

A Fascinating Future-History
Simulation Game

the time is: Tomorrow

Jaws of the Dragon

**Modern
War in the
Pacific**



EVAN

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"Jaws of the Dragon" is Evan's name for his brigade level simulation of US-China Conflict. T.M. unlikely to be applied for.

GAME DESIGN

Evan D'Alessandro

GRAPHIC DESIGN

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GAME DEVELOPMENT

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Rulebook

Jaws of the Dragon Rulebook

Powered By Evan's Wargaming Operational Campaign System (EWOKS) v6.0
Semi-Rigid Kriegspiell Rules Written by Evan D'Alessandro © 2026¹

A 0 on a d10 is a 10

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 (25/salvo) ²	Notes
CSG	1 carrier + 4-5 ships ³	4 Atk., 12 Def. 7/13 Sqdn. Strikes	~400 VLS cells. NOTE: Subs for the purposes of this are not included as part of a CSG counter. US Carriers, 13 squadron strikes worth of munitions, other carriers 7 squadron strikes ⁴
ESG	2 amphib + 4-5 ships	4 Atk., 12 Def.	1 embarked marine bn. landing team. ~400 VLS cells.
SAG	4-5 ships	6 Atk., 10 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 only, LACM)	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 2 units per hex on the Taiwan map would allow for a "continuous line" to be formed. ⁶
MLR/MDTF	N/A	1 Atk.	For missile numbers see endnote
Air Units	Squadron		12-16 x 5 th Gen aircraft, 16-18 all other gens per sqdn. Large aircraft (Tankers, AEW, transport) 9 aircraft/squadron (to match the amount of tarmac space taken up by small jets)
Bombers	US 6, Chi. Regiment		# based around 100 missiles, B-1's can carry 24, B-52's 20, B-2's 16, ⁷ 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 max.
Nuclear 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.
Deisel Submarines	2/3* hexes/day	*Diesels can sprint 3, but become more detectable.
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 ⁸
Land Units (Rail)*	5 [27] hexes/day	TRADOC Pamphlet 350-14, September 1994, Heavy Opposing Force (OPFOR) Operation Art Handbook ⁹
(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 ¹⁰
Squadron changing Air Sectors	2 (US) / 3 days	Represents teeth element deployment, followed by supporting elements. ¹¹

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

Weather¹²

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
- Anphib Operations at -1 column shift.

Storms

- Tracking rolls have -4, 50% Air Strikes abort.
- Missile boats may not attack.
- 1 column shift on all Ground Unit Attacks
- Sub detection -4
- No anphib/air assaults
- No MCM activity
- Ship speed -1 hex

Optional Rigid Turn Sequence:

Detection/Tracking ► Cyber/Space/SOF ► Salvo Missile Fire ► Air ► Sea ► Land

Detection (d10)¹³

Approximate locations of units in hexes are always known (e.g. the unit block is in the hex), sea units can only be engaged however if they are detected.

Only detected units may be attacked.

Surface Ships (CSG, ESG, SAG):

- If inside the First Island Chain, on a d10 roll the # of hexes or higher to the nearest friendly country or carrier to detect.
- If outside the First Island Chain, roll a d10. On a 9 or 10 they are detected. +1 if the target is a carrier conducting flight operations.¹⁴
- If ships are in the same hex they are detected¹⁵
 - Exception: Submarines must roll a 10 to detect surface combatants in the same hex.¹⁶
 - Exception: Missile boats must roll 5+ to detect other ships).
- Ships in port are always detected.
- Ships defending a beachhead are always detected.
- Carriers detect all adjacent hexes, and may roll 1 dice per squadron to detect a hex in range of their aircraft, needing 4+ to detect.

Note that if multiple CSG, ESG, SAG are operating in a group together, roll once for each set of ships (CSG, ESG, SAG), if any are detected, the rest of the group is detected to.¹⁷

Submarines

- See the detection section of Undersea Combat.

