea) that are being occupied by enemy units.

### Phase 6: Hybrid Warfare Option:

This phase gives teams the option to use their hybrid points from capturing islands. All hybrid warfare options take immediate effect and last as long as their individual selection reads. Please see “Hybrid Warfare” section for further details. This phase will take no more than 2 minutes. Time keeping and final hybrid warfare selection is the responsibility of the Combatant Commander.

### Phase 7: Tally Points

This phase is where each player will count how many reinforcement and hybrid points they have earned in the preceding turn. The player reinforcement points are equal to the sum of all the point values from each island a team has possession of, using the point values indicated on the individual inset island maps. If an island has been captured during this turn, then the team that lost the island will also have the point value of the island deducted from their reinforcement points. However, a team cannot have negative points at any time in the game. Hybrid points are equal to the amount of islands that the team gained control of in the most recent turn.

Zuun will follow with the same turn sequence followed by Vesterland again and so on.

# Hybrid Warfare

This is the non-conventional warfare portion of the game. The following are options for the Combatant Commander to choose how to spend their hybrid warfare (HW) points. HW points are earned by capturing islands, 1 point per island capture. Note: teams may only choose one option per turn and may spend all, some, or none of the points in their bank. Points carry over between turns.

## Cyber:

**Air Traffic Control Scramble – 3 points**: This cyber-attack causes an enemy airfield to be shut down for the following turn. Teams will choose a specific airfield anywhere on the map to shut down. Aircraft stationed on that airfield may not takeoff or move for the entire enemy team’s turn. No aircraft shall be newly stationed to affected airfield.

**Bank Drain – 4 points**: This cyber-attack causes the value of an enemy island to count toward your reinforcement point total for the next two turns . Additionally, the same island will NOT count toward the reinforcement total of the opposing team. Note: Teams may choose any island regardless of location, (exception: capital islands cannot be chosen for this type of attack).

## Space:

**Advanced Remote Sensing- 8 points**: A new satellite has found a way to temporarily shorten all logistical routes. For one turn (the one following use of this HW choice) all of a team’s units gain +1 movement points, (i.e. a soldier’s movement moves from 1 to 2).

**Rods from God - 6 points**: New satellite technology allows for kinetic effects from space! A team may choose one unit of any kind anywhere on the map to target. This unit is instantly destroyed and removed from the board without a defense bonus. Note: Any units inside or stationed on targeted units shall be destroyed as well (example: if an aircraft carrier is targeted, any fighters stationed on it are also destroyed).

## Nuclear:

Humanitarian aid becomes unavailable for any team that uses nuclear power for the following 3 turns

**Goldeneye – 10 points**: A high altitude burst Intercontinental Ballistic Missile (ICBM) detonation produces an electromagnetic pulse over all enemy aircraft on the map. This freezes all enemy aircraft for their turn. No aircraft shall take off from their airfields or shall be called in for reinforcements for that turn.

**Nuclear Strike – 12 points**: An ICBM ground burst strike destroys an island. Any units stationed on or in the sea zones adjacent to the target island will be immediately destroyed and removed from the board. This island will suffer from nuclear fallout and shall not be used in any capacity for the remainder of the game. Sea zones surrounding the island can be used normally in following turns. Any news alerts no longer apply to targeted island. Additionally, no team can collect reinforcement or hybrid points from this island. Because of political ramifications, a team that has used this option will lose ⅓ of the reinforcement points that they gained from this turn. (Ex: if a team captures 15 points worth of islands, they will only add 10 points to their count.) This does not affect any points not spent from previous turns. (Note: Nuclear Strike cannot be used on capital islands.)

## Humanitarian:

**Humanitarian Aid - 3 points**: When News Alert notifies a team about a natural disaster or other catastrophe in an area, teams have the option to provide humanitarian aid to that nation. If the card reads “Humanitarian Option,” teams must spend 3 HW points in order to send proper aid to affected islands. Teams who provide humanitarian aid receive 10 reinforcement points useable the turn following aid rendered.

# Forces

### Army Units:

**Army Infantry**: This unit can move 1 space.. Each army infantry costs 4. If paired with Artillery, then its attack value improves by 1.

