A Fascinating Future-History Simulation Game

the time is: **Tomorrow**

Jaws of the Dragon

Modern War in the Pacific

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Rulebook

Jaws of the Dragon Rulebook

Powered By Evan's Wargaming Operational Kampaign System (EWOKS) v5.2
Semi-Rigid Kreigspiell Rules Written by Evan D'Alessandro © 2024[1]

Assumptions

1 turn = 1 day
1 hex (Operations Map) = 100 miles, which is 161 km or 87 nm
1 hex (Taiwan Map) = ~ 1/6th of a hex on the Operations map = ~ 17 miles = 30 km

Unit	Constituent Units	Missiles[2]	Notes
CSG	1 carrier + 4-5 ships[3]	2 Atk., 6 Def. 7/13 Sqdn. Strikes	~400 VLS cells. <u>NOTE: Subs for the purposes of this are not included as part of a CSG counter.</u> US Carriers, 13 squadron strikes worth of munitions, other carriers 7 squadron strikes[4]
ESG	2 amphib + 4-5 ships	2 Atk., 6 Def.	1 embarked marine bn. landing team. ~400 VLS cells.
SAG	4-5 ships	3 Atk., 5 Def.	Roughly 400 VLS cells.
Missile Boats	6 Missile Boats[5]	1 Atk.	Any sort of ships using hit and run tactics (incl. corvettes, frigates)
Nuke Sub	1 submarine	1 Atk. (Seawolf)	US subs (LA, Virginia) tend to have 12 LACM, Seawolfs carry 50 torpedoes/LACM
Diesel Sub	1 submarine		
SSGN	1 submarine	6 Atk. (LACM)	
Land Units	Brigade Size		Logistics, air defense, etc. abstracted. While frontages are quite wide here 4 units per hex would allow for a "continuous line" to be formed.[6]
MLR/MDTF	N/A	1 Atk.	For missile numbers see endnote[7]
Air Units	Squadron		Tankers, AWAC's, BACN, EW, SEAD (generally), drones, etc. abstracted, **but assumed to happen as/be a part of operations**. 12 x 5th Gen aircraft, 16-18 all other gens per sqdn.
Bombers	US 6, Chi. Regiment		# based around 100 missiles, B-1's can carry 24, B-52's 20, B-2's 16, HK-6's can carry 6 YJ-12

Movement

Unit	Movement	Notes
CSG, ESG, SAG, Missile Boat	6 hexes/day	Assuming speed of 25 knots.
Submarines	3/6* hexes/day	*Nukes can sprint 6, but more detectable (diesels may not sprint). Normal slow speed + need to get coms limits stealthy movement.[8]
Land Units (Rotating)*	0 [1] hexes/day	
Land Units (Cross Country)*	1 [5] hexes/day	
Land Units (Road)*	2 [11] hexes/day	TRADOC Pamphlet 350-14, September 1994, Heavy Opposing Force (OPFOR) Operation Art Handbook[9]
Land Units (Rail)*	5 [27] hexes/day	TRADOC Pamphlet 350-14, September 1994, Heavy Opposing Force (OPFOR) Operation Art Handbook[10]
(Dis)Embark Brigade on Ships	Load ½ Brig/day/port	Assumes simultaneous loading of all ships for the brigade, and that ships are ideal ships for such use[11]
Squadron changing Air Sectors	2 (US) / 3 days	Represents teeth element deployment, followed by supporting elements.[12]

Numbers in [#], are the numbers for use on the Taiwan map with its smaller hexes.

Weather[13]

Represents predominate weather conditions for each Air Sector.

Clear
- No Effects.

Rain/Heavy Clouds
- Tracking rolls have -2, all Air Strikes have a 30% chance to Abort.
- Sub detection -1

Storms
- Tracking rolls have -4, all Air Strikes abort.
- Missile boats may not attack.
- -1 Colum shift on Attack
- Sub detection -4
- No anphib/air assaults

Detection / Tracking (d10)[14]

Approximate locations of units in hexes are always known, <u>sea units can only be engaged however if they are tracked.</u>

Surface Ships (task force):
- If inside the First Island Chain, on a d10 roll the # of hexes or higher to the nearest friendly country or carrier to track.
- If outside the First Island Chain, roll a d10. On a 9 or 10 they are tracked. +1 if the target is a carrier conducting flight operations.[15]
- If ships are in the same hex they are tracked.[16]
- Carriers may use a squadron to detect a hex in range
- Ships in port are always tracked.
- Ships defending a beachhead are always detected.