Land Units and *Air Units* are always tracked.¹⁸ Exception: MDTF's and MLR's must be tracked to be engaged by rolling a 9+.¹⁹

Sea Movement²⁰

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)	2/3 hexes/day	May sprint 3, but more detectible. If not moving <u>may bottom sit</u> (not move) in water <250m deep ²¹ to decrease detectability.

Aircraft Carriers Munitions Storage

Carriers have the following amount of munitions stored onboard (separate from ammo on ammunition ships)

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)²²

Missile Ranges (***MUST HAVE DETECTED ENEMY TO SHOOT***)

Important Info		Other Info
Missile Type	Range	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 Missle 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-6, SLAM-ER, or Naval Strike Missile. ²³
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●)	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. ²⁴ (3●) firing YJ-83 (NOT YJ-12), so +1 hex of range. 24 missiles fired ²⁵
US Carrier F-18	6● (5●+1●)	F-18 combat radius w/ drop tanks is ~450 nautical miles (5●). ²⁶ 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 ²⁷ (600mi) (7●). Firing US ASHM, see note above.
Chinese LACM	18●	? missiles/salvo, ~30. Based on CJ-10 Range ²⁸
US LACM	10●	30ish missiles/salvo. Based on Block IV/V Tomahawk (900 nm range) ²⁹

Roll type = Offensive missiles – ½ Defensive missiles* (*e.g. 2 defensive missiles salvos cover 1 offensive*)³⁰

*If incoming misses are subsonic, it is 1 defensive missile is instead of 1/2.³¹

D10 Roll ³²	- 1 -	- 2 -	- 3 -	- 4 -	- 5 -	- 6 -	- 7 -	- 8 -	- 9 -	- 10 -
If Defense is equal, + missiles left in magazine³³	–	–	–	–	–	–	–	–	1 ☠	1 ☠
If Defense is equal	–	–	–	–	1 ☠	1 ☠	1 ☠	1 ☠	2 ☠	2 ☠
If Defense less than (roll once for each unit in the task force)	1 ☠	1 ☠	2 ☠	2 ☠	3 ☠	3 ☠	3 ☠	3 ☠	3 ☠	3 ☠

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

Type	1st Damage	2nd Damage ³⁴	3rd Damage ³⁵
SAG	<ul style="list-style-type: none"> Loose half (1/2) missiles ASW effectiveness decreased. 	Sunk/Mission Kill ³⁶	–
CSG (Carrier)	<ul style="list-style-type: none"> Loose half (1/2) missiles 	<ul style="list-style-type: none"> Lose remaining missiles Speed one-half (1/2) Half (1/2) sortie generation ASW effectiveness decreased. 	Sunk/Mission Kill
ESG (Amphib)	<ul style="list-style-type: none"> Loose half (1/2) missiles Carried units ¼ damaged 	<ul style="list-style-type: none"> Lose remaining missiles Speed one-half (1/2) Carried units ½ damaged ASW effectiveness decreased 	Sunk/Mission Kill
Missile Boat Squadron	<ul style="list-style-type: none"> Loose half (1/2) missiles 	Sunk/Mission Kill	–

Submarine Combat (d20)³⁷

Movement and Stacking

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.³⁸ **STACKING:** No more than 2 submarines of allied nations may be present in the same hex, not counting submarines operating with a ship group.³⁹

Using the Detection Table

Action	Detection Type
The sub attempts to attack, provides cuing for a strike, or shadows a unit.	ASW table below.
For each enemy unit w/ detection capabilities (Sub, CSG, ESG, SAG) the sub is in the same ● as, or if sub launches a missile attack in the same ●.	Roll a d20: on a 20 the sub has been detected. ⁴⁰
Per MPA unit operating in hex	Table column <i>ASW Fixed Wing</i> . ⁴¹
The Sub is in a hex with an enemy port.	Table column <i>ASW Fixed Wing</i>
Chinese sub enters US hydrophone hex.	ASW table notes below.

