The Compleat Fleet
Wrapping Up The Rules For Victory Games' "Fleet" System
by Charles Duke

The end of the Cold War spelt doom for a plethora of World War III "what if" games that came out in the 70's and 80's. In fact, the genre seems to be dead, although mild attempts have been made (especially in the computer game world) to create fictional games based in conflicts of the post-Cold-War era.

However, many of these "old" games are still the best choice for boardgamers who want to simulate modern warfare. While admittedly some strategic games such as *NATO* don't cut it anymore, we have in the tactical or tactical-strategic simulations tools that allows us to do just this. The fact that most countries that have potential as "bad guys" today are armed with Soviet-bloc equipment makes the possibilities better still. For land combat, we have *Firepower, Main Battle Tank,* and *TacAir.* For the air, *Flight Leader*; and last but not least, for modern naval warfare the *Fleet* series is unsurpassed.

If you think war in this time is out of the question, you only have to remember Saddam Hussein. Also, the present government of Russia seems to be sliding into a hard line position. I recommend reading Tom Clancy's "Jack Ryan" novels (*Executive Orders, The Sum of All Fears, Debt of Honor, etc.)* where some very believable possibilities for war in the post-Soviet era are presented. Also recommended is Clancy's *Red Storm Rising,* which although placed in the Soviet era, is practically a blueprint for the conflict in *2nd Fleet.*

Quick! Memorize this number: 62753. Repeat it several times: 62753... 62753... 62753... That's the order in which Victory Games' *Fleet* games came out; 6th, 2nd, 7th, 5th and 3rd. And the order is important if you want to understand the "escalation" of rules from one game to the next.

Joe Balkoski, game-designer extraordinnaire, chose not to be constrained in his creativity by making a set of basic rules for his *Fleet* series and then only adding the special rules needed for each game. Instead, every new game came with new ideas, new rules, and new combat values for units

(the same is true, to a lesser extent, for his equally great *Great Campaigns of the Civil War* series). From the designer's point of view, this may be cool, to have a game in evolution; for the players, however, it can be a real nightmare to keep track of all these changes, especially if like me they want to move freely from one game to the other. *(Moe: "OK, I'll take my little task force and attack your base..." Larry: "Can't. This is 5th Fleet, you are confused because we played 2nd Fleet yesterday." Curly: Both of you are wrong. You can do that in 6th and 5th, but not in 7th. Or is that 4th? 3rd? 11th? Woo-woo-woo-woo-woo!!!") .*

Also, you want to play with the latest (and supposedly best) tools available, even if playing the oldest game. Unfortunately, although Balkoski did have plans for some sort of an "upgrade kit", with counters, maps and rules that would have brought the older games into pace with the new releases, it never came to fruition. And now that Avalon Hill (as we knew it) is dead and the Cold War is ended, it is highly unlikely that any effort in that direction will be seen. A half-hearted attempt was made to bring the first game, 6th *Fleet*, up to the level of the second release, 2nd *Fleet.* Interestingly, the rule changes proposed in the errata sheet had little to do with 2nd *Fleet's* own rules! After that, no further upgrades were tried. At first, the designer suggested playing each game with its own set of rules, but in the last game's Designer's Notes he recommends playing the older games with as much of 3rd *Fleet's* rules as possible. Easier said than done, though. And he also suggests using the *combat values* for units given in the later games. Hah! Try remembering all that.

I agree that game systems can evolve, but if I'm allowed a bit of criticism, I feel that Balkoski lacked consistency when making his adaptations. For instance, in 6th *Fleet* we had minesweepers. They were dropped in 2nd and 7th in favor of abstract die rolls to remove mines. But Lo and Behold!, they reappear in 5th *Fleet.* Except that they no longer sweep mines. Then take the (in)famous Yak 36 (a Soviet VSTOL aircraft considered, in the real world, a poor design, but

that's beyond the point I want to make). In 6th*Fleet* it has a bombing value of 35 and an anti-air of 4. In 2nd the values go up to 40 and 5, making it a half-decent unit. In 7th it's down to an AA value of 4 again, but keeps a bombing value of 40. Finally, in 5th it was degraded severely to bombing 15, anti-air 3. These values were kept in 3rd *Fleet,* as consistency seemed to be settling in, but after 4 attempts! Not to speak of the constant shuffling and reshuffling of die roll modifiers. After all, what's in a die roll, or a die roll modifier? Abstract considerations. No need for so much variations. (Clarification: Don't be misled. In spite of all this, I love the *Fleets* and admire Joe Balkoski for his work. But as you read "The Evolution of Rules" below, you'll see what I mean).

In this article, I will try to bring it all together. First, I will summarize the major system changes from one game to the next. Even if you like to play each game with its own rules, I'm sure you will find this very useful. Unfortunately, the list is not exhaustive as rule changes are myriad, but it helps.

Second, I will propose "The Compleat Fleet", recommendations to play earlier games with as much newer rules as possible. This tries to create a common ground for all the system.

Third, I will present some variant rules of my own crop for the readers' consideration, which I think improve the realism and/or playability of the system.

THE EVOLUTION OF RULES

MAPBOARD

6th No special terrain.

2nd Special "terrain": Fiords; Drift Ice; SOSUS hexes; Submarine mountains.

7th Special "terrain": Drift Ice; Coastal Defense hexes. General concepts introduced: Coastal hexes are divided into restricted and non-restricted; Shallow water.

5th Special "terrain": Coastal Defense hexes; Shoal hexes; blocked hexsides.

The Compleat Fleet (Cont.)

3rd Special "terrain": Shoals; blocked hexsides; Fiords; Drift Ice.

NATIONALITIES

6th The neutrality or belligerence of each important Mediterranean nation is determined randomly at start, and at some points during the game. Most countries are usually identified with only one side, or remain neutral, but a couple can be on either side. Only US, Soviet, British, French and Italian surface units can move beyond ten hexes of their nearest port. No limit on subs. Units of different nationalities can't form task forces, activate together or resupply at other nation's bases (EXC: US and UK units are considered the same nationality for these purposes). Air units can't use airbases of other nationality (this does affect US/UK units), except that under certain allegiance die rolls, Allied nations may permit US or Soviet air units in their bases.

2nd Norwegian surface and submarine units may not move beyond six hexes of Norwegian soil. Norwegian ports may give only fuel to non-Norwegian NATO surface units. Only two non-Norwegian air units may perform SSM/Bombing/ASW from Norwegian soil each turn. All other NATO countries may base at each other's bases and be resupplied without restriction, and all NATO units may activate together and formTask forces. The Soviet has no allies to worry about in this module.

7th Except for Chinese units, all units of both sides may activate together and form Task forces. Soviet bloc units may land on and activate from each other's airbases, and resupply freely in their ports. US and Australian air units can use any Allied airbase except those in China or Taiwan. All others can only use airbases of their own nationality. Chinese, Taiwanese, Japanese and South Korean units can replenish only in bases of their own nationality. US, Canadian and Australian can replenish fully only in Yokosuka, Pusan, Sasebo, Naha, Guam and Subic. They may refuel in any non-Chinese Allied port.

5th All friendly units may activate together. Units can replenish freely at allied ports. US, French, Australian and Soviet air units may base at any friendly airfield. Indian air units may base in India, The Maldives, Sri Lanka or Car Nicobar. All others can base only in their own territories.

3rd All friendly units may activate together. US and Soviet may base aircraft in any friendly airfield; all others are limited to airfields in their territories.

SOLITAIRE STRATEGIC MISSIONS ASSIGNMENT

6th No provisions for solitaire play.

2nd Roll a die: Even, Allied side places one unit; odd, Soviet side places one unit. Continue rolling until a 9 comes up, ending placement for both sides. EXC: A 9 does not stop placement in the first 4 die rolls.