Submarines
- See the detection section of Undersea Combat.

Land Units and *Air Units* are always tracked.[17] Exception: MDTF's and MLR's must be tracked to be engaged by rolling a 9+.[18]

Sea Movement

Unit	Movement	Notes
CSG, ESG, SAG	6 hexes/day	
Submarines (Nuke)	3/6 hexes/day	May sprint up to 6, but more detectable.
Submarines (Diesel)	3 hexes/day	If not moving may bottom sit (not move) to decrease detectability.

Aircraft Carriers Munitions Storage

Carrier	*Squadron Strikes of Munitions**
US Carriers	13
All Others	7

*1 strike by 1 squadron consumes 1 squadron strike of munitions *(read that 5 times fast!)*.

Munitions and VLS can be fully refilled by spending 1 day in port.

Sea Combat (d10)[19]
Missile Ranges (***MUST HAVE DETECTED ENEMY TO SHOOT***)

Important Info		*Unimportant Info*	
Missile Type	**Range**	*Missiles Attacking*	*Notes*
Chinese AShM	2●		*95 missiles/salvo. Assumed to be either YJ-12 (supersonic) or YJ-91 (sea skimming, supersonic), average range is about 200mi (2 hexes).*
Chinese Missile Boat	1●		*Assuming YJ-83 (max. 150 mi range), less range due to sea state or lower onboard targeting ability.*
US AShM	1●		*115 missiles/salvo Assumed to be sea skimming. Either SM-2, SLAM-ER, Naval Strike Missile or Harpoon.[20]*
Sub AShM	1●		*# of missiles/salvo is dependent on nation. Have to have better targeting so must be in same hex.*
C Carrier J15	4● (3●+1●)	**1 Atk[21]**	*J-15 combat radius is 647 nautical miles, though at full combat load launching from a carrier it's going to be shorter due to the weight restrictions of the STOBAR system of Chinese Carriers.[22] (3●) firing YJ-83 (NOT YJ-12), so +1 hex of range.*
US Carrier F-18	6● (5●+1●)	**1 Atk.**	*F-18 combat radius w/ drop tanks is ~450 nautical miles (5●).[23] Firing US ASHM, see note above.*
US Carrier F-35	6/8● (6●+2●)	**8 w/ LRASM Salvo Only**	*F-35 combat radius is 1000km[24](600mi) (7●). Firing US ASHM, see note above.*
Chinese LACM	18●		*? missiles/salvo, ~30. Based on CJ-10 Range[25]*
US LACM	10●		*30ish missiles/salvo. Based on Block IV/V Tomahawk (900 nm range)[26]*

Roll type = Offensive missiles – ½ Defensive missiles* *(e.g. 2 defensive missiles cover 1 offensive)[27]*

D10 Roll[28]	- 1 -	- 2 -	- 3 -	- 4 -	- 5 -	- 6 -	- 7 -	- 8 -	- 9 -	- 10 -
If Defense greater	–	–	–	–	–	–	–	–	*1 Damage*	*1 Damage*
If Defense is equal	–	–	–	–	*1 Damage*	*1 Damage*	*1 Damage*	*1 Damage*	*2 Damage*	*2 Damage*
If Defense less than	*1 Damage*	*1 Damage*	*2 Damage*	*2 Damage*	*3 Damage*	*3 Damage*	*3 Damage*	*3 Damage*	*3 Damage*	*3 Damage*

Excess damage carries over to other units in the same task force.

Type	1st Damage	2nd Damage[29]	3rd Damage[30]
SAG	• Loose half (1/2) missiles • ASW effectiveness decreased.	Sunk[31]	-
CSG (Carrier)	• Loose half (1/2) missiles	• Lose remaining missiles • Speed one-half (1/2) • Half (1/2) sortie generation • ASW effectiveness decreased.	Sunk
ESG (Amphib)	• Loose half (1/2) missiles • Carried units ¼ damaged	• Lose remaining missiles • Speed one-half (1/2) • Carried units ½ damaged • ASW effectiveness decreased	Sunk
Missile Boat Squadron	• None	Sunk	-

Submarine Combat (d20)[32]

