

Rules for Solitaire Task Force (STF) v1.2

Note: These rules are an adaptation of the rules used in VG's 'Carrier'. I cannot praise highly enough the work of the designers and play-testers of 'Carrier', and hope that they will forgive me for defiling their masterpiece. For all Grognards with an interest in naval simulations, I would urge you to pick up a copy of 'Carrier', wherever you can find it. It remains the premier Solitaire war game.

1.0 Commitment Levels

- 1.1 The player chooses which map to use, or roll 1D3 to select randomly.
- 1.2 Determine the type of mission, by rolling 1D6, modified by the following:
Caribbean -2; GIUK +1; Mediterranean +0

Die Roll	1	2	3	4	5	6
Mission	US Inv	US Inv	Battle	Battle	Sov Inv	Sov Inv

- 1.3 The player must then determine the force level of both his force and the opposing forces.
- 1.4 Each unit has a value, listed on page 17 of the Task Force Rule Book. For clarity, US carriers 'cost' 25 points, not 10 points. *SEE ALSO:* STF rule 13.6.
- 1.5 The commitment limit for the player is expressed as X/Y where X is the number of points that may be spent on units other than aircraft carriers and Y is the number of aircraft carriers in your force. Roll the 2D6 *once* and read across for both commitment limits. For example, a roll of 7 means you have one aircraft carrier and an additional 21 points worth of ships and subs, and the GameSystem has 52 commitment points.

Die	Player Commitment Limit	GameSystem Commitment Limit
2	24/0	28
3	28/0	32
4	32/0	36
5	14/1	45
6	17/1	48
7	21/1	52
8	35/1	66
9	35/2	93
10	40/2	98
11	50/2	108
12	55/2	113

- 1.6 If using the Caribbean Map, the US commitment limit is increased by 5 and the Soviet commitment limit is decreased by 5.
- 1.7 The player then selects the aircraft carrier(s) at random, and purchases the remaining forces from those of the same nationality grouping. For example, if the player drew the CV Foch, all the support vessels must come from the NATO countries' counters. *Exception:* if using the Caribbean Map, only US (not NATO) CVs and units can be selected.
- 1.8 A US player (only) may buy up to 6 SOSUS units at a cost of 1 point for each 2 SOSUS units, and may deploy them in any Megahex which contains Shallow water, i.e. SOSUS may not be deployed in Deep-water only Megahexes. In line with the Moves variant rules, these units function like Subron Passive searches, not like ASW Patrols.

- 1.9 Once the value of GameSystem ships/subs in play has increased to a point equal or greater than the commitment level, no further task force or subron counters can be deployed and all counters which are at 'Good' or lower level of intelligence are immediately removed from play.
- 1.10 The GameSystem must always spend at least one-third (round down) of its commitment limit on submarines. If the precise composition table causes this number to be exceeded, the excess points are ignored. *For example: the GameSystem has a commitment level of 45 = 30 surface + 15 submarine. A roll on the Precise Composition Table creates a surface force worth 32 points. The full complement of ships is placed and the two 'extra' points are ignored. The GameSystem still has 15 points for submarines.*
- 1.11 The side conducting an Invasion rolls on the Invasion Target Megahex Table, adds 8 freighters 'for free', and receives 3VP for each freighter that makes it to the target Megahex. If the GameSystem is conducting the invasion, the freighters are in the task force of the first revealed CV. If no CV is revealed by the time the surface commitment limit is reached, there is no Invasion.
- 1.12 Each aircraft carrier must always be accompanied by at least three ships of frigate level (or higher) which have ASW capabilities and, for the US only, one freighter. This US freighter is 'free' and is considered to be a USN fast resupply ship for the CV task force and DOES NOT count for the 3VPs in invasion scenarios. If the aircraft carrier cannot meet this escort ship requirement, then it and its remaining escorts must withdraw as quickly as possible toward the nearest friendly 'Base', however it may continue to conduct air operations.
- 1.13 Leaders are not used to determine actions for the GameSystem. The GameSystem task force or subron may conduct air strikes, move, conduct SSM, gunnery and torpedo combat all on the same turn. Leaders are only used by the GameSystem to mark the size of a task force, once it has been Accurately identified by a search.
- 1.14 Leaders are used in the normal manner by the player. Each task force of 21 points or more may have a Rear Admiral; 11 points or more a Commodore; and less than 11 points a Captain. These are set at the start of the game following the player's initial deployment, and may not be added to, other than by using Commanders (Optional Rule 32.9).

