



# HELICOPTERS

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Variant for  
SUPREMACY  
The Game of the Superpowers

## Rules of Play

### Playing Equipment

Helicopters are color-matched to each superpower. There are 40 miniature helicopters, five per superpower.

### Setting Up

**Give each player** the helicopters color-matched to his/her superpower.

### Stage 1 - Pay Salaries

The players pay salaries of \$10 million for each helicopter to the bank. If a player does not pay the salaries of his helicopters, he must remove them from the board.

### How to Build Helicopters

Players may build helicopters during Stage 6. A player may build any number of helicopters on each turn, as long as he has the supplies and money to do so.

**The Cost:** A player builds one helicopter by removing one grain, one oil and one mineral unit from his supply center. He must also pay \$500 million to the bank.

**Where:** A player must build helicopters in his home territories. He may also build helicopters in any foreign territory where he already has an army.

**Restrictions:** Helicopters may not be built in a territory occupied by an opponent. There is no limit to the number of helicopters placed in each territory.

### How to Move Helicopters

Helicopters can be moved to other territories during Stage 5. Helicopters can be flown to adjacent territories. The cost is one oil unit for every territory the helicopter crosses or enters.

### Transporting with Helicopters

A helicopter can be used to transport two armies or one tank. All moving costs for this kind of transportation is the same as transporting on a navy. When a helicopter has cargo, it will lose all benefits as an air unit and its FPR is 1! (See **How to Attack with Helicopters** below.)

### How to Attack with Helicopters

Helicopters can be used during the conventional battle drill only.

Helicopters may attack opposing armies, helicopters and other army and navy units such as infantry fighting vehicles.

### Targeting Options During Amphibious Warfare

During an amphibious assault, the defender may choose to target the navy. If he targets the navy, he may add the fire power points for his helicopter(s) to his total. If he targets armies, helicopters or other army units, he may add the fire power points of his helicopter(s) to his total.

### Identify Primary Target

During Step A, both players must identify which army or helicopter unit they will attempt to destroy first.

### Fire Power Rating Points (FPR)

Fire Power Rating Points indicate the power of a particular type of army or helicopter. Each "basic army unit" (the cubes which came with your game) has a Fire Power Rating (FPR) of one. The Fire Power Rating for helicopters is five. If your opponent does not have any air units, he must halve his FPR (round down).

<b>Military Unit</b>	<b>Fire Power Rating Points</b>
Basic Army Unit (cube)	1
Basic Navy Unit (oblong)	1
Tanks (miniatures)	5
Helicopters (miniatures)	4

During Step C, the player with the highest Fire Power Rating gets the extra die, not the player with the most armies or navies.

For example, suppose a player attacks with one helicopter and two basic army units against a defender with two basic army units. The attacker has a Fire Power Rating of seven - five for the helicopter and one for each basic army unit. The defender has an FPR of one - one point for each basic army unit DIVIDED BY TWO (remember if the opponent does not have any air units his FPR total is HALVED)

### **Fire Power Edge Points**

During Step D of the Conventional Battle Drill, the player with the highest fire power rating adds one Fire Power Edge Point to his die roll for every three points that his Fire Power Rating exceeds his opponent's FPR. The air unit stipulation applies for this too!!

For example if the attacker has a Fire Power Rating of nine and the defender has an FPR of two, the attacker may add two Fire Power Edge Points to his die roll.

### **Kill Points**

Kill points indicate the number of points required to destroy a helicopter or army unit. It takes three points to destroy the "basic army unit" (the cube) which came with your game. It takes eight points to kill a helicopter.

During Step D, a player may destroy one of his opponent's forces if he has enough kill points to destroy the army, navy or helicopter.

If a player does not destroy his primary target, then he can not use the points to destroy another target.

Suppose a player attacks a territory containing one helicopter and three armies and chooses the helicopter as his primary target. If he rolls a twelve, he destroys the helicopter and one army. The surplus point is not enough to destroy another army. If he had rolled a seven, nothing would have been destroyed. However; if he had chosen the basic army units as his primary target, then he would have destroyed all three.

### **Resist**

At Step A of the Conventional Battle Drill, a player may choose to resist, even though he has resources to delete for the battle. In this case he may count the fire power points for his helicopter(s).

### **Out of Oil - Out of Helicopter**

Helicopters can not resist if the defender does not have any oil left. The defender can not add the helicopter's fire power points to his total. If there are no armies in the territory to defend the helicopters, then the helicopters are captured by the attacker

### **Amphibious Assaults**

A player may convoy his helicopters to the target of the attack during the Conventional Battle Drill.