7th Roll a die: Even, Allied side places one unit; odd, Soviet side places one unit. A 0 causes the Allied side to pass and it can place no more units. A 9 causes the same effect on the Soviet. EXC: Rolls of 9 and 0 do not prevent placement in the first 4 die rolls.

5th Roll a die: Even, Allied side places one unit; odd, Soviet side places one unit. A 0 or 9 ends placement for both sides. EXC: Rolls of 9 and 0 do not prevent placement in the first 4 die rolls.

3rd Roll a die: Even, the Allied side may place everything it wishes; odd, the Soviet/Latin side may place everything it wishes. The roll another die, halve it rounding fractions down,and that is the number of air units that the side that lost the first die roll can place. If the second die was even, units can be placed anywhere they are allowed, but if odd, they may only be placed in the zone they are based in.

TASK FORCES

6th Task Forces can be formed only during the AM Strategic Cycle, with a minimum of 4 surface combat units. TF's are *immediately* disbanded if reduced below 4 combat units. Defense drm's are: +2 for units in a TF; -2 if only 1 or 2 surface units are defending in the hex. Units in a TF can still be "above/under" other units in the hex for defensive purposes.

2nd Task Forces (4+ surface units) or Task Groups (2-3 surface units) which may be formed or modified at the beginning of any friendly Surface Action Segment. TF's/TG's are not disbanded/reduced if the number of surface units falls below the requirement until the following friendly Surface Action Segment. Defense drm's are: +2 for units in a TF, -1 for units not in a TF/TG, and –3 for a solitary surface unit defending in the hex. Units in a TF/TG can't benefit from the Close AA defense value of units outside the group and viceversa.

7th Task Forces (4+ surface units) or Task Groups (2-3 surface units) which may be formed or modified at the beginning *or end* of any friendly Surface Action Segment. TF's/TG's are *immediatly* disbanded/reduced if the number of surface units falls below the requirement. Defense drm's are: +2 for units in a TF, -2 for units not in a TF/TG. Units in a TF/TG can't benefit from the Close AA defense value of units outside the group and viceversa. The concept of circular defense is introduced: The unit on top of a stack is considered to be under the unit at the bottom for defensive purposes.

5th Same as 7th, except that the defense drm for units not in a TF/TG is –4.

3rd Same as 5th.

CARRIER-BASED AIR UNITS

6th If the carrier is sunk and the game is of long length, air units on CAP or Strategic Missions survive and are received as reinforcements 12 turns later. Otherwise they die.

2nd All air units die with their carrier.

7th Same as 2nd.

5th Same as 2nd.

3rd Same as 2nd.

AIR UNIT STACKING AND ACTIVATION

6th Unlimited stacking on airbases. Up to 4 units from the same airbase may activate together.

2nd A maximum of 4 INT/ATK units, plus any number of other types, may stack on an airfield. Up to 4 units from the same airbase may activate together.

The Compleat Fleet (Cont.)

7th A maximum of 4 INT/ATK/BMB units, plus any number of other types, may stack. Up to 4 units from the same airbase may activate together. In addition, coordinated airstrikes are introduced. An activated air stack may "fly over" another airbase and pick up air units therein to reinforce the mission, as long as the stack does not exceed 4 units.

5th A maximum of 4 INT/ATK/BMB units, plus any number of other types, may occupy a major airfield. A maximum of 2 INT, plus any number of AEW, EW or RCN can be in a minor airfield. ATK and BMB are not allowed therein. An activated air stack may "fly over" another airbase and pick up air units therein to reinforce the mission, as long as the new stack does not exceed 4 INT/ATK/BMB units. The stack may include any number of EW, AEW or RCN.

3rd Same as 5th, except that minor airfields no longer exist.

AIRBASES

6th *Damage (pre-errata):* 0-4 hits: no effect. 5-9 hits: one air unit in the airbase is damaged. 10 hits: All air units in the base are destroyed. No damage is assesed on the airbase itself.

Damage (with errata) 0-4 hits: no effect; 5-6 hits: The airbase is damaged, and air units therein can't perform missions for this and the following turn. No effect on the air units themselves. 7-8 hits: Same as the previous, but effects last for the current turn and the next four. 9+ hits: The base is destroyed for the rest of the game, and all air units therein are destroyed.

Air units that change bases (either after activation or after strategic missions) can't perform SSM, ASW or bombing attacks from their new base for the following six turns, although they can do CAP, Strategic Missions, or transfer.

2nd *Damage:* 0-4 hits: no effect. 5-6 hits: Damage 1. 7-9 hits: Damage 2. 10+ hits: Destroyed. Air units in a damaged airbase can't perform any missions until fully repaired, but otherwise they suffer no direct losses unless the base is destroyed. A destroyed base is out for the rest of the

game and all units therein are destroyed. Damage is cumulative, i.e. D1+D1=D2, D2+D1=Destroyed. One level of damage is removed from each airbase in the Repair Phase of the Terminal Cycle (PM).

There is no effect or delay in attack ability after changing airbases.

7th *Damage:* 0-3 hits: No effect. 4-8 hits: Damage 1. 9-10 hits: Damage 2. 11 hits: Destroyed. In airfield/port combinations, each component is damaged separately. Otherwise effects are the same as in 2nd Fleet.

Air units that change bases (either after activation or after strategic missions) can't be used *at all* for the following five turns (not even CAP or transfer).

5th *Damage:* 0-3 hits: No effect. 4-7 hits: Damage 1. 8-9 hits: Damage 2. 10 hits: Damage 3. 11 hits: Destroyed. Damage level 3 is introduced, and damage reduces the Close AA value of bases. Otherwise, effects are the same as for 7th Fleet.

Air units that change bases (either after activation or strategic missions) can't be used *at all* for the next eight turns.

3rd Same as 5th.

AIR UNIT ROLES

6th INT and ATK roles are fully reversible (INT can function as ATK and viceversa). INT, ATK, and Mir, RF4 or RF5 RCN units can't detect submarines.

2nd INT and ATK roles are reversible for certain missions (INT can function as ATK and viceversa), but ATK units can't do CAP. INT, ATK, and T16D or T95D RCN units can't detect submarines.

7th INT and ATK roles are no longer reversible, although INT units can still act as *bombers* (essentially, the ATK role) or *fighterbombers* (with intermediate values). A new BMB category is created for some heavy units that were considered ATK in previous modules. INT, ATK, BMB and T16D or T95D RCN units can't detect submarines.

5th Roles for INT/ATK/BMB as in 7th. A clarification is made that air units with an ASW value of 'N' can't detect

submarines, dispensing with the need of defining which specific air units are affected. An important change is that EW and AEW units now have an anti-air value of 'N', making them non-combat units like RCN units always were. If attacked without escort they're dead without need of a die roll.

3rd Same as 5th.

CAP

6th Purely defensive. Overlapping CAP missions must attack sequentially if they intercept in the same hex. A maximum of 3 air units (INT, ATK or AEW) can perform CAP from a given airbase/carrier. If two or more such are in the same hex, they combine into a single CAP that may contain a maximum of 5 units. Land-based CAP attacks with normal strength at all ranges, carrier-based CAP is reduced by range (with AEW palliating the reduction).

2nd Purely defensive. Overlapping CAP missions must attack sequentially if they intercept in the same hex. A maximum of 3 air units (INT or AEW) can perform CAP from a given airbase/carrier. If two or more such are in the same hex, they combine into a single CAP that may contain an unlimited number of units as long as no more than 3 come from each source. Land-based CAP attacks with normal strength at all ranges, carrier-based CAP is reduced by range (with AEW palliating the reduction).

