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**DEPARTMENT OF LOROKKA GAMES, LLC
IADS: THE GAME, RULES OF ENGAGEMENT DIVISION
MILILANI, HAWAII**

1 Apr 26

MEMORANDUM FOR RECORD

FROM: LOROKKA GAMES, LLC HEADQUARTERS

SUBJECT: APPROVAL – RULES OF ENGAGEMENT, ANNEX A: HOUSE RULES

References: (a) IADS: The Game Rules of Engagement

1. Purpose. This Memorandum for Record (MFR) establishes the purpose and intended use of Annex A, *House Rules*, for *IADS: The Game*. Annex A exists to capture supplemental rules and optional gameplay procedures inspired by players' desire to see specific gameplay mechanics, capabilities, effects, and behaviors represented in the game to provide greater fidelity and flavor.

2. Background. Over the history of gameplay, demonstrations, and other gatherings of the board-game-proficient and tactically inclined, players of *IADS: The Game* have proposed a variety of additional rules intended to amplify the game and/or reflect the unique characteristics of real-world systems and capabilities. These additions did not emerge from confusion or necessity, but from the entirely reasonable impulse to say, "Yeah... but what about this crazy thing this weapon system can actually do??" As a result, many of the concepts collected herein are not balanced in the traditional sense, which is acceptable not only because of the Draft phase, but also because many real-world threats are similarly inconsiderate of balance. Annex A consolidates these ideas into a single reference so they may be preserved, shared, and inflicted upon future players in an orderly manner.

3. Applicability. The provisions contained in Annex A apply only when specifically adopted for a given play session, demonstration, tournament, or other organized event involving *IADS: The Game*. In all other cases, the base rules remain in effect. Nothing in this attachment is intended to replace the core game; rather, it provides an additional menu of optional concepts for those who wish to explore capabilities in greater detail, stranger directions, or with a significantly reduced commitment to fairness.

4. Intent. The intent of Annex A is to provide a common place to record and reference the many imaginative, capability-driven ideas generated by players seeking to represent real-world systems more fully within the game. It is not intended to serve as a final judgment on which ideas are balanced, official, or advisable in polite company. Instead, it functions as a living repository of thoughtful, specific, and occasionally ridiculous contributions, with the understanding that "unbalanced" is often just another way of saying "accurate enough to start an argument." Above all, it is meant to encourage players to think critically about what their systems can do, what effects matter, and what other wildly unfair capabilities ought to be brought to the table in the interest of realism, experimentation, and a good time.

5. Summary. Annex A serves as a centralized reference for optional house rules associated with *IADS: The Game* when used in designated settings. It exists to preserve and share player-generated concepts, support continued experimentation, and encourage the community to contribute additional mechanics of questionable balance and undeniable entertainment value. In the right setting, particularly one involving informed players and appropriately spirited discussion, such mechanics may also serve as a useful prompt for deeper consideration of how real-world capabilities shape operational problems, often by making someone else's day much worse.

6. For questions regarding this matter, or to propose additional capabilities of dubious balance and undeniable interest, please contact my representative, Ric Rebulanan at: iadsthegame@gmail.com.

MADONNA M. REBULANAN
CEO, LOROKKA GAMES, LLC

ATTACHMENTS:

1. IADS: The Game Rules of Engagement, Annex A: UNCLASSIFIED House Rules, 1 Apr 26

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IADS: The Game Rules of Engagement

Annex A: UNCLASSIFIED House Rules

INTRODUCTION. Welcome to *Annex A*, a living document of community-crafted, UNCLASSIFIED modifications designed to enhance your *IADS: The Game* experience! Whether you really wanted Low-Probability Intercept (LPI) RADAR, some Combat Rescue operations, or with some more-accurate add-ons to your Electronic Warfare Fighters — this is your sandbox. Have a rule you'd like to see added? Let us know! Just keep it clever, at least 10% balanced, and 0% CLASSIFIED!

1.0 GENERAL HOUSE RULES

Quick tweaks to boost gameplay dynamics across any scenario.