2.0 Ground Aviation

- 2.1 Next roll 1D6 once for *each* side on the relevant ground aviation table, which determines the number of squadrons available for ground aviation.

Die	Caribbean		G-I-UK Gap		Mediterranean	
	US	Sov	US	Sov	US	Sov
1	0	0	0	0	1	1
2	1	1	1	0	1	2
3	1	2	1	0	2	2
4	2	2	2	0	2	2
5	2	2	2	0	3	2
6	2	2	3	0	3	2

- 2.2 The GameSystem will always have only one land airbase, selected at random. A player may not have more than two land airbases.
- 2.3 Caribbean Airbases: US – Guantanamo and Kingston; Sov/Cub - Santiago
- 2.4 GIUK Airbases: US/NATO – Neskaupstadur and Sumburgh

- 2.5 Mediterranean Airbases: US/NATO – Malta, Suda Bay, Konya, Haifa and (new) Famagusta in Cyprus; Soviet – Benghazi, Alexandria and (new) Latakia in Syria.
- 2.6 In line with the ‘Moves’ Variant rules, Soviet Land-Based Naval Aviation is available in Norwegian Sea and Mediterranean scenarios. The Soviet player receives an extra 6 Backfire units and 6 Badger units. These 12 units may only be used once each per scenario.
- 2.6.1 If the player controls the Soviet forces, he may conduct a maximum of one Backfire or one Badger patrol per turn against any Megahex for a Precise search report, in the *Patrol* Segment.
 - 2.6.2 The unit may also fire anti-ship missiles at a single task force in that Megahex. Reduce the number of waves of ASMs able to be launched by 1 for every 4 strength points (or part thereof) of identified L and M aircraft within 6 Megahexes that were not on air strikes the previous turn or on CAP in this turn.
 - 2.6.3 If the GameSystem controls Soviet forces, roll 1d6 each turn, in the *Strike* Segment. On 1-3, it is a Backfire, on 4-6 it is a Badger.
 - 2.6.4 Again, roll 1d6. If a ‘1’ is rolled, the Backfire/Badger locates the player task force closest to the Soviet map edge and will conduct a SSM attack, resolved normally. If anything else is rolled, this unit fails to locate a player task force and is removed from the game.
 - 2.6.5 Irrespective of the outcome, after each successful Precise identification of a US/NATO task force (including by task force aviation), apply a -1drm to subsequent search die rolls for LBNA purposes, up to a maximum of -3drm.
- 2.7 Other Long Range Patrols are not used in Solitaire Task Force.

3.0 Surveillance Levels

3.1 Next roll 1D6 for the *player only* on the relevant surveillance table.

Caribbean			G-I-UK Gap		Mediterranean	
Die	US	Sov	US	Sov	US	Sov
1	A	L	L	A	A	A
2	H	A	A	A	A	A
3	H	A	A	H	H	H
4	VH	A	H	H	H	H
5	VH	H	H	H	H	VH
6	VH	H	VH	VH	VH	VH

4.0 Tactical Coordination Value

4.1 Next roll 1D6 once for *each* side on the relevant tactical coordination value table.

Die	US	Sov
1	1	2
2	2	2
3	2	3
4	2	3
5	2	4
6	3	4

5.0 Random Events

- 5.1 Apply these normally for Squalls and Command Control loss for the player.
- 5.2 If the GameSystem suffers Command Control Loss as part of the Random Events die roll for that turn, then all GameSystem task forces and subrons are limited to only one hex of movement during that turn. Task forces and conventional subs which can only move at a speed of 1 hex may not move.