7th The defender's CAP missions can help friendly attack missions in range against enemy CAP. Overlapping CAP missions are combined into a single attack if intercepting in the same hex. A maximum of 4 units (INT, AEW or EW) can perform CAP from a given airbase/carrier, and AEW/EW may do so only if accompanied by an INT. If two or more such are in the same hex, they combine into a single CAP that may contain an unlimited number of units as long as no more than 4 come from each source. Land-based CAP is considered to have inherent AEW. CAP+AEW (land- or carrier-based) attacks with normal strength at all ranges, if no AEW is present carrier-based CAP is reduced by range.

5th The defender's CAP missions can help friendly attack missions in range against enemy CAP. Overlapping CAP

The Compleat Fleet (Cont.)

missions are either combined into a single attack or attack sequentially if intercepting in the same hex. A maximum of 4 INT, plus any number of AEW or EW can perform CAP from a given airbase/carrier. AEW/EW may do CAP even if not accompanied by an INT, but in that case they can't attack (their presence can have other uses). If two or more such are in the same hex, they combine into a single CAP that may contain an unlimited number of units as long as no more than 4 INT come from each source. Land-based CAP is considered to have inherent AEW. Land-based CAP attacks with normal strength at all ranges, carrier-based CAP is reduced by range (with AEW palliating the reduction).

3rd Same as 5th, except that when overlapping CAP mission coincide in a hex, they no longer have the choice of attacking sequentially but must join forces in a single attack.

DETECTION

6th There is no local detection phase, or distinction between local and strategic detection. Detection can occur in the Detection Phase of the Strategic Game Cycle or during the Action Phase. Each Recon air unit can automatically detect one submarine or two surface stacks. A unit /stack is always detected if it attacks in a detection zone. 4 ASW factor must be exerted on a submarine in order to automatically detect it in the Detection Phase.

2nd Strategic detection occurs in the Strategic Detection Segment. Recon units can either detect one surface stack or *attempt* to detect a submarine rolling on the Submarine Detection Table. A unit/stack that attacks is detected only if it remains in a detection zone *after* the attack has been resolved. 6 ASW factors must be exerted on a submarine in order to automatically detect it in a Local Detection Phase. Submarine full speed causes automatic strategic detection .

7th Essentially the same as in 2nd, but now the Submarine Detection Table must be consulted in all those situations that previously caused automatic submarine detection (EXC: Full speed is still automatic, but only with an enemy at a 5-hex range).

5th Same as 7th.

3rd Same as 7th.

TORPEDO COMBAT

6th Units in ports are immune to torpedoes. Up to 5 defending ships can add their ASW value for the defense die roll.

2nd Same as 6th.

7th Units in ports can be torpedoed, with a –3 drm. Only 3 defending ships can add their ASW value for the defense die roll.

5th Units that are *docked* in a port can't be torpedoed. No special effect or defense drm for undocked ships. 3 defending ships can add their ASW for the defense die roll.

3rd Same as 5th. Torpedo decoy concept is introduced.

SSM COMBAT

6th A –2 drm applies to SSM attack die rolls against surface units when no friendly surface unit is adjacent to the target. No modifier for attacks against bases. If any F14 unit is on CAP over the target, 2 is added to the defender's AA strength (+1 for any other air unit on CAP). Attacker can select targets without restriction.

2nd A –2 drm applies to SSM attack die rolls against surface units when no friendly surface unit is adjacent to the target. A –4 drm applies for attacks against bases. If any F14 unit is on CAP over the target, 2 is added to the defender's AA strength (+1 for any other air unit on CAP). Variable SSM targeting: Odd die roll - attacker chooses his targets; 0 - Defender chooses one ship as target; 2, 4 – attacker can choose targets from the top half of the stack; 6, 8 – attacker can choose targets from the bottom half of the stack.

7th A –3 drm applies to SSM attack die rolls against surface units when no friendly surface unit *or submarine* is adjacent to the target (EXC: No modifier when air units are attacking from an adjacent hex). Bases cannot be attacked by SSM's. The concepts of

sea-skimmer SSM's and long-range Area Anti-air Capability are introduced. If at least 2 F-14's plus an E2 AEW are in CAP over the target, a +1 applies to the defense die roll. If the defender has an EW in its CAP, a +2 applies to the defense die roll. If the attacker has an EW in his stack, a –2 applies. Variable SSM targeting: Odd die roll - attacker selects targets from the bottom of the stack; even - attacker selects targets from the top of the stack.

5th A minus drm equal to the distance between attacker and target is applied to SSM attack die rolls against surface units when no friendly surface unit *or submarine* is adjacent to the target (EXC: No modifier when air units are attacking from an adjacent hex). Bases and docked surface units can't be attacked by SSM's. The concept of fast SSM's is introduced. If at least one F-14 is in CAP over the target and the attack is not sea-skimming, 1 is added to the defense die roll. If at least one AEW is in CAP over the target, 2 is added to the defense die roll. If the attacker has at least one EW, 2 is substracted from the defense die roll. Defender EW no longer has an effect here. Variable SSM targeting: Odd die roll (not 9) - attacker selects target from bottom of stack; Even die roll (not 0) - attacker selects target from top of stack; 0 or 9: The defender chooses a single ship as target of the attack, and in addition a –6 drm applies to the attack.

3rd Same as 5th, except that a variable SSM targeting die roll of 0 or 9 results in no attack (ammo is still spent).

BOMBING COMBAT

6th Bomber losses (from defense die roll): 0-4 hits, none; 5-7 hits, 1 step; 8+hits, 2 steps. Owner chooses units to suffer losses.

2nd Bomber losses (from defense die roll) 0-4 hits, none; 5-8 hits, 1 step; 9+ hits, 2 steps. Owner chooses units to suffer losses.

7th BMB units can't bomb surface units. Bomber losses (from defense die roll): 0-3 hits, none; 4-6 hits, roll another die, on an even die roll the *enemy* chooses a unit to suffer 1 step loss, odd die roll no effect; 7+ hits, roll a die twice, as above (causing up to two step losses).

The Compleat Fleet (Cont.)

5th Same as 7th, except that the step loss(es) must be taken from units in the bomber or fighter-bomber roles.

3rd Same as 5th. Stealth bombers introduced.

ASW COMBAT

6th Up to 5 surface units can attack/defend together using ASW.

2nd Up to 5 surface units can attack/defend together using ASW.

7th Up to 3 surface units can attack/defend together using ASW.

5th Up to 3 surface units can attack/defend together using ASW. Docked submarines can't be attacked by *other submarines,* but still are vulnerable to air and surface unit attacks.

3rd Essentially same as 5th, except that in defense (only) you are allowed to use 4 units for ASW if the hex contains 8+ surface units. Also, docked submarines can be attacked by enemy surface units only if their base is damaged or destroyed. A submarine in the same hex as a friendly unit with Area Anti-Air is immune to ASW by aircraft and surface units.

AIR TO AIR COMBAT

6th If the attacker has an EW, the defender's air units' total Air-to-air value is reduced by two. The owner assigns losses to his units.

2nd If the attacker has an EW, the defender's air units' total Air-to-air value is reduced by two. The owner assigns losses to his units.

7th If the attacker has an EW, he adds 2 to his attack die roll. If the defender has an EW, the attacker must substract 2 from his attack die roll. The enemy assigns losses to air units, but he must always apply damage to INT units first.

5th Same as 7th, in addition CAP missions that attack more than once in a segment are penalized by unfavorable drm's in attacks after the first.

3rd Same as 5th.

CLOSE COMBAT

6th "Gunnery Combat" performed against adjacent surface forces or bases. There is no defense die roll, but a –4 drm applies to the attack, and the defender doesn't fire back. The Gunnery values of most units (notable exception: the battleship New Jersey) are nominal or nonexistent, making this option unattractive. No supply is consumed.