Movement
Submarines may opt not to move but instead remain in place. Doing so they do not move but rather they gain movement that they can use on later turns. Turn them 90˚ to mark 1 turn of unused movement, and 180˚ 2 turns of unused movement. A sub may never store more than 2 turns of movement. When the submarine opts to move it can move using stored movement. However, if the sub moves into a hex where it might be detected, it must stop and end its movement there. If a sub with stored movement has detection attempts made against it, it immediately loses all stored movement and remains in the hex it was in.[33]

Using the Detection Table
- The sub attempts to attack, provides cuing for a strike by long range fires, or shadows a unit.
    - Use below table.
- For each enemy unit with detection capabilities (Sub, CSG, ESG, SAG) the sub is in the same hex as, or if the sub launches a long-range missile attack.
    - Roll a d20: on a 1 the sub has been detected.
- The sub is in a hex that MPA's are operating in in number (umpire discretion).
    - Use table column below for *ASW Fixed Wing.[34]*
- The Sub is in a hex with an enemy port.
    - Use table column below for *ASW Rotary.*

Detection
Roll higher than or equal to the number on D20 <u>to detect the target</u>. Modifiers (advantage/disadvantage[A]):
- Sub is sprinting – advantage to detect sub.[35]
- Ship moved more than 3 hexes – disadvantage for ships detecting.[36]
- Searching unit is damaged – disadvantage for damaged units.
- SSK is bottom sitting – disadvantage to detect SSK.[37] (assume bottom sitting if the diesel did not move this turn and is in shallow water)

Water Depth[38]
- Shallow Water = –3
- Medium/Deep Water = +0

Weather Effect[39]
- Rain/Clouds = -1
- Storms = -3

(Note that rolling twice on a d20 is approximately equivalent to +/-3.3)

ASW Table (d20)[40]

Hunter ▶ Hunted ▼	US/Allies			Chinese*			Platforms		
	Sub	**SAG or ESG**	**CSG**[41]	**Nuke Sub**	**Diesel Sub**	**SAG ESG CSG**	**Counter fire**	**ASW Fixed Wing (1✈)[42]**	**ASW Rotary**
Seawolf	-	-	-	18	16	18	17	20	19
Virginia	-	-	-	17	15	18	16	20	19
Los Ange	-	-	-	15	14	17	12	20	18
CType93	6	11	10	-	-	-	7	20	16
C Diesel	5	11	8	-	-	-	7	19	16
C SSBN	6	11	10	-	-	-	7	20	16
Japan	-	-	-	16	15	18	10	20	17

US hydrophones detect on 7+ in the hex they are in[43]
* If inside Chinese hydrophone line add +1

May attacked detected target.

Attack Table (only use if sub is detected)[44]
- *The sub that rolled the higher number to detect attacks first. - if both detected, the attacker then counterfires*
- <u>If sub is defending a *moving* surface target, the defending sub must be engaged first before the surface target can be engaged</u>, unless attacker is bottom sitting.[45] (only SSN's may defend moving targets this manner)[46]
- For Subs vs. Subs *and* ASW vs. Subs. If sub shoots at another sub that had not detected the attacker, use Counterfire to see if shooting sub is detected, and the attacked sub can fire in response.

D20 Roll	1 to 10	11 to 20
Atk. vs. Subs	*Sub Escapes, may not attack again this turn.*	*Sub Sunk*
Atk. vs. Surface	*No effect*	*1 Damage Caused to Surface Group*[47]

[A] Advantage = roll a second die and use the higher number. Disadvantage = roll a second die and use the lower number.

Air Movement

Unit	Movement	Notes
Squadron Switching Sectors (US)	2 days[48]	Represents teeth element deployment, followed by supporting elements.
Squadron Switching Sectors	3 days[50]	REQUIRES TANKERS OR BUDDY TANKING IF NOT CHINESE[49]
Taiwanese Aircraft Dispersal	0 days	Dispersal of aircraft to civilian airports, highway sites, etc.[51]

Air Combat (d10)[52]

Carrier Air uses a range system rather than sector system, see Sea Combat for details.

Squadrons[53] can take 2 attrition[54] before being destroyed (e.g. on the 3rd attrition result it is destroyed).

