

# Fleet Battle School Rules24x3 Help File

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## 1. Introduction

Associated with each Fleet Battle School scenario is a **rules file**. This file implements various details relative to how the game rules of Fleet Battle School are implemented. The rules cover various definitions and rules that determine how aspects of the scenario will be executed.

This particular help file covers the game rules in the file Rules24x3.rul. Other rule files can change or modify the rules described here and different scenarios can use different rule files.

## 2. Basic Data

The basic data defined includes:

- A hex is **24** nautical miles.
- A turn is **3** hours long.
- Each day starts at **0600**.
- The basic interval is **20** minutes.

## 3. Sea Groups

Sea group data includes:

- The Groups are **CSG**, **ARG**, **SAG**, **UG**, and **RG**.
- The Group CSG includes **CV** and **CVN**.
- The Group ARG includes **LHA**, **LHD**, **LSD**, and **LPD**.
- The Group SAG includes **DD**, **DDG**, **FF**, **FFG**, **CG**, **COR**, **FAC**, and **LCS**.
- The Group UG includes **SS**, **SSN**, **SSK**, and **SSBN**.
- The Group RG includes **AO** and **AOE**.
- The Emissions are **Limited**, **Unrestricted**, and **None**.
- Sonar is active under **Unrestricted**.
- Radar is active under **Limited** and **Unrestricted**.

## 4. Engagement Data

Engagement effectiveness is given by the table:

	CL 1	CL 2	CL 3	CL 4	CL 5	CL 6	CL 7	CL 8	CL 9
CL 1	70	63	54	44	33	23	13	6	2
CL 2	74	68	59	49	38	27	16	8	3
CL 3	78	72	65	55	50	37	23	12	4
CL 4	82	77	70	61	50	37	23	12	4
CL 5	86	81	75	67	56	43	29	15	6
CL 6	89	85	80	73	64	51	35	19	8
CL 7	92	89	85	79	71	59	43	25	10
CL 8	94	92	89	85	78	58	53	33	14
CL 9	96	95	93	90	85	77	64	44	21

## 5. Detection and Encounter Data

Detection states are **Unknown (DL 0)**, **Unknown Target (DL 1)**, **Known Target (DL 2)**, and **Identified Target (DL 3)**.

Visual sea encounter percentages are given the table:

	Very Large	Large	Medium	Small	Very Small	Periscope
Very Large	20	19	18	17	15	13
Large	19	18	17	16	14	12
Medium	18	17	16	14	12	11
Small	17	16	14	13	11	10
Very Small	15	14	12	11	9	7
Periscope	13	12	11	10	7	6

Radar sea encounter percentages are given by the table:

	Sig 1	Sig 2	Sig 3	Sig 4	Sig 5	Sig 6	Sig 7	Sig 8	Sig 9
CL 1	14	11	8	6	5	4	3	2	1
CL 2	19	14	11	8	6	5	4	2	1
CL 3	23	18	14	10	8	6	4	3	1
CL 4	28	21	16	12	9	7	5	3	2
CL 5	36	28	21	16	12	9	7	4	2
CL 6	43	34	26	20	15	12	9	5	3
CL 7	50	39	31	24	18	14	10	6	3
CL 8	100	50	39	31	24	18	14	10	6
CL 8	100	100	50	38	31	24	18	14	10

Active sonar shallow water submarine encounter percentages are given by the table:

	Sig 1	Sig 2	Sig 3	Sig 4	Sig 5	Sig 6	Sig 7	Sig 8	Sig 9
CL 1	11	9	7	6	5	4	3	2	2
CL 2	15	12	9	8	6	5	4	3	2
CL 3	19	15	12	10	8	6	5	4	3
CL 4	25	20	16	13	10	8	6	5	4
CL 5	32	26	21	16	13	10	8	7	5
CL 6	38	31	25	20	16	13	10	8	7
CL 7	47	39	32	26	21	16	13	10	8
CL 8	56	43	35	29	23	19	15	12	9
CL 9	64	56	47	39	32	26	21	16	13

Passive sonar shallow water submarine encounters percentages are given by the table:

	Sig 1	Sig 2	Sig 3	Sig 4	Sig 5	Sig 6	Sig 7	Sig 8	Sig 9
CL 1	8	6	4	3	2	1	1	1	0
CL 2	11	7	5	3	2	2	1	1	0
CL 3	15	10	7	5	3	2	1	1	0
CL 4	19	13	9	6	4	3	2	1	1
CL 5	27	18	13	9	6	4	3	2	1
CL 6	34	24	17	11	8	5	4	2	1
CL 7	43	37	26	18	12	9	6	4	2
CL 8	55	43	31	21	15	10	7	5	3
CL 9	62	49	37	26	18	12	9	6	4