2nd Close Combat is a variation of SSM Combat where guns and helicopters are assumed to supplement the missiles, so the CC value is used instead of the SSM value. Otherwise resolved as any SSM attack, except that the defender gets to fire back, and combat is sequential (the defender may well get to fire first).

7th Essentially same as in 2nd, except that Area anti-air values and modifiers for units on CAP do not apply. A clarification is made that the players may choose targets without restriction. Bases may not be attacked.

5th Essentially as in 7th, but bases, close defense hexes and docked ships can be attacked, and the sequential combat is not simply an "I go, you go" issue. A die roll in the Close Combat Attack Table determines who goes first, but there is a chance that a side will not get to fire *at all* - and it may well be the attacker! Close combat against bases uses only the non-SSM portion of the Close Combat value.

3rd Same as 5th.

SUBMARINES

6th The speed factor printed on submarine counters is equivalent to their Full Speed in later modules, with no special effect. No Deep Mode.

2nd Full Speed and Deep Mode are in effect. Full Speed causes automatic Strategic Detection.

7th Full Speed and Deep Mode in effect. Full Speed causes detection only if an enemy is within 5 hexes.

5th Same as 7th. Deep-diving concept introduced.

3rd Same as 5th.

NIGHT

6th AM and PM turns are day, Night turns, of course, are night. At night, land-based units activate normally. Only US carrier-based air units can activate at night. Only "all-weather" units cam bomb at night. Other units can still perform SSM/ASW.

2nd "Darkness" may be in effect during none, some, or all of a day's turns (AM, PM, Night) depending on the time of the year. Land-based units can activate normally in darkness, but only US "all-weather" carrier-based units can do so. Only the latter can bomb normally at night. Other units bomb at ½ effectiveness. SSM and ASW are not affected. In darkness, all Soviet INT and ATK units have their Anti-air value reduced by 1 (to a minimum of 1).

7th Usually, AM and PM turns are "day" and Night is "dark", but in July-August Night turns are "day" in three extreme North zones. In March-April and November-December, PM is "dark" in those same zones. During dark, all air units except for Soviet carrier-based Yak-36's can activate normally. All US units bomb normally, the others bomb at half effectiveness. All Soviet (and Soviet Allied) air units have their Anti-air values reduced by 2 (to a minimum of 1).

5th AM and PM turns are day and Night turns are dark. During dark, all air units except for Soviet carrier-based Yak-36's can activate normally. If at least one of a long list of air units from different nationalities (page 45) is *not* present in a Bombing mission in darkness, -3 is applied to the attack die roll. All air units have their anti-air values reduced by 2 (to a minimum of 1) in darkness, except for another long list of priviliged aircraft of different nationalities (again, see page 45).

3rd Same as 5th, with its own long lists, similar but not identical to those of *5th Fleet.*

MINESWEEPING

6th Actual minesweeper ships do the cleaning, in addition to an abstract US Sea Stallion chopper squadron which is assigned to any US CV or AA. Minesweepers remove mines by a die roll which is compared to the number of

The Compleat Fleet (Cont.)

MS units in the hex; the Sea Stallions can remove one mine counter in the same hex as its carrier or an adjacent one, with a die roll of 1 or 2 (remember that 6th Fleet uses a six-sided die). Incidentally, although harmless, minesweepers are considered combat units, which gives them other interesting possibilities. Mines attack by a die roll which is compared to the number of mines in the hex, with minesweepers giving no direct assistance.

2nd An abstract die roll is made for every mine hex on the map, with chances of clearance dependent on location. One slightly more effective aerial minesweeping attempt can be done within *ten* hexes of any one US CV or AA in Norway or Iceland per Minesweeping Phase.

7th An abstract die roll is made for every mine hex on the map, with chances of clearance dependent on location. One slightly more effective aerial minesweeping attempt can be done within *five* hexes of any US CV or certain AA's per Minesweeping Phase.

5th Actual minesweepers appear again, but they are no longer considered combat units. Mines attack by a Mine Table, and minesweepers present in the moving stack apply their minesweeping value as a drm. The Sea Stallion helicopters now appear as a RH53 counter which can be assigned to an AA or CV. Their minesweeping value can be applied to any moving stack within 2 hexes, but only once per Action Phase (MS units can be used several times). The RH53 can't move or transfer. Combat surface units with defense values of 5 or more can never be sunk by mines, only damaged. Important: Mines can no longer be removed from the map.

3rd Same as 5th.

COMMAND LOSS

6th Units based *in* the affected zones can't do Strategic Missions, but those based elsewhere can come to perform *in* those zones.

2nd A reversal from the previous situation, no one can do Strategic Missions *in* the affected zones, but units based *in* those zones can go elsewhere.

7th A combination of the previous two games; no Strategic missions can be performed in the affected zones, and no air unit in those zones can do Strategic missions.

5th No air units in the affected zones may perform Strategic Missions *or activate*. CAP can be flown, but it cannot help friendly air units being attacked by enemy CAP. No air units from other zones can perform Strategic Missions in the affected zones.

3rd Same as 5th.

SATTELITE DETECTION

6th Sattelite detection is used, with a table which is consulted every Strategic Cycle.

2nd No sattelite detection.

7th No sattelite detection.

5th No satellite detection.

3rd Sattelite detection may occur as a random event.

INVASIONS

6th Bases cannot be invaded; separate Victory point hexes can.

2nd Bases can be invaded, and they have an intrinsic defense value.

7th No physical invasions occur. Instead, AA and MP units abstractly unload in certain hexes for victory points.

5th Same as 7th.

3rd Same as 7th.

AIR UNIT INCREASED RANGE

6th Extended range and mid-air refueling each increase range by six hexes. Only US carrier-based INT, ATK and EW can use mid-air refueling, but otherwise all that are eligible can do it in the same turn.

2nd Extended range and mid-air refueling each increase range by eight hexes. Any *one* friendly mission may be refueled each turn.

7th Extended range increases range in six hexes, and mid-air refueling increases range by eight hexes. Soviet units from Petropavlovsk or Vladivostok, and US units from a carrier, Clark Field, Kadena or Kunsan can use mid-air refueling. A maximum of one Soviet air unit, and a maximum of one US air unit from a carrier plus one US air unit from a land base, can use this function per turn, and not if an enemy INT is within 4 hexes of the base.

INT, ATK, BMB and EW units can activate with a "high mission profile", increasing their range by 4 but causing a +2 to the defense die roll in any SSM/ Bomb attack.

5th Extended range increases range by 25%, but only INT, ATK and BMB can use it. Soviet units from off-board bases or Aden, and US units from a carrier or from Diego García, can use mid-air refueling. Only one unit per eligible airbase/carrier per Game turn can use this, and it increases range by 50%. Not allowed if enemy INT unit is within 6 hexes of the base.

INT, ATK, BMB and EW units can activate with a "high mission profile", increasing their range by 25% but causing a +2 to the defense die roll in any SSM/Bomb attack.

3rd Essentially same as 5th, but actual 'AR' (aerial refueling) units based on airfields/carriers define the ability of that base to mid-air-refuel a unit. Also, INT, ATK and BMB can use "reduced range" for bombing missions, wherein range is halved but bombing value increased in 30 or 15 (depending on the original value).

WEATHER

6th *Squalls* halve surface movement allowances (FRD). Only all-weather carrier units can activate from a squall hex. *Storms* cause surface units to move only one hex.

2nd *Squall* hexes cost surface units 2 movement points. Only all-weather carrier units can activate from a squall hex. *Storm* hexes cost surface units 4 movement points.

7th Movement effects as in 2nd, but the all-weather concept is dropped entirely (see Night), and *no* carrier-based units

The Compleat Fleet (Cont.)

can activate or perform CAP or strategic missions in squalls.

5th Movement effects as in 2nd. Carrier based air units can't activate in squalls, but they can perform CAP and Strategic Missions.