Teeth Aircraft	*Support Aircraft*

Squadrons can be used to conduct <u>one</u> of the following missions[55] per turn in their or an adjacent Air Sector:[56]
 	
• **Fight for Air Supremacy**[57] – All squadrons dedicated to fighting for air supremacy are paired up at random with Enemies and then roll on the Air-to-Air Table for resolution.
   o Squadrons that are unpaired 1:1 can be reassigned or can gang up in other fights (max 3:1, or if stealth 2:1)
• **Intercept Strikes**[58] – Can attack <u>one</u> strike and its escorts (EXCEPTION: Carrier air may intercept all strikes on their carrier[59]). Battles any escorting fighters as if Fighting for Air Supremacy. A maximum of 3 squadrons can engage each enemy squadron.[60]
   o vs. Escorted - If the Interceptors inflict a Damaged or Destroyed result on the escorting Squadron, roll on the Escorted Strike row.
   o vs. Unescorted – roll on the Unescorted Strike row.
• **Escort Strike**[61] – Select a strike to Escort. If strike is attacked, squadron battles intercepting fighters as if Fighting for Air Supremacy.
• **Conduct Strike**[62] – A squadron may conduct a strike on any unit in its air sector.
   o Maritime Strike – Attacking enemy naval unit(s). Air strikes carry 1 missile per squadron (or 2 per bomber flight).
   o Air Support[63] – if Strike makes it through, notify Land control.
     ■ Ground Support – deal 1d2 attrition (or 1 if squadron is damaged) to a targeted ground unit. [64]
     ■ Interdiction - The squadron inflicts 1 attrition on an enemy unit moving and reduces their movement by half.
   o Ports/Air Bases – Roll on tables in the Missile Rules.
• **SEAD**[65] – A squadron equipped to conduct a SEAD missions degrades IADS by 1 for one strike.
	Support Squadron – 1 required per Air Sector to avoid *No AWACS* penalty.
	
	MPA – If air superiority in Air Sector, generates 2 ASW sweep tokens to be placed by Naval Control in that sector (each has a 5% chance to detect subs)
	
	Tankers
	• Allows 2 squadrons to conduct operations in adjacent areas
	• Allows 1 bomber sortie from offmap bases (or 2 Tanker sqdn. required if flying from CONUS).
	• Allows 1 squadron to move to a different sector.

IADS[66]

For any enemy squadron operating in a sector with an IADS value, roll a d10. If the number is less than or equal to the IADS value, the squadron is damaged. *Exceptions*:

- Aircraft using standoff munitions for a strike reduce IADS value by 1.
- 5th Gen aircraft reduce IADS value by 1 against them, and B-2's reduce it by 2.[67]
- When ground attack aircraft conduct a strike, they add 1 to IADS value (even if IADS value is 0).[68]

Air-to-Air Table[69]

Roll = d10 roll + Attackers attack modifier, + Defender defense modifier.

When a squadron has 2 attrition it rolls two d10 and uses the worse result.

D10 Roll	- 1 -	- 2 -	- 3 -	- 4 -	- 5 -	- 6 -	- 7 -	- 8 -	- 9 -	- 10 -	- 11+ -
Air-to-Air	–	–	–	–	–	–	–	☠	☠	☠	☠☠
Escorted Strike*	↺☠	↺	☠	☠	–	–	–	–	–	–	–
Unescorted Strike	↺☠☠	↺☠	↺☠	↺☠	↺☠	↺☠	↺☠	☠	☠	–	–

☠ = Strike damaged, ↺ = Strike aborts

*If multirole conducing a strike are intercepted, they count as a *escorted strike* even if they lack a escort.[70]

Modifiers[71]

	5th Gn	4th Gn	3rd Gn	F-35 Support	4th Gn vs 5th Gn	No AWACS
Attack Mod.	+1	+0	-1	+1 to friendly sqdn. attacking same target in the air engagement 1/turn.[72]	+1 to 4th Gn.[73]	-2
Defense Mod.	-3	+0	+1			

Land Movement

Unit	Movement (Op Map)[74]	Movement (Taiwan Map)	Notes
Land Units (Rotating)	0 hexes/day	1 hexes/day	
Land Units (Cross Country)	1 hexes/day	5 hexes/day	
Land Units (Road)	2 hexes/day	11 hexes/day	TRADOC Pamphlet 350-14, September 1994, Heavy Opposing Force (OPFOR) Operation Art Handbook
Land Units (Rail)	5 hexes/day	27 hexes/day	TRADOC Pamphlet 350-14, September 1994, Heavy Opposing Force (OPFOR) Operation Art Handbook
Helicopter Unit (Assault/Reposition)	3 hexes/day	16 hexes/day	Guess, reposition assumes viability of logistics at new location
(Dis)Embark Brigade on Ships	Load ½ Brig/day/port		Assumes simultaneous loading of all ships for the brigade, and that ships are good ships for such use[75]