Active sonar deep water submarine encounter percentages are given by the table:

	Sig 1	Sig 2	Sig 3	Sig 4	Sig 5	Sig 6	Sig 7	Sig 8	Sig 9
CL 1	20	17	15	13	11	9	8	7	6
CL 2	25	22	19	16	14	12	10	9	8
CL 3	33	28	24	21	18	16	14	12	10
CL 4	41	36	31	27	24	20	18	15	13
CL 5	51	45	40	35	30	26	23	20	17
CL 6	60	54	47	42	36	32	28	24	21
CL 7	71	64	58	51	45	40	35	30	26
CL 8	78	71	64	58	51	45	40	35	30
CL 9	85	78	71	64	58	51	45	40	35

Passive sonar deep water submarine encounter percentages are given by the table:

	Sig 1	Sig 2	Sig 3	Sig 4	Sig 5	Sig 6	Sig 7	Sig 8	Sig 9
CL 1	7	6	4	3	3	2	2	1	1
CL 2	9	7	6	4	3	3	2	2	1
CL 3	13	10	8	6	5	4	3	2	1
CL 4	17	13	10	8	6	5	4	3	2
CL 5	24	18	14	11	9	7	5	4	3
CL 6	30	24	19	15	11	9	7	5	3
CL 7	39	31	24	19	15	12	9	7	4
CL 8	46	39	31	24	19	15	12	9	7
CL 9	54	46	39	31	24	19	15	12	9

## 6. Fuel Usage

Fuel usage by type and number of hexes travelled per turn is given by the table:

	0 Hexes	1 Hex	2 Hexes	3 Hexes	4 Hexes
CV	0	0	0	1	3
LHA	0	0	0	1	3
LHD	0	0	0	1	3
LSD	0	0	0	1	3
LPD	0	0	0	1	3
CG	0	0	0	1	3
DD	0	0	0	1	3
DDG	0	0	0	1	3
FF	0	0	0	1	3
FFG	0	0	0	1	3
COR	0	0	0	1	3
FAC	0	0	0	1	3
LCS	0	0	0	1	3
SS	0	0	0	1	3
SSK	0	0	0	1	3

## 7. Detection Rules

Sea-to-Sea visual detection rules are given by:

- If the target is detected visually, the detection level is DL 3.

Sea-to-Sea radar detection rules are given by:

- If the source is emission **None** and the target is emission **Limited**, the detection is DL 1.
- If the source is emission **None** and the target is emission **Unlimited**, the detection is DL 1.
- If the source is emission **Limited** and the target is emission **None**, the detection is DL 1.
- If the source is emission **Limited** and the target is emission **Limited**, the detection is DL 1.
- If the source is emission **Limited** and the target is emission **Unlimited**, the detection is DL 2.
- If the source is emission **Unlimited** and the target is emission **None**, the detection is DL 2.
- If the source is emission **Unlimited** and the target is emission **Limited**, the detection is DL 2.
- If the source is emission **Unlimited** and the target is emission **Unlimited**, the detection is DL 2.

The sonar detection rules are given by:

- If the source is **Active** sonar and the target is **Passive** sonar, the detection is DL 2.
- If the source is **Passive** sonar and the target is **Active** sonar, the detection is DL 2.
- If the source is **Passive** sonar and the target is **Passive** sonar, the detection is DL 1.

## 8. Risk Rules

The **Risk Level 1** rules are given by:

- If the group is **CSG** and the distance to the nearest enemy counter is less equal 8 hexes, then **Avoid**.
- If the group is **ARG** and the distance to the nearest enemy counter is less equal 6 hexes, then **Avoid**.
- If the group is **SAG** and the distance to the nearest enemy counter is less equal 4 hexes, then **Avoid**.
- If the group is **UG** and the distance to the nearest enemy counter is less equal 2 hexes, then **Avoid**.

The **Risk Level 3** rules are given by:

- If the group is **SAG** and the distance to the nearest enemy counter is less equal 4 hexes, then **Intercept**.
- If the group is **UG** and the distance to the nearest enemy counter is less equal 6 hexes, then **Intercept**.

## 9. Movement Rules

The movement rules are:

- Seacraft can only move into land hexes that have Ports.
- Submarines (Group **UG**) cannot move into Very Shallow sea hexes.