Detection

Roll equal to or higher than the # on a d20 to detect the target. Modifiers for stacking advantage/disadvantage:^A

- **Sub is sprinting** – advantage to detect sub.⁴²
- **Ship moved more than 3 hexes** – disadvantage for ships detecting.⁴³
- **Searching unit is damaged** – disadvantage for damaged units.
- **SSK is bottom sitting** – disadvantage to detect SSK.⁴⁴ (assume bottom sitting if the diesel did not move this turn and is in shallow water)
- **Shallow Water⁴⁵ (less than 250m)** – disadvantage to detect submarines
- **Storms in Area⁴⁶** – disadvantage to detect submarines

ASW Table (d20)⁴⁷

Hunter ► Hunted ▼	Chinese*			US/Allies			Platforms	
	Nuke Sub	Diesel Sub	SAG ESG CSG	Sub or SURTASS	SAG	CSG ⁴⁸ or ESG	Counter fire	ASW Fixed Wing (1★) ⁴⁹
<i>Seawolf</i>	17	16	18	–	–	–	16	20
<i>Virginia</i>	16	15	17	–	–	–	16	20
<i>Los Ange</i>	15	14	16	–	–	–	13	20
<i>C Nuke</i>	–	–	–	6	11	10	7	20
<i>C Diesel</i>	–	–	–	5	11	8	6	19
<i>C SSBN</i>	–	–	–	6	11	10	5	20
<i>Sōryū</i>	15	14	16	–	–	–	12	20
US hydrophones detect on 7+ in the hex they are in ⁵⁰ * If inside Chinese hydrophone line add +1							May attacked detected target.	

Attack Table⁵¹

- *The sub that rolled the lower number that successfully detected attacks first⁵²*
- *If sub is defending a moving surface target, the defending sub must be engaged first before the surface target can be engaged, unless the attacker is bottom sitting.⁵³ (only SSN's may defend moving targets this manner)⁵⁴*
- 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	<i>Sub Escapes, may not attack again this turn.</i>	<i>Sub Sunk</i>
Atk. vs. Surface	<i>No effect</i>	<i>1 Damage Caused to Surface Group⁵⁵</i>

^A Advantage = roll a second die and use the higher number. Disadvantage = roll a second die and use the lower number. (Note that rolling twice on a d20 is approximately equivalent to +/-3.3)

Air Movement

Unit	Movement	Notes
Squadron Switching Sectors (US)	2 days ⁵⁶	Represents teeth element deployment, followed by supporting elements. <u>REQUIRES TANKERS OR BUDDY TANKING IF NOT CHINESE</u> ⁵⁷
Squadron Switching Sectors	3 days ⁵⁸	
Taiwanese Aircraft Dispersal	2d4 days ⁵⁹	Dispersal of aircraft to civilian airports, highway sites, etc.
Reorganize	1 day	Merge two damaged units into 1.

Air Combat (d20, d12, d10, d8)⁶⁰

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

Squadrons⁶¹ can take 3 hits⁶² before being destroyed (e.g. on the 3rd attrition result the unit is destroyed).

Squadrons can be used to conduct one of the following missions⁶³ per turn in their Air Sector:⁶⁴