**Artillery**: This unit can move 1 space. Each artillery costs 5. Each unit can support up to 2 Army Infantry.

**Tank**: This unit can move 2 spaces. Each tank costs 6.

**Land Based Sea Missiles:** Land based sea missile sites are denoted by a red box on an island and can contain one missile at a time. These sites enable islands to defend against surface naval units. Their range consists of the sea zone that the island is contained in and the nine surrounding sea zones. Each site must have missiles purchased for it. A missile costs 10 and has an attack of 4 or higher against all surface navy ships. The SAM

### Navy Units:

**Destroyer**: This unit can move 2 spaces.Each destroyer costs 10. This unit can detect submerged units and has the ability to attack those units. Destroyers are the only sea unit capable of bombardment. Once per turn, each destroyer may bombard land zones adjacent to the sea zone the destroyer occupies. Players will announce which unit they are attempting to hit.If a destroyer scores a hit the defending unit is immediately removed from the board without a defense bonus roll. This can only be attempted once per turn per destroyer and counts as the destroyers attack move for that turn. If a destroyer has already participated in combat it cannot bombard that turn.

**Aircraft Carrier**: This unit can move 2 spaces.Each aircraft carrier costs 15. This unit can carry up to two fighters. If the fighters on a carrier are planned to be in an attack, they may move during the combat phase so the fighters take off from a closer location to the target even if the carrier itself does not participate in combat.

**Submarines**: This unit can move 2 spaces. Each submarine costs 8. This unit can only be detected by destroyers and submarines and may pass through enemy occupied sea zones, unless they have a destroyer or submarine. In this case, the submarine must act as an attacking force.

**Transport**: This unit can move 2 spaces. It has no attack value. Each transport costs 8. This unit cannot attack, but it may defend itself. This unit may carry the following combinations:

1) 3 Army/Marine infantry,

2) 1 Army/Marine infantry and 1 tank,

3) 1 Army/Marine infantry and 1 LAV,

4) 1 Army/Marine infantry and 1 helicopter,

5) 1 Army/Marine infantry and 1 SAM,

6) 1 Army/Marine infantry and 1 artillery

Transports may only move one set of units (as defined above) per turn.

### Air Force Units:

**Bomber**: This unit can move 6 spaces. Each bomber costs 12. When paired with a tanker, this unit can move 9 spaces.

**Fighter**: This unit can move 4 spaces.Each fighter costs 12. This unit can land on an aircraft carrier. When paired with a tanker, this unit can move 6 spaces.

**Stealth Bomber**: This unit can move 5 spaces. Each stealth bomber costs 15. When paired with a tanker, the move count increases to 8.

**Tanker**: This unit can move 5 spaces. It has no attack value. Each tanker costs 11. The tanker extends the moves of all bombers by 3 and fighters by 2. Move extension can only be achieved after an attack aircraft has moved at least 2 spaces. The tanker must meet the attack aircraft after it moves the aforementioned two spaces. Does not apply to helicopters.

Aircraft Combat Restrictions: Only SAMs and other aircraft may attack aircraft. However, destroyers, aircraft carriers, SAMs, and other aircraft may roll a defense bonus and counter attack against attacking aircraft.

**Aircraft Notes:** When attacking, aircraft only have the fuel reserves and ammunition to participate in the first two rounds of an attack regardless if they scored hits or not in those rounds. For example, if two fighters attack an island zone containing 5 tanks, the maximum number of casualties the defending team can suffer is 4 tanks (2 hits in two rounds of attack). This applies to all aircraft excluding the attack helicopter. When defending a territory, aircraft have no limit on the combat rounds they can participate in, unless the defending territory only contains aircraft. In the event of a ground invasion on a territory containing only aircraft, the defending aircraft takes off and participates in two rounds of combat or is destroyed by a SAM (whichever comes first). After two rounds, the aircraft must retreat to a friendly landing strip or it is destroyed. Aircraft also cannot be sent on ‘suicide runs’ where they attack an area that is too far from any friendly airfield or carrier. Meaning that an aircraft must have enough moves to get to the target and get to a friendly airfield (or for fighters aircraft carriers) to land. If an island with an airfield is under attack, the defender can choose the aircraft on that island that participate in its defense. If the island zone contains an airfield the aircraft must immediately participate in the defense. Aircraft cannot engage submarines.