6.0 Player and GameSystem Deployment

- 6.1 Friendly task forces and subrons are placed first, and may be placed in ANY of the relevant Megahexes for that country listed on the Starting Megahex Table.
- 6.2 At the start of the game, the GameSystem has 6 task forces and 5 subrons placed according to the appropriate Starting Megahex Table.
- 6.3 A task force or subron counter which was removed in the preceding turn (due to searching showing that it was a false report) can be redeployed.
- 6.4 Each turn after the first, during the Random Events Phase, deploy one third of all task forces and subrons which are currently off the map (round fractions up) onto to the map according to the Starting Megahex Table.
- 6.5 Once the Megahex has been determined, roll 1D6 to determine which of the outer hexes the task force/subron starts in.
- 6.6 All task forces start with their EMCON side face up and all subrons are in Deep mode, where possible.
- 6.7 The player always goes first in each phase.

7.0 Movement

- 7.1 Precisely identified SSNs and all subrons which are less than Precisely identified may move two hexes per turn. All Precisely identified conventional subs move at one hex per turn.
- 7.2 Even in there are no further SSN counters remaining in the counter mix, subrons at less than Precise will continue to move at 2 hexes per turn.
- 7.3 A GameSystem subron will not leave Deep mode unless it is within two hexes of a player task force.
- 7.4 When the GameSystem is conducting an invasion, all GameSystem task forces move at full speed towards the target Megahex (Exception 7.5)
- 7.5 A GameSystem task force in a battle scenario; or a task force in an invasion scenario which is known to contain no invasion freighters; and all subrons, move at maximum speed towards the nearest player task force of four or more ships. If no task force of this kind exists, it will move towards the nearest task force. If there is a choice of hexes, resolve movement via random die roll.
- 7.6 When within range, a GameSystem task force or subron will attempt to engage in battle, unless it possesses no offensive firepower, in which case it will attempt to withdraw towards the nearest friendly base.
- 7.7 A GameSystem CV task force defending against an invasion will move toward a hex half way between (a) the target Megahex and (b) the player task force closest to the target Megahex that contains at least one invasion freighter. Similar to STF rule 7.5, surface action groups and subrons defending against an invasion will move toward the nearest player task force containing an invasion freighter and attempt to engage it in battle.
- 7.8 A GameSystem CV task force in close proximity to a player task force moves according to the following rules:

- 7 hexes from nearest task force – move 2 hexes towards nearest player taskforce (battle) or objective hex (invasion)
- 6 hexes from nearest task force – move 1 hex towards player task force (battle) or as many hexes as possible towards the objective Megahex, but not closer than 5 hexes to a player task force (invasion)
- 5 hexes from nearest task force – do not move (battle) or as many hexes as possible towards objective hex, but not closer than 5 hexes to a player task force (invasion)
- 4 hexes – move 1 hex away from nearest task force (battle or invasion)
- 3 hexes – if no BB in player task force, move to 1 hex and launch SSMs. If a BB is in the player task force, move 1 hex away from task force (battle) or move as many hexes as possible towards objective hex, but no closer than 4 hexes to player BB task force (invasion).
- 2 or fewer hexes – if no BB in player task force, move to the same hex and conduct SSM, gunnery and torpedo combat. If a BB is in a player task force conduct any SSM attacks, then either move as many hexes away from the BB task force as possible, in the direction of the GameSystem side of the board (battle) or move as many hexes as possible towards the objective Megahex (invasion).

7.9 A GameSystem CV task force will try to move so as to be no closer than 3 hexes from a player subron, except under TFS rule 7.9.

7.10 A GameSystem task force will never enter a hex or adjacent hex of a player task force containing a BB, except under TFS rule 7.9.

7.11 *'Last Ditch Defence'* – If defending against an Invasion, any GameSystem task force or subron which can attack a player task force (containing at least one invasion freighter) that has entered the objective Megahex will ignore all other movement rules and will move at full speed towards that player task force, and engage that task force with SSM, 4 rounds of gunnery, and torpedo combat.

8.0 Searching

8.1 The role of 'limited intelligence' is modelled by having numerous contacts, some of which are valid and some of which are not. Thus the search report system has had to be substantially modified.

8.2 The GameSystem does not search, but is assumed to be looking without the player's knowledge. The player, however, must evaluate the contacts on the board.

8.3 **UNKNOWN:** (Modified die roll is greater than the Search Value) No effect.