Teeth Aircraft	Support Aircraft
<ul style="list-style-type: none"> • Fight for Air Supremacy⁶⁵ – 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. <ul style="list-style-type: none"> ○ 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 Strikes⁶⁶ – Can attack <u>one</u> strike and its escorts (EXCEPTION: Carrier air may intercept all strikes on their carrier⁶⁷). Battles any escorting fighters as if Fighting for Air Supremacy. A maximum of 3 squadrons can engage each enemy squadron.⁶⁸ <ul style="list-style-type: none"> ○ <i>vs. Escorted</i> - If the Interceptors inflict a Damaged or Destroyed result on the escorting Squadron, roll on the Escorted Strike row. ○ <i>vs. Unescorted</i> – roll on the Unescorted Strike row. • Escort Strike⁶⁹ – Select a strike to Escort. If strike is attacked, squadron battles intercepting fighters as if Fighting for Air Supremacy. • Conduct Strike⁷⁰ – A squadron may conduct a strike on any unit in its air sector. <ul style="list-style-type: none"> ○ <i>Maritime Strike</i> – Attacking enemy naval unit(s). Air strikes carry 1 missile per squadron (or 4 per bomber flight). ○ <i>Air Support</i>⁷¹ – if Strike makes it through, notify Land control. (#) indicates max number of squadron strikes vs. a brigade per day.⁷² <ul style="list-style-type: none"> ▪ <i>Ground Support</i> (2) – 1d2 attrition (1 if sqdn. is damaged) on targeted unit.⁷³ ▪ <i>Interdiction</i> (4) – Inflicts 1 attrition (0 if sqdn. is damaged) on unit if moving and reduces their movement by half. ○ <i>Ports/Air Bases</i> – Roll on tables in the Missile Rules. • SEAD⁷⁴ – A sqdn. equipped to conduct a SEAD degrades IADS by 1 for one strike.⁷⁵ 	<p>Support Squadron – 1 required per Air Sector to avoid <i>No AWACS</i> penalty.</p> <p>MPA – If air superiority+ in Air Sector, generates 2 ASW sweep tokens (1 if 2 dmg.) to be placed by Naval Control in a hex in that sector (each has a 5% chance to detect subs)⁷⁶</p> <p>Tankers⁷⁷</p> <ul style="list-style-type: none"> • 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). <p><i>Losses:</i> If Air Superiority, 1 on d20 = 1 damage. If Parity, 3- instead. +1 to roll if being escorted.</p>

IADS⁷⁸

For any enemy squadron operating in a sector with an IADS value, roll a d20. 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 2.⁷⁹
- When ground attack aircraft conduct a strike, they add 1 to IADS value (even if IADS value is 0).⁸⁰

Air-to-Air Table⁸¹

Air to Air = Aircraft squadron dice + modifiers.

Strike is attacked = If escort is beaten, the strike squadrons rolls their own dice to see the effect.

D10 Roll	- 1 -	- 2 -	- 3 -	- 4 -	- 5 -	- 6 -	- 7 -	- 8 -	- 9 -	- 10 -	- 11+ -
Air-to-Air	–	–	–	–	–	–	–	☠	☠	☠	☠☠
Escorted Strike (or Multirole Strike) ⁸²	☠☠	☠	☠	☠	–	–	–	–	–	–	–
Unescorted Strike	☠☠☠	☠☠	☠☠	☠☠	☠☠	☠☠	☠☠	☠	☠	–	–

☠ = Strike damaged, ☠☠ = Strike aborts

Multirole: If multirole conducting strike are intercepted, they count as escorted even without a escort.

	5 th Gn	4 th Gn	3 rd Gn	F-35 Support	Attacking 5 th Gn	No AWACS	Sqdn. has 2 ☠
Dice/Effect	d12	d10	d8	▲1 friendly sqdn. attacking same target in the air engagement 1/turn. ⁸³	▼Attacking Dice by 1	▼All Dice by 1 ⁸⁴	▼ Die by 1

Promote (▲)/demote (▼) means to increase/decrease dice size by 1 (e.g. a promoted d8 would become a d10). Dice cannot be promoted beyond d12's, or below a d8 (except 3rd gen, which can be demoted to d6).