### Marine Units:

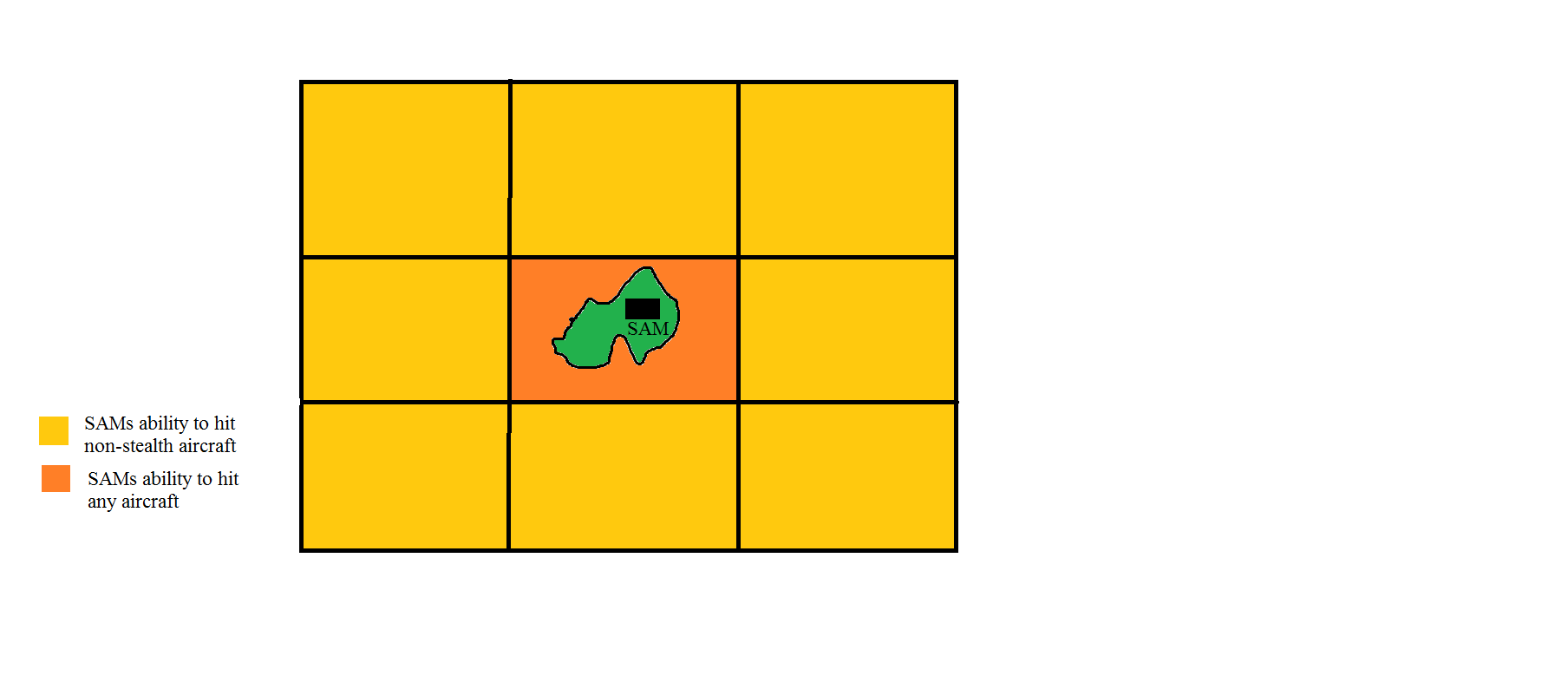
**Marine Infantry:** This unit can move 1 space, unless embarked onan LAV, in which case the unit can move 2 spaces. Getting into and out of an LAV cost the Marines their entire movement phase. If they arrive within an attack zone, the units may participate in the attack. When paired with an attack helicopter, the attack value increases by one.

**Attack Helicopter:** This unit can move 3 spaces. It has an attack value of 4. Helicopters can fly over land or sea but cannot remain over the sea after it has finished moving.

**LAV (Light Armored Vehicle):** This unit can move 2 spaces.This unit transport up to 2 Marines.

**SAM (Surface-to-Air Missile)**: This unit can move 1 space. Each SAM costs 8. This unit is the only unit in the game that may attack air units in adjacent grid spaces. Additionally, SAMs (when defending) get to attack aircraft before other combat begins. SAMs may only attack stealth aircraft when those units are in the zone surrounding the island the SAM is on, offensively or defensively. Stealth aircraft passing through the island’s immediate grid space may be attacked. All non stealth aircraft may be attacked at any point that they are passing through the island’s gridspace or any space surrounding the island sea grid space providing that the SAM is acting in a defensive capacity (SAM range shown in example below). If the SAM is attacking an aircraft in an adjacent grid space, the attack value indicated in the matrix decreases by one. Destroyed aircraft do not get a defense bonus when attempting to pass SAM sites. SAMs cannot otherwise engage land units.

Note: If an island is spread out over multiple different spaces, the center space will be considered to be on the block that the capitol sector occupies. The SAM will not have a range that extends beyond the 3x3 grid indicated below.



# Attack Values Matrix

To use the Attack Values Matrix, find the unit that is attacking on the left hand column, and the find the unit that is defending on the top row. Where the column and row intersect is the location for the attack value for the unit referenced on the leftmost column. If there is no value in the cell referenced, then no initial attack can be made.

Note: For units that do not have an attack value against a unit that scores a hit on them, they must roll a six to survive for their defense bonus. This excludes surface ship’s defense bonus or counterattack against aircraft or transport ships against surface ships, which must roll a six to score a hit.