# SOLITAIRE EVENTS

## 1 ENGLISH MOVEMENT

The Fleet takes another route.
If the English Fleet is in zone D1 it moves in zone C1 instead of moving in zone D2. The subsequent move is in zone C2 as per rules. If there are more than one English Fleet in D1, determine at random which one is affected. This event may happen more times during the game.

## 2 FLEETS SPLITTING

One English Fleet splits. (choose at random)
Split the English Fleet in two new Fleets.
Divide the ships as follows:
1) The new Fleet has half the number (rounded down) of CV, BB, CA Squadrons, and DD Flotillas.
2) The new Fleet has half the number of cargo ships (rounded down) comprising OT. The two Fleets move together, entering the same zones during play.
This event can only happen once.

## 3 FLEETS MERGE

If there are more than one English Fleet in the same zone, before moving, merge all the ships of two Fleets into one.
If there are more than two Fleets in the zone, choose at random.
This event can only happen once.

## 4 DAMAGED SHIPS

One of the cargo ships that was previously damaged, due
to engine malfunction, leaves the Fleet. If there are more than one Cargo
damaged, determine at random which one is affected.
Split the current Fleet in two new Fleets, one with the damaged cargo ship alone, the other with all the remaining ships.
This event may happen more times during the game.

## 5 DAMAGED WARSHIPS

One of the military ships that were previuosly damaged,
due to engine failure, leaves the Fleet.
If there is more than one warship damaged, determine at random which one is affected.
Split thye Fleet in two new ones, one with the damaged Ship and the other with the remaining ones.
This event may happen more times in the game.

## 6 REJOINING FLEET

One of the military ships that was damaged and leaved the Fleet as per event number 5 regains the Fleet. Determine at random which.
Merge the Fleet of the damaged ship with the parent Fleet.
This event may happen more times during the game.