3rd Same as 5th.

SUPPLY

6th Bases have limited supplies (and these can be destroyed by enemy attacks). A base or replenishment unit can expend a maximum of ten boxes of AP/FP per Replenishment Phase. ST's can expend a maximum of 4 boxes. BB, CV, CG, DD and FF units can use high speed, spending one extra fuel box per action segment to increase movement by one. They can also forfeit fuel expenditure by not moving more than one hex per action phase.

2nd Bases have unlimited supply and can service four ships/subs per Replenishment Phase. Replenishment units can service four ships per phase at sea. US, Soviet and West German BB, CV, CG, CL, or DD can use high speed, spending one extra fuel box per action segment to increase movement by one. They can also forfeit fuel expenditure by not moving more than one hex per action phase.

7th Bases have unlimited supply and can service four ships/subs per Replenishment Phase. Replenishment units can spend a maximum of 6 boxes of AP/FP per Replenishment Phase. BB, CV, CG, CL, or DD can use high speed, by announcing this in the Action Phase of the AM turn and spending one extra fuel box. This increases movement by one in each of the three game turns (AM, PM and Night) with no further cost. They can also forfeit fuel expenditure by not moving more than one hex per action phase.

5th Same as 7th, except that units must be *docked* to replenish at a port.

3rd Same as 5th, except that BB, CV, CG, CL, CT, DD, FF and CO can use high speed by spending an extra fuel during the AM Action Phase. This expenditure allows FF and CO units to move one extra hex in each of the three Action Phases of that day, and all others to move two extra hexes per Action Phase, with no further cost. Surface units that move only *two hexes* or less during each of the three Action Phases, can forfeit fuel expenditure.

TACTICAL NUCLEAR WARFARE

6th The player assigns nuclear assets to his units (among those allowed) by writing an 'N' in one of the unit's ammo boxes. SSM value of subs and surface units x5, of air units x3; if the target hex contains more than 12 ships the combat result against the primary target ship is also applied to the two ships above and the two ships under the target. 4-12 ships, result applied to ship above and ship under target. Bombing value x3, with the same effects for stacking as for SSM. Surface or submarine ASW x2, air ASW x 5. Area AA x3.

2nd Nuclear capability is already assigned by the Logistics Roster. SSM and Bombing attacks have their value increased depending on the number of ships in the target hex. 13+ x5, 9-12 x4, 5-8 x3, 4- x2. ASW x 3, Area AA x3.

7th Nuclear capability is already assigned by the Logistics Roster. SSM and Bombing attacks have their value increased depending on the number of ships in the target hex. 13+ x5, 5-12 x4, 4- x3. ASW x 5, Area AA x5.

5th Same as 7th.

3rd Same as 7th.

THE COMPLEAT FLEET

The building block of this concept is using the rules, tables, die rolls and die roll modifiers from the latest module available in all of the previous games. Of course, there are instances where you just can't do this, and that is what we will address here.

Generally speaking, I don't advise making modifications to the mapboards and counters (visible ones, at least). The reasons for this are twofold: First, it would be a sacrilege to deface such beautiful components! If ever a sample of cardboard counters could be called "collectible", it would be these. I spend a lot of time just admiring them. Second, it may be that in the future you will meet a player who doesn't care (gasp) for this variant and wants to play 2nd Fleet with 2nd Fleet rules! Besides, I don't think that it is really that important if a Yak 36 has a combat value of 3 or 4. How do you factor ordnance into a game value? Who is to say that one value or the other is the most realistic? The game designer of course, but he doesn't seem to make his mind. So let's play each game with its own counters and their combat values. However, there will be some modifications that affect units and will probably require side notes, such as defining which Soviet subs in *6th Fleet* are noisy, for example.

In this work I am assuming we have all the 62753 series. If you don't, you will have to make do with your latest module available for rules, tables, etc. So:

BASIC RULE:

Use *3rd Fleet* rules, combat tables, and concepts in all of the previous games. As far as possible and except as stated below, use the printed counter values in each module.

GENERAL SPECIAL RULES:

Nationalities: Apply nationality restrictions, possibilities of joint activation, etc. as defined in each module.

Terrain: Apply special terrain rules pertinent to each module (pack ice, SOSUS, etc.) as defined in each.

Random Events: Use each game's own random event table.

Limited SSM Ammo: As a rule of thumb in earlier games, all US and US-allied air units that have SSM's (printed or with Special SSM Indicator) have limited ammunition, while all such Soviet, Soviet-allied or Red Chinese units are not limited (the SSM-armed Mig 29 does not appear in earlier modules, so no need to worry about it). Contrary to what I recommended a few lines above about leaving values on counters alone, in this case use the following values regardless of the original printed ones:
- P3 Orion, Nimrod: {20}s2 (Only P3's and Nimrods that had an actual printed SSM value would have this)
- F18, F18C, A6, S3, B52, B52G, Bucaneer: {40}s2 (All F18/F18C can't use SSM when land-based)

The Compleat Fleet (Cont.)

- Harrier, Superharrier, AV8 {20}s2
- SupE, ATL {15}s1
- MIRF {30}s1

Cruise Missiles: B52 and T30 units can fire 2 Cruise Missiles per game in modules previous to 5th. Calculate cruise missile values in all games as per *3rd Fleet's* 10.5, considering all BB's equivalent to New Jersey, T30 equal to T95H.

Dark and aircraft: The following lists are admittedly inaccurate, but as a practical generalization:

Aircraft that deny the bombing-in-dark negative modifier (include all variants): A6, B52, F15, F16, F18, F111, SupE, Jag, Tor, Mir, M29, S24, T16, T26, T30, T95, T160.

Aircraft that don't suffer the dark Air-to-Air penalty (all variants): F14, F15, F16, F18, F111, Tor, Kfir, Mir, S27, M29.

US Special Oilers: In all games, US CV and BB units can act as oilers and have 5 FP each.

Soviet Replenishment Units: In earlier modules, all Soviet replenishment ships (AM, CS, etc.) should have movement values of 3 (2 damaged).

Air refuelers: In earlier games, always give the US one KA6 and one KC135 AR units. If the UK has any airfields in the game, give him a VICT AR unit. Give the Soviet one T16A AR unit.

6TH FLEET SPECIAL RULES:

General: Political events and reinforcements don't occur on turn 1.

Counters: You'll need to handmake or borrow from later games the following counters: AR units, Dock, Deep, port/ airfield damage (including level 3), SSM ammo, CAP 1/2+ attacks, Movement Allowance and a RH53 Sea Stallion. Also, mark the reverse side of Task Force counters as the similar numbered Task Group.

Submarines: The normal speed of submarines is one less than the printed factor (minimum one). The printed factor is the submarine's "full speed". A player must declare full speed in order to move a submarine at it's printed rate (EXC: a sub with a factor of one is considered to move at normal speed, not full, when it moves one hex). Ignore fuel expenditure for subs. Add one to the defense value of all SN units.

Terrain: Without going into too much detail, an easily remembered modification is to consider all coastal hexes shallow. In addition, all hexes in the Adriatic and Aegean zones, as well as all hexes in the Black Sea zone north of and including row 22xx, are shallow. Consider all hexes in the Aegean containing islands or part of islands (except Crete) restricted water hexes.

Minesweepers: Use minesweepers as per *3rd Fleet* rules. French and Italian minesweepers are considered to have a Minesweeping value of 3, Soviet, Spanish, Turkish and Greek sweepers have a value of 2 and all other have a value of 1. All minesweepers should have movement values of 3 (damaged 2), and are considered non-combat units. Make a RH53 Sea Stallion counter or borrow it from one of the later games, and assign it to an AA or CV.

Air combat values: ATK units with an anti-air value of 1 are considered to be BMB units. All AEW, EW and RCN units have anti-air values of 'N'.

