

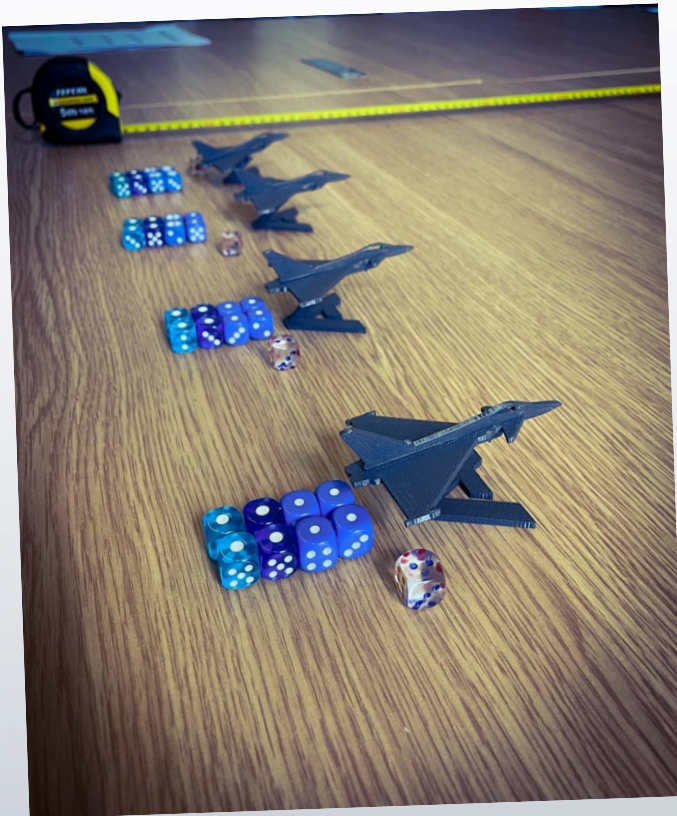
SIMULATION INFORMED AIR WARGAME (SIAW)



Premise

The SIAW is an open board game whose mechanics are derived from the AIRBUS Operational Analysis tool SILVE-NG. The wargame is used in tandem with computational simulation; the wargame is used to derive new tactics and evaluate the future of air power solutions whilst the simulation provides more accurate mechanics for the game to make it as accurate as possible.

The players fight each other in air-to-air scenarios with a variety of aircraft miniature figures, with the aim to gain air superiority. Scenarios can vary but examples include: air attack using electronic warfare and unmanned combat aerial vehicles, "one-vs-many" scenarios where a multitude of lower generation fighters combat few higher generation fighters.



Highlights

- Easy to learn CHECKED
- Hard to Master CHECKED
- Realistic CHECKED
 - aerodynamic behaviour
 - performance
- Variety possible strategies ADVISED
- Variety of missions ADVISED
- Incorporation air-to-ground missions SOON

Components

- 6 different aircraft types CHECKED
- 24 miniature aircraft figures CHECKED
- Storage tray CHECKED
- 100 D6 coloured dice CHECKED
- 6 measurement tapes CHECKED
- Rulebook CHECKED
- Mission Cards CHECKED
- Missile Cards CHECKED