Land Movement

Unit	Movement (Op Map) ⁸⁵	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	
Land Units (Rail)	5 hexes/day	27 hexes/day	Requires 1 day to load and 1 day to unload.
Helicopter Unit (Range/Move)	3 hexes/day	15 hexes/day	Must start+end at Airport/FARP (FARP available at Control discretion)
(Dis)Embark Brigade on Ships	½ Brig/day/port		Assumes simultaneous loading of all ships for the brigade, and that ships are good ships for such use ⁸⁶

Land Combat (d4, d6, d20)⁸⁷

Land units can take points of damage up to their combat power.⁸⁸ Every 20 attrition⁸⁹ = 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).⁹⁰ Each point of damage subtracts 1 from the unit's combat power. A unit with no combat power is destroyed.⁹¹

Procedure:

- Pick units to attack, each unit may only attack 1 unit in an adjoining the hex.⁹²
- Determine Combat:
 - Atk. vs. Defence Ratio Column = Sum Attacker Power vs. Sum Defender Power
 - Unsupplied units halve combat power⁹³
 - Note any column shifts from other factors
 - Then roll 1d4⁹⁴ for each side and shift that number of columns in each side's favor
- If a unit forces a retreat on the enemy, it can attack another enemy in the sector at 1 unfavorable shift.

Attritional vs. Maneuver Combat⁹⁵

When attacking decide if the attack is a attritional or maneuver attack. *Attritional* resolve as normal on the table below. If the attack is *Maneuver* when a result states that the unit was attritted, it takes d6 attrition (exploding dice, 5 or 6)^B instead of just 1, and the other side takes the same amount rolled on the first dice -1.⁹⁶ All other attacking units involved in the maneuver combat take 1 attrition.⁹⁷ Helicopter units (not air assault) take 3x normal attrition, artillery 2x.⁹⁸

Breakthroughs⁹⁹

A breakthrough may be attempted on a maneuver attack. Roll a d20, on 19+ breakthrough occurs (DRM +11 for surprise, +2 for air superiority, +1 if successful air assault). On success enemy ☹ + take ½ attrition of that inflicted, on failure all attacking units take an extra 2d6 attrition.

Ratio = Sum Attacker Power vs. Sum Defender Power

Then roll 1d4 (if Maneuver), or don't (Attrition)¹⁰⁰ for each side and shift that # of columns in each side's favor.

Atk vs. Def Ratio: ¹⁰¹	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. *Attrition is divided between units involved in the combat.*

☹ = 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.¹⁰² If unit must retreat and cannot retreat to friendly hex it is destroyed.

Factors	Column Shift	Other Effects
Infantry Only vs. Mech/Armor (Maneuver Attack Only) ¹⁰³	1 favorable shift for Armor	
Friendly Air Superiority/Supremacy	1 favorable shift ¹⁰⁴	
Light Urban/Rice Paddies/Hills (Rough)	1 favorable shifts for Defender ¹⁰⁵	
Mountains ¹⁰⁶ /Heavy Urban ¹⁰⁷ (V. Rough)	3 favorable shifts for Defender	May ignore 1 ☹. Attacker takes ½ casualties.
Fortification (per lvl., max 2) ¹⁰⁸	1 favorable shift for Defender ¹⁰⁹	May ignore 1 ☹☹ per fortification, Attacker takes 2x casualties. ¹¹⁰
River Crossing ¹¹¹	1 favorable shift for Defender	+1d6 attrition if attack not successful
Amphibious Assault ¹¹²	2 favorable shifts for Defender ¹¹³	For each ☹☹ Attacker takes a <i>Damage</i> .
Air Assault ¹¹⁴	Use Infantry Only vs. Mech/Armor if applicable.	Unit takes losses equal to IADS Value + 1d3 x 10%. ¹¹⁵ Unit can't move this turn.
Naval Gunfire Support	1 favorable shift	
Unit can't do Brig. lvl. combined arms*	1 unfavorable shift <i>when attacking</i> ¹¹⁶	
Surprise + Successful Deception ¹¹⁷	4 favorable shifts <i>when attacking</i>	If defender attritted, attritted by 5x rolled amount.

* This applies to Taiwanese C-Level reserve units, and to PLA units during amphibious attack¹¹⁸

^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...

Missile Rules (d10)¹¹⁹

Salvos described on the Missile Tracker sheet or on cards.