8.4 **APPROXIMATE:** (Modified die roll is equal to Search Value) If the target already has an 'Enemy' or 'Tracked' or 'Leader' chit on it, then no effect. If there is no chit, then roll 1D6. If the result is Even then the taskforce/subron is a false contact and remove it from play. If the result is Odd, then it is a hostile contact, so place an 'Enemy' chit on the task force or subron counter. Subsequent searches against any group which has an 'Enemy' marker on it have a -1 die roll modifier.

8.5 **GOOD:** (Modified die roll is 1 less than Search Value) If the target already has a 'Tracked' or 'Leader' chit on it, then no effect. If there is no chit, then roll 1D6. If the result is Even then the taskforce/subron is a false contact and remove it from play. If the result is Odd, then it is a hostile contact, so place a 'Tracked' chit on the task force or subron counter. Subsequent searches against any group that has a 'Tracked' marker on it have a -2 die roll modifier.

- 8.6 **ACCURATE:** (Modified die roll is 2 less than Search Value) If the target is already Precisely identified, then no effect. If there is no chit then roll 1D6. If the result is Even then the taskforce/subron is a false contact and remove it from play; if it is odd then it is a hostile contact and continue below. If the target already has an 'Enemy' or 'Tracked' chit on it, then roll 1D6. If the result is 1-2 then the target group is small, place a Captain chit on it; 3-4 medium, place a Commodore chit on it; 5-6 large, place a Rear Admiral chit on it. Subsequent searches against any group that has a leader chit have a -3 die roll modifier.
- 8.7 **PRECISE:** (Modified die roll is 3 less than Search Value) If the target has no chit on it then roll 1D6. If the result is even then the taskforce/subron is a false contact and is removed play; if it is odd then it is a hostile contact and the exact composition of the force becomes known. If hostile, and the task force/subron is less than Accurate, determine its size as described in rule 8.6. When the size is known, roll on the Exact Composition Chart. When a taskforce has been Precisely identified, turn its chit onto its normal side and the force remains Precisely identified for the rest of the game. Place a Precise sub in Shallow.
- 8.8 If the player is controlling the Soviet side, the first time that a Precise report is issued against a GameSystem task force or subron roll 1d6. On a roll of 1-2, the enemy forces are NATO; on a roll of 3-6 the enemy forces are US. If playing in the Caribbean, all forces are automatically US.
- 8.9 If a certain precise deployment cannot be completed because of the limit of the countermix, then units of the next lower value may be taken in its place, however they still 'cost' the same amount as the previous type of unit. *For example, if there are no further DD units a FF unit may be substituted, but it still costs 4 deployment points.* If there are no units in the next lower category, then a unit from the next higher category may be chosen, but at the higher deployment point cost. But SSN and SS are never in the same subron.
- 8.10 All GameSystem units picked for deployment are chosen at random. For example, if you have to place 3 DD and 3FF you would place all that nationality's DD in a cup and draw three at random, and then place all that nationality's FF in a cup and draw three of those.
- 8.11 Intelligence degrades over time. During the terminal phase, roll 1D6 for each identified GameSystem task force. On a roll of '1', the intelligence level decreases to the next level, i.e. Accurate to Good, Good to Approximate and Approximate to Unknown. Precisely identified units or Accurate units with a known air strength *never* decrease due to intelligence degradation.
- 8.12 Each time a task force increases to Accurate, the deployment point total increases by 10 if small; 20 if medium and 30 if large or 50 if large US. If it subsequently reaches Precise, readjust the deployment point total based on the exact deployment point cost.
- 8.13 Each time a subron increases to Accurate, the deployment point total increases by 5 if small; 9 if medium and 13 if large. If it then reaches Precise, readjust the deployment point total based on the exact deployment point cost.
- 8.14 If a less than Precise GameSystem task force(s) or subron(s) moves within two hexes of player task force, each of the GameSystem task force(s) or subron(s) becomes Precisely known, but the player task force loses one action in the following turn for each task force or subron revealed in this manner. NOTE: The GameSystem subron will remain at Deep until the following Group Mode Phase, when it will move to Shallow for the rest of the game.

- 8.15 If a less than Precise GameSystem task force(s) or subron(s) enters the same hex as a player subron, the GameSystem task force or subron becomes Precisely known, but the player loses one action in the following turn.