- **1.1 Fog of War:** No measuring distances for Detection or Shooting until Actions are declared! This was the original version of the game, and it required an attempt to visually measure the battle space creating even greater uncertainty.
- **1.2 House Rule Drafting Mechanics**
 - **1.2.1 Snake Draft Advanced Capabilities Integration:** Recommended for new players, particularly non-military players. In the Draft Phase:
 - **Step 1:** Deal out 3x Base Game unit cards to each player and Draft as you would in a normal game.
 - **Step 2:** Place 2x Advanced Capabilities Expansion unit cards face up in the middle of the table for each player to choose from. Look up the Special Capabilities for each of those cards and make sure all players understand what the strengths and weaknesses are for those cards.
 - **Step 3:** A player, chosen at random, chooses one of the face up unit cards. The next player, chooses the next.
 - **Step 4:** When the last player picks, they immediately pick again and the order reverses back to the first player until all cards are drafted.
 - **1.2.2 Clandestine Weapons Acquisition:** Deal two more unit cards than will be played in a given VUL. Take two cards and pass two cards, discarding two cards at the end of the draft. (Credit: Ken! AwesomeCON 2026!)
 - **1.2.3 Inherited Order of Battle:** Deal the number of unit cards to be played in a given VUL and do not conduct a draft (Credit: Dylan! ART-C, 2026)
- **1.3 Detection Mechanics**
 - **1.3.1 Losing Target Custody:**
 - Mobile Surface Units become un-detected again after moving 4x times.
 - Aircraft that land become un-detected.

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- **1.3.2 Deception Tactics: Towed Decoys**
 - Instead of preventing detection from a single unit against a friendly unit, Deception Tactics can be used to roll 1d6 and subtract from any attack roll against Aircraft (Credit: Dylan! Tyler! ART-C, 2026)
- **1.4 Aeronautical Chart Integration**
 - In addition to recognizing the land and water features on an Aero Chart, you can also utilize the chart's [Maximum Elevation Figures \(MEFs\)](#) to add **line-of-sight** considerations for engagement.
 - **Surface units** cannot Detect nor Shoot through MEF squares higher than the MEF they are in (measured at the center of the unit card) unless their target is an Aircraft at altitude.
 - **Aircraft** can either be **at the MEF** or **at altitude**. Aircraft deploy at the [MEF](#). [To](#) indicate which one an Aircraft is at, upon detection, either place one Team Marker Token on the Aircraft (at the MEF), or stack two Team Marker Tokens and place them on the Aircraft (at altitude).
 - **Aircraft at the MEF:**
 - Cannot Detect nor Shoot through MEF sectional squares higher than the MEF square they are in (measured at the center of the unit card) unless their target is an Aircraft at altitude.
 - Prevent the first Detect against them from Aircraft at altitude.
 - Become un-detected after 4x Fly Actions at the MEF.
 - **Aircraft at altitude:**
 - Are not limited by, nor protected by MEF restrictions on line-of-sight.
 - Gain +2 to Attack rolls against Aircraft flying at the MEF.
 - Aircraft may climb to altitude or descend to MEF in conjunction with any Fly Action.
- **1.5 Low Observable Mission Planning**
 - Aircraft with "Low Observable" may Deploy to the HQ instead of to the field. If they do, when Issued Orders, they can be moved to anywhere in the battle space. Low Observable Mission Planning is limited to formations of up to two Aircraft. This takes Actions 1 and 2.

2.0 UNIT CARD AUGMENTATIONS

This section covers specific unit cards and unit card groups.

2.1 Fighters

- **LPI RADAR:** Advanced Fighters and Next Gen Aircraft (including the Electronic Warfare Fighter and the Collaborative RPA) only reveal from Detecting after their first 2x Detects. Advanced Fighters may Detect 3x Targets per Detect. These Aircraft get +1 Attrition Point.
- **Going to Guns:** At the end of Action 2, Fighters may attempt to initiate a dogfight against enemy Aircraft at a Range of 0 (unit cards touching).
 - Fighters attacking a non-Fighter Aircraft have up to three attempts ("snaps") to roll 5 or better with 1d6 against the Defending Aircraft -- if attack rolls are successful, the Defending Aircraft is destroyed.
 - Fighters attacking other Fighters can trigger a dogfight. Neither Fighter is limited to three snaps and may roll their 1d6 as quickly as possible. The Fighter to roll a 5 or better destroys the opposing Fighter.
 - A Self-Defending Fighter (one that wasn't Issued Orders) must roll a 6 or better.
- **IR A-A Missiles:** Fighters may Shoot an IR missile at un-detected target within 1x Range.

