

# SWWAS SOLITAIRE TABLES

## Fleet and Submarine Movement

Roll on both tables each turn for each intercept fleet.

Roll on both tables each even-numbered turn for submarine flotillas.

Do not roll for fleets which are heading for port at a fixed speed by the most direct route possible (to conserve fuel or get there quickly).

Do not roll on the speed tables for fleets that are making best speed for the enemy, or which are not concerned about fuel consumption.

If the Direction Table yields a result that would cause a fleet to run aground, reroll. When rolling for direction in close quarters with enemy fleets, it may be necessary to roll for each zone entered. Do so or not at your discretion.

### Fleet Speed

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1 - 10	Full Speed
10 - 16	Half Speed
17 - 19	One Zone
20	No Movement

### Submarine Speed

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1 - 15	One Zone
16 - 20	No Movement

### Direction

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1 - 7	Desired direction
8 - 11	Left of desired direction
12 - 15	Right of desired direction
16 - 17	Left and away from desired direction
18 - 19	Right and away from desired direction
20	Directly away from desired direction

## Air Unit Missions

Roll for each air unit on first daylight turn. The result applies for rest of that day.

Do not roll for air units whose missions should be obvious (such as Naval Strike for land-based torpedo bombers at a base about to be invaded). If a mission rolled makes no sense (such as ASW in a game with no enemy submarines), reroll.

Units which receive Land Strike or Naval Strike missions for the day stay in the ready box until a target becomes available. They then fly as many strike missions that day as possible.

Players may override the tables to assign any unit(s) a transfer mission on any turn, subject to scenario special rules.

### Fighters

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1 - 9	CAP
10 - 16	Escort
17 - 20	Sweep

### Dive Bombers

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1 - 10	Naval Strike
11 - 13	Land Strike
14 - 18	Search
19 - 20	ASW

### Torpedo Bombers

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1 - 13	Naval Strike
14 - 17	Search
18 - 20	ASW

### Level Bombers

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1 - 5	Naval Strike
6 - 11	Land Strike
12 - 18	Search
19 - 20	ASW

### Land-Based Recon

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1 - 15	Search
16 - 20	ASW

### Seaplanes

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1 - 5	Naval Strike or Land Strike <i>(depending on which factor it has)</i>
6 - 10	Search
11 - 20	ASW