9.0 Airbases

- 9.1 Land based aviation is never hidden.
- 9.2 CV air units, but not air units from other land bases, can attack land air bases.
- 9.3 Each airbase is assumed to be in the 1 ring of the tactical display, with the airbase having an AA value of 3 in rings 1, 2 and 3.
- 9.4 All hits on airbases are cumulative. If an airbase suffers 3 hits it cannot launch aircraft.
- 9.5 Airbases repair 1 hit per turn if they are not attacked that turn.
- 9.6 Air attacks against airbases can only be by ordinary bombing, and the 'to hit' die roll is '5'.
- 9.7 Tomahawk missiles can be used to attack land air bases.
- 9.8 Any ship with an 'A' or 'B' gunnery factor can bombard an airbase from the same or adjacent hex.

10.0 Air Attacks

- 10.1 Air strikes may not be directed at a GameSystem task force unless the search report on it is Accurate or Precise.
- 10.2 CAP for both bases and CVs of the GameSystem is assumed to equal half (round up) the L and M aircraft not on air strikes in this turn or the previous turn. If all L and M aircraft are destroyed or on strike or refueling, then there is no CAP.
- 10.3 During the GameSystem portion of the air phase, determine whether there are any GameSystem task forces or airbases within 6 megahexes of a player CV task force, or 6 megahexes of an active player airbase, or 2 Megahexes of a player Surface Action Group (SAG).
- 10.4 If there is a choice, the GameSystem always targets CVs first, airbases next and SAGs last.
- 10.5 If there is no chit on the enemy contact or the chit is 'Enemy' or 'Tracked' then roll 1D6. If even, no effect and go to the next GameSystem task force. If odd, then roll 1D6. If less than 6, then no effect and go to the next GameSystem taskforce. If 6 then place a Rear Admiral chit on the task force and check for attack on the Air Attack Table.
- 10.6 If there is a Rear Admiral chit on a task force with no revealed air strength, roll 1D6. If odd, then go to the Air Attack Table, otherwise no effect.
- 10.7 If the task force is Precisely identified as having a CV, or is Accurate and has a previously revealed air strength, then go to the Air Attack Table.
- 10.8 If an air attack is launched and no Precise reports have yet been made against the GameSystem (see TFS rule 8.8), determine the nationality of the air strike by rolling 1d6. On a roll of 1-2, the enemy forces are NATO; on a roll of 3-6 the enemy forces are US (Exception: If playing in the Caribbean, all forces are US). Then randomly draw a CV from that nation's pool of CV units and place it aside as the CV for the attacking (but not as yet Precisely identified) task force.
- 10.9 ASW and RCN squadrons are not used by the GameSystem – like long range patrols, they are already included in the search rules..

- 10.10 The GameSystem will always send the best available units for each job, for example: H for strike, L for escort, M to fill out the gaps. If there is a choice of the same type of unit in these three categories, then the GameSystem will always send a less damaged unit.
- 10.11 If there are insufficient units to form the set strike package, then preference must be given to fulfilling the strike aircraft amount, at the expense of escorts. Similarly, if the choice is between two identical units with different damage levels, the stronger must be the strike and the weaker the escort.
- 10.12 If the GameSystem is the US, it always sends EW aircraft with the strike and, if US or NATO, always has any available AEW aircraft on CAP.
- 10.13 A single GameSystem task force may not launch air strikes on consecutive turns, unless the task force is Precisely identified as having two CVs.
- 10.14 On the tactical display, GameSystem units will always fly towards and target CVs if they are present, and use diffusion bombs to attack them. If CVs are not present they will use ASM attacks against Freighters, BB, CG, DD, FF and PC, in that order.
- 10.15 GameSystem Strike squadrons' entry sector is determined at random 1D6 and they depart the Tactical Display via the entry sector directly opposite. *For example, a strike squadron is attacking. Roll the die for a 2, so it enters via sector 2 and departs through sector 5.*
- 10.16 Where there are two strike squadrons, both enter via the same sector, and both depart via the same sector.