AV8: The Harriers operate directly from AA *Saipan* as from a carrier. They do not transfer to the beachhead when *Saipan* unloads.

Noisy: The following Soviet subs are considered to be of noisy type: *Lipts, Tesha, Syzrn, Bytsh.*

Frigates: All FF units should have a movement value of 4 (3 damaged).

Sea skimmer SSM: All US, French, UK, Italian, Israeli, Greek, Spanish, Turkish, Egyptian, Moroccan and Tunisian SSM's are surface skimmers. In addition, Libyan FF *Asawr* and Soviet *Kirov, Sovrm* and *Otlch* are skimmers.

Fast SSM: Soviet ships *Kirov, Slava, Ochkv, Kerch, Azov, Sovrm, Otlch* and *Minsk* have fast SSM's.

Long-range AAA: US *Halsy, Biddl, Wnwrt* and *Mahan* have this capability.

Torpedo decoys: The following units have them:
US: *Ticon, Yrktn, Deyo, Merrl, Cushg, Degrs, Kidd, Burke,* and all the FF's.
Soviet: *Ochkv, Kerch, Azov, Kulkv, Zakhr.*
French: *Drogu, Mouln, Blasn, Pimdn, Duplx, Mntcm, Trvil, Bory, Prtet.*
Italian: *Lupo, Orsa, Perseo.*
Spanish: *Murci.*

Cruise Missiles: Use *3rd Fleet's* rules for resolution, but *6th Fleet's* method for determining which units have the capability. Each BB has 3 attacks, air units 2 attacks, all others 1 attack.

Nuclear capability: Use *3rd Fleet's* rules for resolution, but use *6th Fleet's* rules for determining which units have the capability. Exception: No Allied unit may have SSM nuclear capability. Among the Soviets, only *Svesa, Syrzn, Bytsh, Lipts, Tesha, Kirov, Slava, Grzny, Golvk, Sovrm* and *Otchy* can have nuclear SSM's. Don't mark one of the unit's ammo boxes as nuclear, instead they are considered to have an extra **'N'** as in later modules. Assign a number of air nuclear attacks similar to those given to each side in *2nd Fleet's* Roster.

Land units: As they are instrumental for Victory conditions, keep the land units as they are. In addition to invading objective hexes, allow the invasion of bases as in *2nd Fleet*. Each base is considered to have an intrinsic defense value equal to its Close AA value.

Supply: Ignore the supply boxes of bases. They all have unlimited supply.

2ND FLEET SPECIAL RULES:

Counters: You'll need to handmake or borrow from later games the following counters: AR units, Dock, port/airfield damage (including level 3), SSM ammo, Movement Allowance and CAP 1/2+.

Submarines: Add one to the defense value of all SN units.

Terrain: Treat all coastal hexes, as well as all hexes in the Barents east of and including row 41xx, and all hexes in the British isles zone, as shallow sea hexes.

Minesweepers: Use this module's own mine rules.

The Compleat Fleet (Cont.)

Air combat values: ATK units with an anti-air value of 1 are considered to be BMB units. All AEW, EW and RCN units have anti-air values of 'N'.

Sea skimmer SSM: All US, UK, Netherlands, Canada and West Germany SSM's are skimmers. So are Soviets *Frnze, Osmtr, Otchy* and *Ottuk.*

Fast SSM: Soviet ships *Baku, Kiev, Kremlin, Frnze, Kursk, Osmtr, Otchy* and *Ottuk* use fast SSM's.

Long-range AAA: US ships *Belnp, Leahy* and *Luce* have this capability.

Torpedo decoys: The following ships have decoys:
   US: *Bhill, Vncns, Burke, Cnoly, Msbgr, Rdgrs, Scott, Spnce,* and all the FF's.
   Soviet: *Nklyv, Talln, Sprnv, Udloy, Dzhsk, Gori, Grval, Mnshk.*
   UK: *Boxer, Lndon, Cmbia, Nrflk, Shfld.*
   Netherlands: *Wdewt.*
   Canada: *Iroqs, Huron.*

Cruise missiles: Use *3rd Fleet's* rules for resolution, but *2nd Fleet's* rules for determining which units have the capability. Each BB has 3 attacks, air units 2 attacks, all others 1 attack.

Land units: As they are instrumental for Victory conditions, keep the rules for land units as they are.

7TH FLEET SPECIAL RULES:

Counters: You'll need to handmake or borrow from *3rd Fleet* the following counters: AR units, Dock, level 3 port/ airfield damage, SSM ammo, Movement Allowance and CAP 1/2+.

Minesweepers: Use this module's own mine rules.

Air combat values: All AEW, EW and RCN units have anti-air values of 'N'.

Fast SSM: *Minsk, Nvrsk, Riga, Bzhny* and *Vytny* have fast missiles.

Torpedo Decoys: The following units have them:
   US: *Antie, Vfrge, Jones, Fife, Lfnch, Oldrf, Thorn,* and all FF's.
   Australia: *Drwin.*

Soviet: *Tsknt, Trbut, Tubrc, Shpkv, Dzghi, Dzvti.*

5TH FLEET SPECIAL RULES:

Counters: You'll need to handmake or borrow from *3rd Fleet* the following counters: AR units, SSM ammo, Movement Allowance.

Torpedo decoys: The following ships have decoys:
   US: *Anzio, Gates, Barry, Chdlr, Hewit, Hyler, Ingsl, Obnon,* and all FF's.
   UK: *Cmbld.*
   Soviet: *Petro, Kulkv, Zahkr, Smfpl, Dzhsk, Dzghi, Imeni, Mnshk.*
   Italy: *Sgtro.*
   France: *Dtrou, Jbart.*
   Australia: *Adlde.*

VARIANT RULES

1. NATO, a modern Babel?: (6th Fleet) NATO (US, UK, Italy, Greece, Turkey and Spain) surface units may activate together and form task forces/groups, and they may resupply in each other's bases. NATO air units may activate together or form Coordinated strikes.

Although there are reportedly problems with coordination, NATO units customarily train together. No reason to think they would not fight together. I think that even the Greeks and Turks would set aside their differences for a while if confronted with a greater foe.

2. The Sons of Abraham: (6th Fleet) In any scenario which has Israel as a belligerent, Morocco, Algiers, Tunis and Egypt cannot be US Allies; they remain neutral at best. In scenario 9, consider their neutrality modifiers to be '0'. If they already allied and Israel becomes a belligerent, they pull out and become neutral. The US player may opt to decline Israel's entry to prevent this if he gets an even result in a die roll.

As the Gulf War proved, the Muslims will not fight alongside the Jews.

3. The Reds Will Fight: (6th Fleet) On a random event indicating a Socialist takeover in Italy or France, the new government decides to continue to fight alongside NATO on a die roll of 0-5.

Socialists have been in power on and off in several NATO countries, without any inclination to defect from the treaty. A

change in government therefore not necessarily means 'end the war'. Besides, this event is too frequent given the structure of the Random Events Table, and represents a small catastrophe for the Alliance. So let's balance it a bit.

4. Man, you are SO SUSceptible!: (2nd Fleet) If Keflavik is controlled by the Soviets, SOSUS becomes inoperable.

This is the neuralgic center of the system.

5. Korean Blitzkrieg?: (7th Fleet) South Korean bases fall only one at a time when random events indicate, in this order: Seoul, Kangnun, Inchon, Osan.

Gives the South Korean player a bit more of breathing space, i.e. to evacuate in time.

6. To Ditch or not to Ditch: CAP (even from carriers) may land in another friendly base within half their extended range if their base is damaged/ destroyed. Units on Strategic Missions are not forced to land on their base if it is damaged. Carrier units may transfer to land bases if their ship is damaged or sunk.

