

GLOBAL WAR 2025: Meltdown -Expansion U

UNIT NAME	ATT	DEF	MOVE	COST
GROUND UNITS				
Infantry	2	4	1(2)	3
Airborne	2	1	1(3)	4
Elite Airborne	3	2	1(3)	5
Ground Transport	N/A	N/A	2	3
Howitzer Artillery	4	3	1	4
Self-Propelled Howitzer	4	3	2	6
MLRS (Multiple Launch Rocket System)	5	3	1(2)	5
IFV (Infantry Fighting Vehicle)	3	5	2	5
Main Battle Tank	6	6	2	6
Next Gen Main Battle Tank	8	8	2	8
SAM site (Surface-to-Air Missiles)	N/A	4*	0(1)	6
Mobile SAM launcher	N/A	4*	0(2)	7
ABM (Anti-Ballistic Missile System)	N/A	4*	0	N/A
Anti-Drone Defenses	N/A	N/A	0	N/A
AIRCRAFT				
Drone	N/A	N/A	2	3
Improved Drone	N/A	N/A	4	3
Fighter	6	6	4	12
Next Gen Fighter	8	8	4	14
Ground Attack Aircraft	6	4	4	10
Attack Helicopter	4	4	4	8
Advanced Attack Helicopter	6	6	4	10
Air Transport	N/A	N/A	4	5
Strategic Bomber	3d12 @3	1	8	14
NAVAL UNITS				
Super Carrier	N/A	2	2	15
Guided Missile Destroyer	8	8	2	16
Frigate	4	4	2	8
Attack Submarine	4	4	2	10
Next Gen Attack Submarine	6	6	2	13
Ballistic Submarine	N/A	N/A	2	N/A
Next Gen Ballistic Submarine	N/A	N/A	2	N/A

LHD (Landing Helicopter Dock)	N/A	1	2	10
Heavy Cruiser	9	9	2	20
Battlecruiser	10	10	2	30
Aircraft Cruiser	6	6	2	20

MISSILES

Cruise Missile	3	N/A	1*	3
Hypersonic Cruise Missile	5	N/A	1*	4
ASBM (Anti-Ship Ballistic Missile)	N/A	4	1*	4

<u>NUCLEAR & CHEMICAL WARFARE</u>	<u>RANGE</u>	<u>GENERAL EFFECT</u>		
ICBM (Intercontinental Ballistic Missile)	8	destroys 1d6+2 units		
IRBM (Intermediate Range Ballistic Missile)	4	destroys 1d6 units		
SLBM (Sub-Launched Ballistic Missile)	6	destroys 1d6+1 units		
Advanced SLBM (Sub-Launched Ballistic Missile)	8	destroys 1d6+2 units		
Nuclear Cruise Missile	1	destroys 1d6 units		
ADM (Atomic Demolitions Munition)	0	roll 3d12s, hits on 5 or less		
Chemical Attack	1	destroys 1d6 units		

nits v1.0

NOTES

moves 2 in strategic movement phase

moves 3 during airborne assaults from an air base; movement blocked by enemy fighter during airborne assaults

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can carry 1 infantry/airborne or 1 howitzer artillery, even during combat phase

infantry/airborne get +1 attack when paired with artillery

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first strike; can make 1 surgical strike in an adjacent land territory at full attack value; moves 2 in strategic movement phase

can blitz when paired with main battle tank

target select 1 (land units); blitz

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first strike; roll 1d12 (shot down on 4 or less) for each enemy aircraft entering the territory (up to 4 max); moves 1 in strategic movement phase

first strike; roll 1d12 (shot down on 4 or less) for each enemy aircraft entering the territory (up to 3 max); moves 2 in strategic movement phase

first strike; roll 1d12 (shot down on a 4 or less) for each incoming chemical attack from an air base, cruise missile, or ballistic missile

enemy drones cannot participate in an attack in a territory with Anti-Drone Defenses

pairs with any unit; roll 2 dice & select the best result

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scramble; target select 1 (any except Attack Sub)

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target select 1-2 (land units); can't attack naval units; movement blocked by fighters

target select 1 (land units); able to attack Attack Subs (roll d12, hits on a 2 or less)

target select 1 (land units); able to attack Attack Subs (roll d12, hits on a 3 or less)

can carry 1 infantry/airborne or 1 howitzer artillery, even during combat phase

first strike; can fire 1 cruise missile; can't operate from Super Carriers or LHDs; movement blocked by fighters

carries up to 2 aircraft & 1 drone; 2 hits to sink

can fire 1 cruise missile

target select 1 (Attack Subs); able to attack Attack Subs (roll d12, hits on a 2 or less)

first strike; stealth; silent running; submerge; can't attack aircraft; can fire 1 cruise missile

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ignored by all units except Attack Subs; can fire 1 SLBM, this is removed from the game

ignored by all units except Attack Subs; can fire 1 Advanced SLBM, this is removed from the game

carries up to 2 land units, 1 aircraft, & 1 drone; a second drone can be carried in place of an aircraft

anti-air/anti-missile defense: roll 1d12 (shot down on a 4 or less) for each attacking aircraft/missile (up to 3 max); can fire 1 cruise missile

anti-air/anti-missile defense: roll 1d12 (shot down on a 4 or less) for each attacking aircraft/missile (up to 3 max); can fire 2 cruise missiles; 2 hits to sink

carries up to 2 aircraft & 1 drone; 2 hits to sink

first strike; target select 1-2 (land units, surface ships)

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first strike; target select 1-2

launched from land zones only; general effect & IPP loss +2, or base strike

launched from land zones only; general effect & IPP loss, or base strike

launched from Ballistic Subs only; general effect & IPP loss +1, or base strike

launched from Next Gen Ballistic Subs only; general effect & IPP loss +2, or base strike

general effect & IPP loss, base strike, or naval strike (roll d12, hits on a 7 or less, then choose target; can destroy Super Carriers & Battlecruisers in 1 hit)

when enemy ground units attack Israel, roll 3d12s vs. attacking ground units; each hits on a roll of 5 or less

launched from artillery or air bases; general effect & IPP loss