11.0 Combat

- 11.1 Long range SSMs can be fired, but only at targets that are Accurate or Precise. Accurate targets have a one-off AA die roll of 3, a one-off jamming attempt of 3 and a one-off close defence fire of 4. If any hits are recorded, the target is immediately Precise and hits are recorded at random. The GameSystem will never fire long range SSMs unless its own task force/subron has been identified by the player as Precise.
- 11.2 If the friendly player has a CV task force in range, a GameSystem task force or subron will fire every SSM it can, in waves of 10, with the CV as its target. If the CV is destroyed, or the task force contains no CV, it will fire 4 SSMs per player ship (up to half its complement) in waves of 6 missiles, targeting Freighters, BB, CG, DD, FF and PC in that order, i.e. all DDs must be destroyed before a FF is targeted. Ignore rule 16.24, with the entry sector being determined by 1D6.
For example, a player task force has 1 DD and 2 FF. The GameSystem fires 12 missiles (= 4 missiles x 3 ships) in two waves of 6. The first wave targets ALL 6 missiles at the DD. If the DD is not destroyed by the first wave, the second wave will target all 6 missiles at the DD too.
- 11.3 The GameSystem will not engage in gunnery fire unless it has the same or more ships with A guns (or if neither side has A guns, then B guns, and so on) than the player task force. It targets all fire on the unscreened ship with the highest VP value, except it will always choose to fire at Invasion freighters instead of CG where possible. Otherwise, resolve the choice of same-value ship targets at random. It will continue gunnery combat as long as it has the same or more ships with the same level guns than does the player's task force, otherwise it will cease gunnery combat.

- 11.4 If the GameSystem task force is defending against a player invasion, and is in the objective Megahex or adjacent to it, it will ignore Rule 11.3 and continue with as many rounds of gunnery and torpedo combat as possible.
- 11.5 GameSystem subs conducting torpedo attacks are placed on the display in entry areas based on random die roll, but not so as to violate the rule that there can only be one sub in each area on the display.
- 11.6 Any GameSystem subs with only one floatation point left, including those which only have one floatation point to begin with, will immediately attack the highest value ship adjacent to it. Otherwise, Subrons will attempt to move so as to be at least adjacent to the highest value unit on the tactical display before firing.
- 11.7 When called to place its ships on the tactical display, the GameSystem will deploy its highest value ship in the centre ring, and then the next highest value in the top left sector of the next ring, deploying clockwise in adjacent spaces, until all ships are deployed. *Exception:* Ships will deploy in every *second* location on the '4' outer ring.
- 11.8 When determining value for placement, freighters should be treated as of higher value than CG, even though they are both worth 5 VP each.

12.0 Retirement

- 12.1 Wargamers tend to fight to the last man and the last bullet, but real Admirals generally do not. To mimic this, we use a retirement limit and retirement index.
- 12.2 The retirement limit is equal to 50% of the starting commitment level given in the table at STF rule 1.5.
- 12.3 The retirement index is equal to the net VP value of GameSystem ships and subs sunk, plus 2 points for each attack squadron destroyed. This latter includes squadrons on CVs which are sunk.
- 12.4 Net VP value is determined by adding all GameSystem losses and subtracting all player losses.
- 12.5 In the Terminal Phase of each turn that the retirement index exceeds the retirement limit, roll 1D6. If the result is a '1' then the all the GameSystem units retire towards their nearest 'Base' hex. If there is a choice of hexes to move into, they will keep as far away from player's task forces and subrons as possible.
- 12.6 If net GameSystem losses reach 66% of their original commitment, then retirement will commence on *any* die roll except a '6'.
- 12.7 A CV with no combat aircraft left, or with an inoperable flight deck, must retire. It will take with it the three best frigates (or, if US, the three best frigates and the fast supply ship). The three best frigates are determined in order of highest ASW rating, then highest AA rating, then the lowest SSM rating. If fewer than three frigates are available, use DD or, if not available, CG. Upon reaching the base the CV is removed from the task force and the escort force may continue in the game as a SAG.
- 12.8 A subron unit with no SSMs or torpedos left must retire.
- 12.9 On reaching the 'Base' hex, retiring units are removed from the map (not destroyed for the sake of VPs).
- 12.10 Caribbean Bases: US: Megahex 9 or 61; Soviet/Cuban: Santiago or Banos
- 12.11 GIUK Bases: US/NATO: Megahex 1 or Sumburgh; Soviet: Megahex 63 or 64

12.12 Mediterranean Bases: US/NATO: Malta, Suda Bay, Antalya, Haifa; Soviet: Benghazi, Tobruk, Port Said, Latakia, Megahex 117.