"Alpha Three, this is Eagle Leader. Lincoln is sunk. I have 13 'cats in the air, awaiting instructions".

"Eagle Leader, ditch into the sea. A submarine will be dispatched to pick you up."

"Alpha Three, we have enough fuel to make it to Dubai."

"Negative, Eagle Leader. Ditch into the sea."

"But..."

"You have your orders. Alpha Three out."

'Nuff said.

7. Sorry Colonel, But We're Out of Coffee: Allow air units to operate from a new airfield they transferred to after only three turns of inactivity. And they can transfer out if they want to, without delay. Furthermore, when units return

The Compleat Fleet (Cont.)

to their original base, no delay will apply there.

"Major, the 12th squadron will arrive at your airbase within the next four hours. Have your ground crews ready to rearm and refuel the airplanes ASAP, and see to it that the pilots get hot food and some refreshment, as they will fly out again immediately. This mission is of the utmost importance."

"Yes, my colonel, but... be advised that the squadron will be ready in no less than three days."

"What!!! Are you crazy, major?"

"Respectfully, there are forms to be filled, we have to request the fuel from the quartermaster, and also, we have run out of coffee."

"Siberia is beautiful this time of the year, I've heard, comrade major..."

I'm sure the game designer had his reasons for penalizing changing airbases, mostly I think to prevent abuse. Admittedly, it is logical for any air unit not to change bases unless really necessary. However, I think that a modern air force (i.e. virtually all the air forces represented in these games) would be prepared for making transfers and then operating from a new base right away. For that matter, we could argue that even a unit operating from its own base would require an inactivity period after every mission, since the crews need to sleep and the aircraft need maintenance...

If I had my way I would dispense with the "new airbase" limitation completely, but to compromise, a 24 hour inactivity period seems OK. Also, units that only want to transfer away shouldn't be penalized, since all they need is fuel. Civilian aircraft move around all the time, why should military ones be prevented from doing so? And, any reasons that might be given for the delay surely don't apply at the unit's home base if it returns there.

8. Lads, Are You Just Going to Sit There?: Reaction Fire: If a friendly surface unit/stack/submarine has not been activated previously in an Action Phase and one of the following occur, the inactive player may declare Reaction Fire.

1. A detected enemy unit/stack activates in a friendly Detection Zone applicable to it;
2. A detection marker is placed on an enemy unit/stack in a friendly DZ applicable to it;
3. An already detected enemy enters a friendly DZ applicable to it;

If Reaction Fire is declared, the friendly unit/stack may momentarily stop the enemy's action and attack it. The Reaction Fire consumes one of the friendly unit's allowed attack opportunities for the turn (the only one, in the case of subs). After suffering the RF, the active unit/stack may continue its actions. When it ends, the inactive unit(s) that reacted *must* immediately complete their own activation by moving if the owning player wishes, and making any attacks they may still be entitled to. Turn the counter(s) 90° to the right to indicate that it may be no longer used in the appropriate upcoming Action Segment.

Simultaneous Combat: If the unit/stack that declares RF is already detected when it does so, the moving unit(s) may declare Simultaneous Combat. In this case both sides fire, with a dr determining who does so first (odd/even). If SC is declared, the moving unit/stack must end its activation in that hex after resolution (but a surface stack could still execute its other attack form from the same hex, if possible and applicable).

Retreat Before Combat: If the conditions for Reaction Fire (see above) otherwise exist, the defender may declare Retreat Before Combat instead of Reaction Fire. He does so by moving the unit/stack one hex. The activated enemy unit(s) continue their movement, possibly triggering more retreats (up to the reacting units' MA). The retreating force cannot switch tactics to Reaction Fire until it has spent all its Movement Allowance. After the activated units end their move, the retreating force must complete its own activation, as above.

9. Not So Close, I Hardly Know You: Enemy units may stack together. Treat as one-hex range.

This is to prevent some sleazy tactics, like building a "body barrier" with counters to prevent enemy entry of a strait or fiord, for instance. More realistic, but it can create confusion, mapboard clutter and/or alter play balance, so use it at your own risk.

10. I Have a Sinking Feeling: Catastrophic Submarine Damage: Whenever a submarine is flipped over because of damage, a die is rolled. A result greater than the difference between the damage points that the attack inflicted and the sub's defense value will cause the sub to be sunk.

Examples: US SN Swolf (ASW 10) attacks Soviet SN Opokv (defense value 7) and rolls a 6, obtaining 4 damage points, which is enough to flip over Opokv to its damaged side. The differential between both values is 3, therefore on a second die roll of 0-3 there is no further effect. However, on a die roll of 4-9 Opokv would be sunk outright.

Submarine Critical Damage Effects: In addition the the provisions above, whenever a submarine is flipped over to its damaged side roll a die twice and consult the following table (if both dice give an adverse result, they are cumulative):

0-1: Submarine must surface and cannot submerge (mark with an appropiate counter). For the rest of the game it can be detected and attacked as if it were a surface unit, while still being susceptible of being detected and attacked as a submarine. It cannot, however, join task groups or forces. It can no longer make ASW attacks, but still can use its ASW for detection. Torpedo and missile attacks are still allowed.

2-3: Damage to the submarine's surfaces makes it very noisy - for the rest of the game, it is detected using the Noisy Soviet SN column.

4-5: The submarine cannot make any type of attacks for the rest of the game.

6-7: The submarine can no longer go "deep".

8-9: No effect.

One of the major criticisms that can be made against the Fleets *system is the way ASW is handled. Essentially, the problem is the "slow kill syndrome". There is no way for a submarine to attack another and sink it; instead, it must (hopefully) damage it in one turn, then attack again and sink it in the next. (The same can be said of average ASW surface groups). Modern ASW uses*

The Compleat Fleet (Cont.)

guided torpedoes as its primary weapon. Traditional depth charges still exist, but they tend to be phased out (probably that is what those ships with ASW values of '1' have). The main purpose of modern attack subs is to sink their kin, and they use torpedoes for that effect. If a submarine is hit directly by a torpedo, it is very probably dead, even if it is of tough construction. Of course, there are proximity detonations which might result in survivable damage.

A strong defense value (say, 8) for a submarine does not mean that its hull is as massive and durable as a carrier's. Toughness of course is factored in, but more important is the submarine's ability to not get hit, to escape the enemy's attack. But if the torpedo does strike, well, its chances don't seem too good.

A submarine that does survive a bad blow will likely be severely affected in its performance - in fact probably more interested in making it back to friendly waters and port.

11. {With Music} We Have a Rendezvous... Just Me - And You! For coordinated air strikes, air units may "rendezvous" in a given hex instead of having to fly over the other airfields to pick up other participants, but this requires a RCN unit on a Tac Coordination mission to be "spent". In any case, a mission may never include more than four INT, ATK or BMB units, plus any number of support units (RCN, AEW or EW).

12. Underwater Escorts: One undamaged SN may activate simultaneously with a TF/TG in the same hex (but not actually join it) in the Surface Action Segment. The sub performs its attack (if any) separate from the surface forces, but moves along with them. If the Submarine Action Segment occurs first, that submarine can be held from activation until the subsequent Surface Action Segment.

Submarines are frequently assigned the task of ASW escorts for surface forces.

13. I Can't See a Bloody Thing: When firing standoff missiles (in game terms, not being adjacent to the target when you fire), controllers can't really choose their targets; all that they can

see is radar blips. A suggested random target method is the following:

Roll a die:
- 0: Unexpected bonus - attacker can choose his primary target.
- 1-3: The largest (i.e. with higher defense value) target in hex is primary. Select randomly if more than one ship qualifies.
- 4-5: The slowest (i.e. with smaller movement allowance) target in hex is primary. Select randomly if more than one ship qualifies.
- 6-7: The least defended (i.e. when calculating the close AA value of the ship plus the close AA value of the ship under it in the stack) target in hex is primary. Select randomly if more than one ship qualifies.
- 8-9: Select a ship randomly from among all those in the hex, and that will be the primary target.

