Solitaire Resolution of Hidden Mines and Submarines

When playing solitaire, players may wish to use a scatter procedure to adjudicate the possibility of attacks by hidden mines and/or submarines. In this case, do not record on-map locations for hidden mines or submarines. Instead, simply note their existence on scratch paper.

At the end of every sixth GQ cycle, check for the possibility of attack by hidden units. The CC and the FICC each roll one die. The side with the higher die roll result ambushes the other (prey). If the dice were tied or the ambusher has no hidden units, then there is no ambush, continue play to the ground phase as usual. If the ambusher does have hidden mines or submarines then perform the ambush attack sequence below.

Ambush Attack Sequence

The ambush attack sequence consists of four separate die rolls to determine the final placement hex for a crosshair as follows.

1st die roll   direction from U11
2nd die roll   distance from U11
3rd die roll   direction from intermediate hex
4th die roll   distance from intermediate hex

The crosshair is any counter (a spade works well) that one will move after each distance die roll and will ultimately land in (and mark) the final placement hex.

Always start the four-die-sequence by placing the cross hair in hex U11. Then roll the first direction die to determine in which direction the cross hair will move. The number on the die determines the direction: 1 means North; 2 means Northeast; 3 means Southeast; 4 means South; 5 means Southwest; and 6 means Northwest, as illustrated in the graphic below.
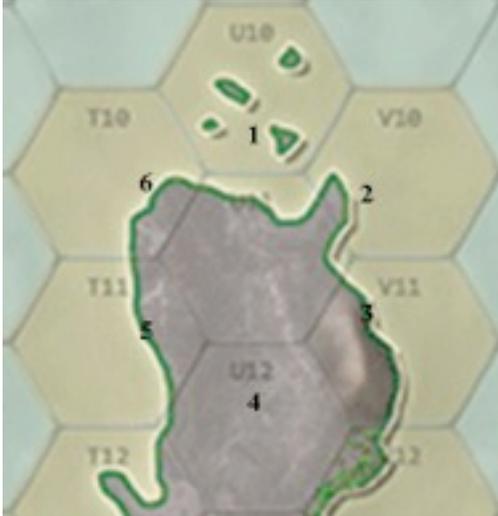
Then make the second die roll to determine how many hexes – in the indicated direction – to move the crosshair. Move the cross hair the number of hexes indicated by the die roll to its intermediate hex. The third die roll is another "direction die" but orient it from the crosshair's intermediate hex. The fourth die roll is another "distance die" again traced from the crosshair's intermediate hex.

After the fourth roll, the crosshair lands in the final placement hex. If the prey has no naval units in the final placement hex then there is no ambush; continue play with the ground phase as usual. If the prey does have at least one naval unit in the final placement hex then roll one die.

a) If the result is less than the number of mine factors hidden by the ambusher then the prey suffers a mine attack (14.27) in the cross hair hex. Immediately after the attack, the ambusher loses all available mine factor, i.e. his total goes to 0 so he no longer has any hidden mines.

b) If the result is greater than the number of mine factors hidden by the ambusher (or if the ambusher has no hidden mines) then the prey must instead endure a 7th GQ cycle with any submarine(s) hidden by the ambusher. All such hidden submarines are immediately placed in the cross hair hex where they begin naval combat with submarine surprise attacks (14.333).

c) If the result is greater than the number of mine factors hidden by the ambusher (or if the ambusher has no hidden mines) and the ambusher has no hidden submarines then there is no ambush, proceed to the ground phase as usual.