Land Combat (d4)[76]

Land units can take points of damage up to their combat power.[77] Every 20 attrition[78] = 1 point of damage. 1 point of attrition can be removed every 2 days by rotating the unit off the front line (artillery/helicopters do not regenerate).[79] Each point of damage subtracts 1 from the unit's combat power. A unit with no combat power remaining is destroyed.[80]

Procedure:
- Pick units to attack, each unit only engages 1 unit in the hex.
- Determine Combat
  - Ratio Column = Sum Attacker Power vs. Sum Defender Power
    - Unsupplied units halve combat power[81]
  - Note any column shifts from other factors
  - Then roll 1d4[82] for each side and shift that number of columns in each side's favor
- If a unit forces a retreat, it can attack another enemy in the sector at 1 unfavorable column shift.

Attritional vs. Maneuver Combat[83]

When attacking decide if the attack is an attritional attack or maneuver attack. Attritional attacks resolve as normal on the table below. If the attack is a maneuver attack however, when a result states that the unit was attritted, it takes d6 attrition (exploding dice, 5 or 6)[B] instead of just one, and the other side takes the same amount -1.[84] All other attacking units involved in the maneuver combat take 1 attrition.[85] Helicopter units take 3x normal attrition, artillery 2x.[86]

Ratio = Sum Attacker Power vs. Sum Defender Power
Then roll 1d4 (if Maneuver), or don't (Attrition)[87] for each side and shift that # of columns in each side's favor.

Atk vs. Def Ratio:[88]	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1
Meeting Engagement	▲ ♭	▲	☠	☠	☠	●	●	●	●	● ♭	● ♭	● ♭	● ♭♭	● ↰ ♭♭
Preped Atk. vs. Preped Def	▲	▲	▲	▲	☠	☠	●	●	●	●	● ♭	● ♭	● ♭	● ↰ ♭
Prepared Atk. vs. Breaching	▲▲ ♭	▲▲ ♭	▲▲	▲▲	▲▲	▲	☠	☠	●	●	●	●	●	● ♭

▲ = Attacker attritted, ● = Defender attritted, ☠ = Attacker and Defender attritted

↰ = Number of hexes damaged unit must retreat (cannot be mitigated). If unit cannot retreat to friendly hex it is destroyed.

♭ = Number of hexes damaged unit must retreat. A unit can choose not to retreat (or to retreat some) and is attritted for each ♭ it chooses to ignore.[89] If unit must retreat and cannot retreat to friendly hex it is destroyed.

Factors	Column Shift	Other Effects
Light Infantry vs. Armor[90]	1 favorable shift for Armor	
Air Support (per strike)[91]	1 favorable shift	
Light Urban/Rice Paddies/Hills (Rough)	1 favorable shifts for Defender[92]	
Mountains/Heavy Urban (Very Rough)	3 favorable shifts for Defender[93]	May ignore 1 ♭.
Fortification (per lvl., max 2)[94]	1 favorable shift for Defender[95]	May ignore 1 ♭ per fortification, Attacker takes 2x casualties.[96]
River Crossing[97]	1 unfavorable shift	Double the attrition.
Amphibious Assault	2 favorable shifts for Defender[98]	Triple attrition.
Air Assault	Unit takes losses equal to IADS Value + 1d4 x 10%[99]	
Naval Gunfire Support[100]	1 favorable shift	
Unit can't do Brig. lvl. combined arms*	1 unfavorable shift *when attacking*[101]	
Surprise + Successful Deception[102]	4 favorable shifts *when attacking*	Defender takes 5x attrition

* This applies to Taiwanese C-Level reserve units, and to PLA units during amphibious attack

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[B] E.g. if a 5 or 6 is rolled on the dice, roll again and add that to the total, if another 5 or 6 is rolled, roll again and add to the total, and so on…

Tactical Nuke Rules

Naval Units (1 Nuke): Units may intercept incoming salvos, then roll a d10 for each nuke: [1-6] No damage, [7-10] Unit damaged.[103]

Naval Units (Multiple Nukes): Units may intercept incoming salvos, then roll a d10 for each nuke: [1-6] No damage, [7-10] Unit damaged.