Next roll another die to determine type of attack:
- 0-2: The primary target suffers the whole weight of the attack.
- 3-4: The primary target, plus the ship under it, get half of the combat value of the attack each (with odd combat factors going to the primary).
- 5-6: The primary target gets enough combat value points to place the attack in the best possible column, and the ship under it gets any points left.
- 7-8: The primary target, plus the ship under it, plus the ship above it, get one third of the combat value each (with odd attack factors going to the primary).
- 9: The primary target gets enough combat value points to place the attack in the column to the left of the best possible column (for instance, if combat value 50, best possible column 42 to 52, column to the left is 32 to 41, 32 combat value points are assigned to the primary). The ship under it gets enough points of the remainder to place the attack in the best possible column. The ship above the primary gets any leftover.

(Note: With this method, the top half/ bottom half selection mode of the rules is not used.)

14. I Am the Eye in the Sky, Looking At You: Allow satellite detection in all modules, in the Strategic Detection Segment, using the following table:

Roll	Result
0	3
1	2
2	1
3	1
4	1
5-9	-

The result represents the number of enemy surface stacks that are automatically Strategically detected, or of detection attempts allowed against submarines. A submarine is detected only on a subsequent die roll of 0 (0-1 in shallow water). A unit in squall, storm, or dark; or a submarine in deep mode cannot be detected.

Consider the Satellite Pass Random Event an added bonus.

This is a case of the old being better than the new. In any modern conflict, the use of satellites to detect enemy forces would be instrumental in the conduction of operations. Some satellites can even detect submarines if they get lucky and conditions are right. It is a wonder that this was left out of the later games, and 3rd Fleet has it only as a rare random event.

14. Look Ma, No Cavities! For every damage level inflicted on an airfield, roll a die. If the result is even, one step of air units based therein is eliminated. If the roll was 0, 2 or 4, the attacker chooses the unit to suffer the loss; if 6 or 8, the defender chooses.

Units landing on a damaged airfield must roll a die. If the damage level or less is rolled, the landing air unit suffers a step loss.

An air unit located on an undamaged base that suffers a bombing attack and which has not yet activated can attempt to scramble before the mission enters its hex, with a die roll of 0-2. Roll separately for each eligible unit. Units that scramble can transfer to another base within half their extended range, but this counts as their activation for this turn. INT units have the choice of transferring, or of immediately forming/ joining a CAP mission above the airfield (and can even intercept the bombing mission).

The original 6th Fleet had attacks causing damage to based aircraft, not the airfields themselves. This was reversed in the second game of the

The Compleat Fleet (Cont.)

series and has been kept: Only the airfields are damaged, not the aircraft. It is preposterous to think that you can shred an airfield and leave the airplanes parked there unscathed. Besides, one of the main points in attacking such a base is to destroy enemy aircraft, not just make holes on the runway that can be easily repaired.

Landing on a damaged base can be very dangerous. The cavities on the runway can cause a crash, and shrapnel lying on it can puncture tires. Also, a known tactic is to drop delayed-fuse bomblets on airfields, which can damage aircraft or injure crews trying to repair the facilities.

14. Solitary pleasures: For placement of Strategic Air Missions in solitaire games, roll a die: Even, US/Allied side places one unit first; odd, Soviet/Latin/Chinese/whatever side (i.e. the bad guys) places one unit first. Alternate placing units from one side and the other. Don't stop placing until you are completely satisfied that both sides have placed all that they want.

In every module after 6th Fleet a new, less satisfactory method for solitaire Strategic Missions assignment has been presented. Usually, one side or the other, or both, end up with poor Strategic deployments. Who needs "unknown factors?" Just let both sides put up all that they want and play!

15. Watch My Six, and I'll Watch Yours: Clarification: Units in TF/TG's can't use their Close AA value in support of any unit not in their own TF/TG and vice versa. It is not clearly spelled out in the rules what happens with units in a hex that are not in any TF/TG, but it should be assumed that they can't support, or be supported by, any other unit.

Pyrrhus In Italy And Sicily
One Battle Shy of a Victory in Hannibal
by Trevor Bender

This short scenario for HANNIBAL: ROME VS. CARTHAGE (HRC) follows the format presented by Charles Bahl in Vol. 32 No. 2 of The GENERAL in his article titled "Rome Strikes Back: Two Short Scenarios for HANNIBAL" (pp. 23-24). His article appeared in the second to last issue of The GENERAL, which also contained an HRC variant entitled "The First Punic War" by Alan R. Arvold (pp.19-22). To put these respective campaigns in perspective, Pyrrhus' invasion of Italy preceded the First Punic war by approximately 15 years and the Second Punic War by 60 years.

King Pyrrhus of Epirus (a western province of Greece) is best described as a Soldier of Fortune always willing to abandon a stubborn campaign in pursuit of a new adventure elsewhere. Pyrrhus came of age during the struggles of Alexander's Successors. He allied himself first with Ptolemy, then with Lysimachus against Demetrius. After their joint victory, Pyrrhus was left the junior partner in the relationship and withdrew to his kingdom on the Adriatic.

Never one to rest long, Pyrrhus was quick to come to the aid of his fellow Greek colonists in Southern Italy who feared the growing strength of Rome. The direct cause of the conflict was the placement of Roman garrisons and warships around the Tarentine Gulf in violation of an outdated treaty with the Greek colony of Tarentum. The Tarentines responded quickly by

destroying several of the Roman warships and sacking the Roman garrisoned town of Thurii (in the Croton space on the HANNIBAL map). Fearing the weight of numbers, the Tarentines requested and received the aid of Pyrrhus.

GENERAL RULES

The following rules apply to "Pyrrhus in Italy and Sicily". Unless otherwise stated, the normal HANNIBAL 2nd Edition Rules apply and can be found at: http://pages.infinit.net/mykeul/HanniRules/hannirules01.htm
• The normal sequence of play applies except that the Reinforcement Phase (6.0) is skipped, and there is no Victory Check Phase (22.0). Reinforcements are only brought in by event card or by using a "3" OPs card to Raise Troops (third bullet under rule 8.2).
• As neither side had naval dominance, both sides may use Naval Movement (11.0), but must roll on the attrition table on the "3" column immediately before the forces disembark. The play of the Storms at Sea (60) counter card will add +2 to this roll while the Play of Adriatic Pirates (50) allows the naval movement of 3 CUs without a need to roll on the attrition table. Because of the limited number of Generals in the game, a player may move forces from one friendly port to another friendly port without the need of a General, but

these forces may not move on land before or after the naval move. If intercepted in the port of debarkation, they fight without the benefit of a General (i.e. no counterattack die rolls may be made).
• Due to the lack of siege craft preparation, the Siege Table is changed such that a die roll of "6" produces 1 siege point instead of 2. The other results remain the same. The Greeks do not suffer a –1 modifier when rolling on the siege table (20.2) like the Carthaginians do in the normal game. The –1 city modifier for besieging Rome and Syracuse still applies.
• Political Consequences (15.5) and Sue for Peace (15.6) are not used.
• The rules for Electing Consuls and Proconsuls (6.4-6.6) are not used. Both T. Longus and A. Paulus remain in play both turns. If either (or both) is displaced (10.10), he is brought back into play at the very beginning of the next turn. The rules for Consuls and Consular armies (18) are in effect; save that Consular armies must maintain a minimum strength of 3 CUs not 5 CUs. If Pyrrhus is displaced, the Roman player wins (see Sudden Death below).
• The strategy deck is thinned to include only those cards listed below. The remaining strategy cards are set aside and take no part in this scenario.