13.0 New Units and Weapons

- 13.1 See the new ship specifications in Moves variant rules. However, there are no VP listed for the new ships, so use 10VP for Iowa-class BB and 8 VP for Kirov-class CG, in recognition of the high value nature of these units.
- 13.2 Rocket assisted projectiles were not available for naval vessels on either side in the 1980's, therefore do not use Optional Rule 32.7.
- 13.3 The British CV Invincible was able to carry and operate two squadrons of Harrier jump-jets during the Falklands War and would presumably have done so in a NATO v Warsaw Pact conflict. Add an additional AV8 unit of the same strength to the Invincible's standard complement of aircraft.
- 13.4 All CV and CG automatically have (x 2) SSM.
- 13.5 All US/NATO subs automatically have (x 4) torpedos.
- 13.6 All Soviet subs automatically have (x 3) torpedos.
- 13.7 The player may, for destroyers and frigates only, increase their SSM complement to a maximum of (x 2) at the cost of one commitment point per ship.
- 13.8 PC may never carry more SSM than their original loads.
- 13.9 Tomahawk missiles are not available to any FF units.
- 13.10 Badger and Backfire unit details are as per the Moves variant rules:

	Badger	Backfire
Air to Air	2	3
Strength	2	2
SSM	AS-6 (use SSN-3 counter)	AS-6 (use SSN-3 counter)
Waves	2	2
Missiles per wave	6	9

- 13.11 The anti-ship ASM values of the A-6 Intruder and Buccaneer in the original game are unrealistically low. When using these units in ASM attacks, they are kept off the tactical display and instead (after CAP is resolved) conduct their ASM attacks by firing 3 waves of 8 Harpoon each, which are treated exactly as SSM combat, but in the Strike Segment. Subtract 1 wave for each point of permanent damage on the air units.
- 13.12 Sample Iowa Class BB counter below:



PRECISE COMPOSITION TABLE - US

If task force already has a revealed air strength, then add 5 to the die roll.

CAPTAIN and COMMODORE ONLY:

If within 15 of the commitment limit, then subtract 3 from the die roll.

If within 10 of the commitment limit, then subtract 5 from the die roll.

If within 5 of the commitment limit, then subtract 7 from the die roll.

Die	Captain TF	Captain Sub	Commodore TF	Commodore Sub	Rear Admiral TF	Rear Admiral Sub
1	3FF	1SSN	1DD 1FF	1SSN	3DD 3FF	1SSN
2	3FF	1SSN	1DD 2FF	1SSN	1CG 3DD 3FF	2SSN
3	3FF	1SSN	1DD 3FF	1SSN	2CG 3DD 3FF	2SSN
4	4FF	1SSN	2DD 2FF	1SSN	1BB* 2CG 3DD 4FF	2SSN
5	4FF	1SSN	2DD 3FF	2SSN	3CG 3DD 3FF	3SSN
6	6FF	1SSN	1CG 1DD 3FF	2SSN	1CV 2CG 2DD 3FF	3SSN
7	1DD 1FF	1SSN	2CG 2DD 2FF	2SSN	1CV 1BB 2CG 3DD 4FF	3SSN
8	1DD 2FF	2SSN	1BB* 1CG 2DD 2FF	2SSN	1CV 1BB 2CG 4DD 4FF	3SSN
9	1DD 3FF	2SSN	1BB* 2CG 3DD 3FF	2SSN	2CV 2CG 3DD 4FF	4SSN
10	2DD 3FF	2SSN	1BB* 2CG 3DD 4FF	3SSN	2CV 3CG 4DD 4FF	4SSN

* If the US GameSystem is conducting an Invasion, and no US CV group has yet been Precisely identified, then the invasion Freighters are part of this task force, not the first identified CV group (per STF Rule 1.10)

PRECISE COMPOSITION TABLE - SOVIET

If task force already has a revealed air strength, then add 4 to the die roll.