Air Units: the unit is destroyed. [104]

Ground Units: If unit is a Battalion the unit's dispersion determines damage:[105]

Dispersion	Example	Damage[106]
Highly Dispersed	Defending an area after dispersing due to nuclear threat.	10%
Dispersed	Defending an area.	30%
Concentrated	Conducting an attack.	40%
Highly Concentrated	Defending a key point (airfield, port), fighting in urban terrain.[107]	80%

Pre-Generated Damage Reference[108]

Unit Cbt. Power	Damage			
	10%	30%	40%	80%
1	0 Damage, 1 Attrition	0 Damage, 2 Attrition	0 Damage, 2 Attrition	0 Damage, 4 Attrition
1.5	0 Damage, 1 Attrition	0 Damage, 3 Attrition	0 Damage, 3 Attrition	1 Damage, 1 Attrition
2	0 Damage, 1 Attrition	0 Damage, 3 Attrition	0 Damage, 4 Attrition	1 Damage, 3 Attrition
2.5	0 Damage, 2 Attrition	0 Damage, 4 Attrition	1 Damage, 0 Attrition	2 Damage, 0 Attrition
3	0 Damage, 2 Attrition	1 Damage, 0 Attrition	1 Damage, 1 Attrition	2 Damage, 2 Attrition
3.5	0 Damage, 2 Attrition	1 Damage, 1 Attrition	1 Damage, 2 Attrition	2 Damage, 4 Attrition
4	0 Damage, 2 Attrition	1 Damage, 1 Attrition	1 Damage, 3 Attrition	3 Damage, 1 Attrition
4.5	0 Damage, 3 Attrition	1 Damage, 2 Attrition	1 Damage, 4 Attrition	3 Damage, 3 Attrition
5	0 Damage, 3 Attrition	1 Damage, 3 Attrition	2 Damage, 0 Attrition	4 Damage, 0 Attrition
5.5	0 Damage, 3 Attrition	1 Damage, 4 Attrition	2 Damage, 1 Attrition	4 Damage, 2 Attrition
6	0 Damage, 3 Attrition	1 Damage, 4 Attrition	2 Damage, 2 Attrition	4 Damage, 4 Attrition
6.5	0 Damage, 4 Attrition	2 Damage, 0 Attrition	2 Damage, 3 Attrition	5 Damage, 1 Attrition
7	0 Damage, 4 Attrition	2 Damage, 1 Attrition	2 Damage, 4 Attrition	5 Damage, 3 Attrition
7.5	0 Damage, 4 Attrition	2 Damage, 2 Attrition	3 Damage, 0 Attrition	6 Damage, 0 Attrition
8	0 Damage, 4 Attrition	2 Damage, 2 Attrition	3 Damage, 1 Attrition	6 Damage, 2 Attrition
8.5	1 Damage, 0 Attrition	2 Damage, 3 Attrition	3 Damage, 2 Attrition	6 Damage, 4 Attrition
9	1 Damage, 0 Attrition	2 Damage, 4 Attrition	3 Damage, 3 Attrition	7 Damage, 1 Attrition
9.5	1 Damage, 0 Attrition	3 Damage, 0 Attrition	3 Damage, 4 Attrition	7 Damage, 3 Attrition
10	1 Damage, 0 Attrition	3 Damage, 0 Attrition	4 Damage, 0 Attrition	8 Damage, 0 Attrition
10.5	1 Damage, 1 Attrition	3 Damage, 1 Attrition	4 Damage, 1 Attrition	8 Damage, 2 Attrition
11	1 Damage, 1 Attrition	3 Damage, 2 Attrition	4 Damage, 2 Attrition	8 Damage, 4 Attrition

Missile Rules (d10)

- If over ½ range <u>targeting Ships</u> (e.g. moving targets), each salvo counts as ½ of a salvo (excluding hypersonics), if DF-26 at extreme range, each salvo counters as 1/3rd.[109]
- Aircraft attacks on airbases or ports count as 2+ salvos vs. Airbases, and a single salvo vs Ports.