### **Airborne Assaults**

Helicopters may not be used for airborne assaults.

### **Other Rules of Play**

#### **Spoils of War**

When a player loses his last home territory, his helicopters become the property of the victor.

#### **Buying and Selling Weapons**

Players may sell helicopters to the other players for whatever terms agreed to, during Stage 6. The seller must immediately move the helicopter to a territory occupied by the buyer. The buyer exchanges the helicopter for one in his own color and returns the seller's helicopter, which is now out of play.

## Winning the Game

If the game ends in Detente the helicopters are valued at \$250 million each.

Rules Relating to Other Expansion Sets

## Warlords and Pirates

### Weapon Price List

Only warlords can buy helicopters. They will pay \$1 billion for each one they are offered. Warlords will sell helicopters to the players. They charge \$2 billion each.

The maximum number of helicopters a warlord can own is five. Warlords can not move their helicopters to another territory.

### Conventional Attack

Warlords get an extra die if they have the most fire power points. They always choose the highest value target in the attacker's forces.

### Neutron Bombs and Killer Satellites

When determining the destruction of military assets, one point will destroy a helicopter.

### High-Tech Edge for Conventional Forces

A player gets a High-Tech Die Roll and Edge points for his helicopters if he has the highest army tech level. His helicopters also get movement and attack benefits as listed below.

Tech Level	Helicopter Movement Benefits	
	Fly	Airlift
1.	none	none
2.	2 territories per oil unit	3 oil units per helicopter
3.	3 territories per oil unit	2 oil units per helicopter
4.	4 territories per oil unit	1 oil unit per helicopter
5.	5 territories per oil unit	1 oil unit per 2 helicopters

### Helicopter Immunity Benefits During...

### High-Tech Benefits During Biowar and Chemwar

The table at right shows to which weapons the helicopters are immune, according to the tech level reached.

### How Immunity Affects Primary Targets

Each tech level makes a player's helicopters immune to certain Biowar or Chemwar weapons. Refer to the table at right.

For example, suppose a player uses Mustard Gas when he attacks a territory containing one army and one helicopter at tech level two. The defender's helicopter is immune but not his army. The attacker chooses the helicopter as his primary target. Therefore, he must destroy the helicopter before he can use the Mustard Gas points to destroy the army. The attacker could add the chemwar points to his roll immediately if he had chosen the army as his primary target.

### Unconventional Forces

#### Saboteurs

Saboteurs can destroy a helicopter. A die roll of eight or more points will destroy one helicopter.

#### Biowar and Chemwar

Biowar or Chemwar weapons can be used to destroy helicopters.

The defender may only use his Biowar and Chemwar weapons when attacked by armies, helicopters or other land forces.

During an Envirowar attack, it takes eight points to destroy a helicopter. Therefore only operation Cloud Burst can not destroy a helicopter.

Tech Level	Biowar	Chemwar
1	Small Pox	Cyanide
2	Small Pox Yellow Fever	Cyanide Mustard Gas
3	Small Pox Yellow Fever Botulin A	Cyanide Mustard Gas Phosgene
4	Small Pox Yellow Fever Botulin A Black Plague	Cyanide Mustard Gas Phosgene Prussic Acid
5	Small Pox Yellow Fever Botulin A Black Plague Anthrax	Cyanide Mustard Gas Phosgene Prussic Acid Nerve Gas

Biowar Antidote cards will protect helicopters from the effects of a specific plague when using Fortuna. It costs nothing to use the card.

### **Fortuna**

Helicopters are affected by earthquakes, plagues and warlord revolts.

### **Earthquakes**

If a helicopter is in a territory affected by an earthquake and the player does not pay the bank for the damages, then the helicopter(s) is considered out of play. It must be removed from the board.

### **Diseases**

When a plague breaks out in a territory occupied by a helicopter, the helicopter is not destroyed, but just disabled according to the roll of the die. Follow the instructions on the card. If the card says to remove one army for every two points, then the same number of points will disable a helicopter. It costs \$50 to repair a disabled helicopter

If there were armies in the affected territory, then they are removed first. Any surplus points can be used to disable helicopters. For example, suppose the Black Plague broke out in a territory that has one army and one helicopter. If the die roll is five, the army is destroyed and the helicopter disabled. The first player to occupy the territory with an army or helicopter may capture the disabled helicopter. The helicopter must be repaired before it can be used.

### **Warlord Revolts**

A player may send a helicopter to stop a warlord revolution. If a warlord successfully revolts, he gets any helicopters that were located in his territory when the revolution started.