- **2.1.1 Air Superiority Fighter**
 - **EX Variant:** Upgraded Air Superiority Fighters gain +2 Missile Tokens and LPI RADAR.
 - **Air Interceptors:** For unit cards whose card art represents an Interceptor Aircraft (the F-14 and Mig-25/31), lose one A-A munition, gain +0.5 speed, A-A munitions roll 3d6 vs. Aircraft with an Agility less than 6.
- **2.1.2 Electronic Warfare Fighter (EWF)**
 - **HARMS:** A-S munition rolls 3d6 vs. SAM units.
 - **Air-to-Air Loadout:** Add 1x Air-to-Air Missile Token to reflect the platform's multi-role capability. Cannot be Upgraded.
- **2.1.3 Multi-Role Fighter**
 - **Wild Weasels:** Multi-Role Fighters roll 3d6 and have +2 Defense versus SAMs. YGBSM!

2.2 Bombers and Air-to-Surface Munitions

- **Targeting Pods:** Bomber Aircraft may Detect surface units within 1x Range without revealing.
- **Carpet Bombing:** Heavy Bombers with 4 munitions may target undetected targets at a range of 0 (ie, touching the card) and expending all 4 munitions. They roll 3d6 against the target's defense. Only units on the ground are harmed by this attack. (Credit: Seth!)
- **2.2.1 Cruise Missiles**
 - **Hypersonic Weapons:** Cruise Missiles get +1 Speed per Upgrade.
 - **Wartime Production:** Upon the first Upgrade of a Cruise Missile during the DEPLOY phase, search the deck for 1 additional Cruise Missile Unit Card.
 - **One-Way Attack (OWA) Unmanned Aerial System (UAS):** Search the deck for another Cruise Missile Card, add it to your hand. Cruise Missiles DEPLOY to the HQ and can be launched in the same Action, but fly at a Speed of 1 and only roll 2d6 (not 2d6+1d10).

2.3 SAMs

- **SAM Nerf:** SAMs must Reload in Action 1; Reloading takes two Actions to complete.

2.4 Force Multipliers and Asymmetric Attack

- **2.4.1 Tankers**
 - **Global Reach:** Remove your HQ from play, and replace with a Tanker card
- **2.4.2 Special Operations**
 - **Combat Search and Rescue:** If at the end of the VUL the Special Operations unit card remains at a Headquarters, it may be used as a one-off to subtract 1x Attrition point for each Aircraft lost in that VUL.
 - **Stingers:** Special Operations gains "Shoot" in both Actions 1 and 2; it gains 1x S-A Missile Token to be used at a Range of 1 with the IR Seeker Special Capability and a Missile Agility of 13.
 - **Rotary Airlift:** Special Operations may use Infiltration additional times for each Upgrade and may return to a friendly Headquarters.

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- **2.4.3 sUAS Swarm**
 - **Operation Spiderweb:** Any enemy aircraft at any HQ at the time of **sUAS Swarm Asymmetric Attack** are destroyed.
 - **Moar!:** sUAS Swarm may be used additional times for each Upgrade.
- **2.4.4 Counter sUAS**
 - **Come at Me!:** Counter sUAS may be used additional times for each Upgrade.

3.0 COMMANDER'S INTENT

Creative win conditions and alternate endgame scenarios.

- **Fight Another Day:** A players' remaining friendly unit cards' Attrition points divided in half count towards victory.

4.0 ADULT BEVERAGE RULESETS

Not recommended by your flight doc.

- **Tabs = Hardpoints:** Any aluminum can tab adds +1 Missile Token to any hard point (munitions slot type, e.g. A-S Shot, A-A Shot, etc) on a unit card. Add when unit cards become detected.
- **Bottle Cap Over-G:** Bottle caps may be placed on unit cards to grant +1 Defense for each cap as a reaction to enemy shots against a friendly Aircraft. Bottle Cap Over-G lasts for 1x Action. Apologize to your maintainers.
- **Glass Dome for your HQ:** Mitigate missiles against your HQ with a shot of alcohol.
 - **First Shot:** This shot subtracts 1 from enemy attack roll
 - **Second Shot:** This shot subtracts an additional 2 from enemy attack roll
 - **Third Shot:** This shot subtracts an additional 3 from enemy attack roll, etc
 - Shot mitigation resets each VUL
 - Jeremiah Weed doubles each effect

FINAL NOTE

This page will continue to grow with input from our players, friends, and broader community. Got a good one? Send it our way -- we'll run it through our OPSEC filter and post it right here in *Annex A*.

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