If over 1/2 range targeting Ships (e.g. moving targets), each salvo counts as 1/2 of a salvo (excluding hypersonics), if DF-26 or DF-27 at extreme range, each salvo counters as 1/3rd.¹²⁰

Depending on the type and target of salvo, resolve as follows:

Target	Max # of Salvos vs. Target Per Turn	Effect
Ships	d8 per Task Force*	Roll on Sea Combat damage table (Land Attack missiles may attack ships in port, AShM may not ¹²¹).
Ground Targets	d3-1 per brigade	Inflct 1 attrition. In exceptional circumstances, may instead be a 1 column shift. ¹²²
IADS	d2 per strike package	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 for one mission or strike package.
Airbase/Port	Any Number	See below.

* +1 if attacking weapon is hypersonic¹²³

Vs. Airbases and Ports¹²⁴

Reduce the functional number of salvos by 1 for:¹²⁵

- Each THAAD battery defending
- Each squadron on Intercept Strikes at the area (vs. cruise missiles only).
- If the missiles are Stealthy or Hypersonic, ignore one THAAD battery or Squadron.¹²⁶

Airbase

D10 Roll ¹²⁷		- 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 = +1 ¹²⁸
	Airbase Closed	-	-	-	-	-	-	-	-	1	d2	+1 if Bunker Buster ¹²⁹
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 squadrons¹³⁰ of parking at the base from the total attrition (sum of all salvos).¹³¹ If this result occurs, a minimum of 1 damage occurs even if subtracting parking reduces the value to 0 or less.

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	3 rd Salvo	4 th Salvo	5 th Onward
Extra Cumulative Days of Closure	1	3	+2 etc.

If target is a dispersed airfield or civilian airfield, triple the closure time.

Ports¹³²

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

Port Closed (#) = Roll the dice in the brackets to determine how many days the port is not functional. (If detail is needed on a 8+ per salvo each of the following is damaged: drydock, fuel farm, munitions storage.)

Mine Rules (d10)¹³³

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

Clearing Minefields

Each sweeper allocated to clear a minefield clears 1d6 mines per day¹³⁴ as long as sweeping is unimpeded by weather or shore fires, during which no sweeping can usually occur. Each day there is a 1% chance of each minesweeper being sunk by a mine,¹³⁵ though this can be ignored for ease. Clearing an entire minefield requires sweeping all the mines, but clearing a lane requires clearing 10% of the mines.¹³⁶ Clearing a *maneuver zone for firepower support ships*, also requires clearing 10% of the mines, failure to clear prevents naval gunfire support.¹³⁷

# of MCM Ships	1	2	3	4	5	6	7	8	9	10	15	20	30	40	50
Avg. Mines Swept	3.5	7	10.5	14	17.5	21	24.5	28	31.5	35	52.5	70	105	140	175

Need to clear areas for amphib assault – Washburn 2007 pg.7, amphib assault + logistics area O’Flanaity, pg. 71

Transiting Uncleared/Semi-Cleared Minefields¹³⁸

Ships will not willingly enter areas where there are known to be mines, if they do by order or unknowingly, roll a d10 and consult the table below:

Target	CSG, ESG, SAG	Sub	Civ Ship	Mod:	Partially Cleared	Dense Minefield (Beach minefield min. -1)	High-Tech Mines (All but Quickstrike)	Taiwan Strait
Damage on:	1-4	1-3	1-6		+1, +2 etc.	-1, -2, -3, etc.	-1	-1???

Amphibious landings through mines check once for each point of combat power using the transport type.

SOF Rules (d20, d10)¹³⁹

As a general rule, nations are limited to conduct as many missions as they have Tier 1 units (see table below).¹⁴⁰ Tier 2 SF, Psychological Warfare units (if Information Warfare module is not being sued), et. al. can be employed in addition as desired at adjudicator discretion.