CAPTAIN and COMMODORE ONLY:

If within 15 of the commitment limit, then subtract 3 from the die roll.

If within 10 of the commitment limit, then subtract 5 from the die roll.

If within 5 of the commitment limit, then subtract 7 from the die roll.

Die	Captain TF	Captain Sub	Commodore TF	Commodore Sub	Rear Admiral TF	Rear Admiral Sub
1	3PC	1SS	6PC	1SS	11PC	1SS
2	3PC	1SS	6FF	1SS	2CG 3DD 3FF	2SS
3	4PC	1SS	1DD 3FF	2SS	3CG 3DD 3FF	3SS
4	4PC	2SS	2DD 3FF	2SS	4CG 4DD 4FF	3SS
5	4PC	2SS	3DD 3FF	3SS	1CV 1CG 1DD 3FF	4SS
6	6PC	1SSN	4DD 4FF	1SSN	1CV 2CG 2DD 3FF	1SSN
7	1DD 1FF	1SSN	1CG* 1CL 1DD 2FF	1SSN	1CV 2CG 3DD 4FF	2SSN
8	1DD 2FF	1SSN	2CG 2DD 2FF	2SSN	1CV 2CG 4DD 4FF	3SSN
9	1DD 3FF	2SSN	2CL* 1CG 3DD 3FF	2SSN	2CV 2CG 3DD 4FF	3SSN
10	2DD 3FF	2SSN	3CG 3DD 4FF	3SSN	2CV 3CG 4DD 5FF	4SSN

* If the Soviet GameSystem is conducting an Invasion, and no Soviet CV group has yet been Precisely identified, then the invasion Freighters are part of this task force, not the first identified CV group (per STF Rule 1.10)

AIR ATTACK TABLE

Die	US	NATO	Soviet
1	1 Strike 1 Escort	1 Strike	1 Strike
2	1 Strike 1 Escort	1 Strike 1 Escort	1 Strike
3	1 Strike 2 Escort	1 Strike 1 Escort	1 Strike 1 Escort
4	2 Strike 1 Escort	2 Strike 1 Escort	1 Strike 1 Escort
5	2 Strike 2 Escort	2 Strike 1 Escort	1 Strike 1 Escort
6	3 Strike 2 Escort	2 Strike 1 Escort	2 Strike

INVASION TARGET MEGAHEX TABLE

Caribbean			G-I-UK Gap		Mediterranean	
Die	US	Sov	US	Sov	US	Sov
1	Mhex 19	NA	Mhex 64	Mhex 12	Mhex 99**	Mhex 136
2	Mhex 19	NA	Mhex 64	Mhex 12	Mhex 128	Mhex 170
3	Mhex 19	NA	Mhex 64	Mhex 12	Mhex 61	Mhex 42
4	Mhex 19	NA	Mhex 30	Mhex 12	Mhex 159	Mhex 26
5	Mhex 13	NA	Mhex 12*	Mhex 30	Mhex 136	Mhex 26
6	Mhex 13	NA	Mhex 12*	Mhex 30	Mhex 165	Mhex 26

* Cannot use Neskaupstadur airbase

** Cannot use Suda Bay airbase

STARTING MEGAHEX TABLE

Caribbean					G-I-UK Gap				Mediterranean			
Die	US		Sov		US		Sov		US		Sov	
	TF	Sub	TF	Sub	TF	Sub	TF	Sub	TF	Sub	TF	Sub
1	9	10	19	19	1	13	63	49	26	46	80	77
2	15	17	14	18	3	14	64	50	36	37	88	78
3	16	24	20	19	4	15	60	51	27	28	89	79
4	23	18	18	18	6	20	61	52	17	19	98	70
5	54	47	12	12	7	21	62	58	37	47	108	90
6	62	55	13	20	8	22	55	41	28	38	98	139
7	61	52	7	28	9	23	56	42	176	161	128	130
8	68	59	28	6	46	28	57	43	170	152	119	121
9	60	66	11	11	47	53	49	44	163	143	129	112
10	53	51	19	17	54	45	50	35	162	151	120	131

Give me an email if these rules aren't clear.

peter_phelps@yahoo.com

2 July 2006