- **AShM** – roll on Sea Combat damage table (Land Attack missiles may attack ships in port, AShM may not[110]). NOTE <u>each missile salvo of this type can be covered to parity by 1 defensive missile.</u>
- **Ground Targets** – Inflict 1 attrition. In exceptional circumstances, may instead be a 1 column shift.[111]
- **IADS** – Roll a D10 and subtract the IADS value of the selected air zone, add 3 if the missiles are hypersonic or stealthy. On a 7+ IADS is reduced by 1 in the selected air zone for one turn.

Vs. Airbases and Ports[112]
Reduce the functional number of salvos by 1 for:[113]
- Each THADD battery defending.
- Each squadron on Intercept Strikes at the area (vs. cruise missiles only).
- If the missiles are Stealthy or Hypersonic, <u>ignore one THADD battery or Squadron.</u>[114]

Airbase

D10 Roll[115]		- 1 -	- 2 -	- 3 -	- 4 -	- 5 -	- 6 -	- 7 -	- 8 -	- 9 -	- 10 -	
Single Salvo	Attrition	–	–	–	–	–	–	1 x ☠ -parking	1 x ☠ -parking	2 x ☠ -parking	2 x ☠ -parking	Cluster Munition + no HAS = +1[116]
	Airbase Closed	–	–	–	–	–	–	–	–	1	d2	+1 if Bunker Buster[117]
2+ Salvos	Attrition (per salvo)	–	1 x ☠ -parking	1 x ☠ -parking	2 x ☠ -parking	2 x ☠ -parking	2 x ☠ -parking	2 x ☠ -parking	2 x ☠ -parking	2 x ☠ -parking	3 x ☠ -parking	Cluster Munition + no HAS = +1
	Airbase Closed	–	–	–	1+	1+	d2+	d3+	d4+	d6+	d10+	+1 if Bunker Buster

x ☠ -parking = Inflict that number of attrition to aircraft at the base. Subtract the number of unused squadrons[118] of parking at the base from the total attrition <u>(sum of all salvos).</u>[119] – Civilian dispersal airports count as having 3 unused space.

Airbase Closed (#) = Airbase and runway inoperable for that number of days. For each salvo over two, add 1 day for the 3rd salvo, and 2 days for each subsequent one (4th salvo onward):

Salvo	3rd Salvo	4th Salvo	5th Salvo	6th Salvo	7th Onward
Extra <u>Cumulative</u> Days of Closure	1	3	5	7	+2 etc.

If target is a dispersed airfield or civilian airfield, triple the closure time (max 21 days).

Ports[120]

D10 Roll		- 1 -	- 2 -	- 3 -	- 4 -	- 5 -	- 6 -	- 7 -	- 8 -	- 9 -	- 10 -
Single Salvo	Port Closed	–	–	–	–	–	–	–	1	1	d2
2+ Salvos	Port Closed (1 roll per salvo)	–	–	1	1	d2	d2	d3	d3	d4	d4

Port Closed (#) = Roll the dice in the brackets to determine how many days the port is not functional.
(If detail is needed on a 5+ per salvo each of the following is damaged: drydock, fuel farm, munitions storage.)

Mine Rules (d10)[121]

Minefields are placed at specific locations. These can either open water, or on specific landing beaches/ports.

Clearing Minefields

Each minesweeping ship is allocated to clear a minefield, it clears d6 mines per day.[122] Each day there is a 1% chance of each minesweeper being sunk by a mine.[123] Clearing an entire minefield require sweeping all the mines, but clearing a lane requires clearing 10% of the mines.[124] Clearing a *maneuver zone for firepower support ships*, also requires clearing 10% of the mines, failure to clear prevents naval gunfire support.[125]

SOF Rules (d20, d10)

Missions	Adjudication
Battlefield Surveillance and Reconnaissance[126]	50% (6+) chance to Detect and Track one enemy ground unit in the given hex, or all air or naval units at a given base.
Direct Action against Point Target	40% (7+) chance of 1 attrition to an enemy unit OR 10% chance (10+) of damaging enemy naval unit
Airfield Attack	30% chance (8+) of 1d6-3 damage against a squadron.[127]
Attacks against Enemy Logistics[128]	20% (9+) chance of enemy loosing 1 supply at random.
Brigade Support[129]	10% (10+) chance of a favorable column shift on the Attack/Defense
Degrade IADS	30% (8+) chance of decrease IADS for one strike.

After the mission: Roll a d20, on a 1 the unit is destroyed. Otherwise, the card is given back to the team in d10 turns.