Country	#	Tier 1(ish) Units
Australia	1	SASR
Canada	1	JTF 2
China ¹⁴¹	13	Unless noted otherwise, units are brigades. <i>ETC</i> – Sharks, Thunderbolts, Dragons of the East Sea, <i>STC</i> – Sword of the South, ? Brigade, ? SF Bn. and Lion Coy, <i>NTC</i> – Falcons, <i>CTC</i> – Sacred Sword of the East, Whistling Arrows, Ferocious Tigers, <i>PLANMC</i> – Sea Dragons, <i>PLAAF</i> – Thunder Gods
France	4	Commandement des Opérations Spéciales (1er RPIMa – 13e RDP – Commandos Marine – CPA 10)
Japan	1	Special Forces Group
Philippines	2	Marine Special Operations Group – NAVSOCOM
Taiwan	2	Airborne Special Service Company – 101 st Amphibious Reconnaissance Battalion
UK	2	SAS – SBS
US	6	Delta (Army) – Regimental Reconnaissance Company (Rangers) – SEALs (Navy) – SOG (CIA) – AFSOC (24th STS) – MARSOC (Marines)

Method:

1. Assign unit to conduct mission, determine how long it takes them to infiltrate
 - a. For speed can roll d10 to determine number of days
2. Adjudicate mission
3. See if unit is lost¹⁴²
4. Regeneration
 - a. If unit is not lost, roll 1d10 and add the exfiltration time to determine when the unit will become available again.
 - b. If unit is lost do the same as the above but roll 2d10

Lines of Effort¹⁴³	Adjudication (d10)	Chance of Losses (d20)¹⁴⁴
Battlefield Surveillance and Reconnaissance ¹⁴⁵	50% (11+) chance to Detect and Track one enemy ground unit in the given hex, or all air or naval units at a given base.	35% (14+)
Direct Action against Point Target	40% (13+) chance of 1 attrition to an enemy unit OR 10% chance (19+) of damaging enemy naval unit in port.	45% (12+)
Airfield Attack	30% chance (8+) of 1d6-3 damage against a squadron. ¹⁴⁶	45% (12+)
Attacks against Enemy Logistics	20% (17+) chance of enemy losing 1 supply at random.	25% (16+)
Brigade Support*† ¹⁴⁷	5% (20+) chance of a favorable column shift on the Attack/Defense	N/A
Degrade IADS	30% (15+) chance of decrease IADS for one strike.	25% (16+)

*If a Chinese SOF brigade executes Brigade Support in support of an amphibious landing, the chance is instead 50% (11+) and chance of loss is 50% (11+)¹⁴⁸

Infil/Exfil Method	Time	Notes
<i>On Foot</i> ¹⁴⁹	4 days to move 1 hex (op map), 1 day to move 1 hex (Taiwan map)	
<i>Submarine</i>	SOF generates in same hex as sub.	Can use small boat or on foot methods in addition
<i>Small Boat</i> ¹⁵⁰	2 hexes in one day	Can only be used for one day. Can be combined with on foot methods or submarine methods.
<i>Helicopter</i>	Same day	50% risk of mission abort if IADS 1, 10% chance of loss. May not conduct at IADS 2 or higher.

†Infiltration/Exfiltration time for the Brigade Support mission is 0.

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.¹⁵¹

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.¹⁵²

Ground Units: If unit is a Battalion the unit's dispersion determines damage.¹⁵³

Dispersion	Damage ¹⁵⁴	Example
Highly Dispersed	10%	Defending an area after dispersing due to nuclear threat.
Dispersed	30%	Defending an area.
Concentrated	40%	Conducting an attack.
Highly Concentrated	80%	Defending a key point (airfield, port), fighting in urban terrain. ¹⁵⁵

Pre-Generated Damage Reference¹⁵⁶

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

Strategic Nuclear Use Rules

Facilitator adjudicates as needed, OR cover the map in lighter fluid and light it on fire - everyone loses the game.

Space Rules

Facilitator adjudicates as needed OR use Space Module.