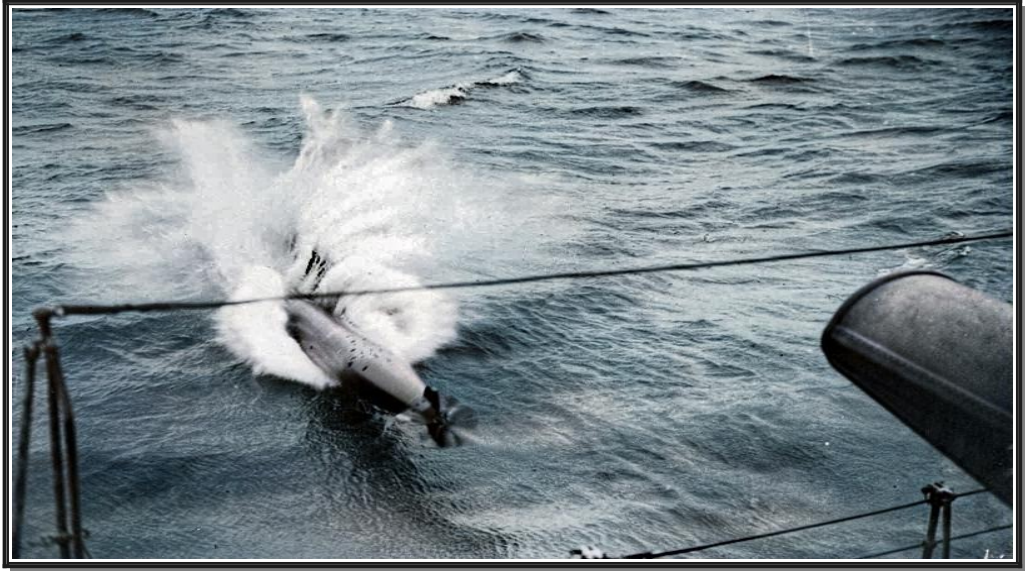


Avalanche Press

Great War At Sea



RULES

In 6 Volumes

Volume VI

MTBs!!

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11.7 Weather

6. Gale

- Each player rolls *two dice* for each of his TBs at **Sea**
 - on a result of **12** the ship is sunk
 - Surviving TBs have their speed reduced to **1**
- **No torpedo attacks** including those made *by submarines*, may be made
- *Visibility* on the **Tactical Map** is *limited to one hex*
- Subtract **-2** from the die roll for all *contact attempts* (5.4)

5. Storm

- *Torpedo boats* have their speed reduced to **1**
- **No torpedo attacks**, including those made *by submarines*, may be made
- *Visibility* on the **Tactical Map** is limited to **two hexes**
- Subtract **-1** from the die roll for all *contact attempts* (5.4)

4. Squall

- *torpedo boats* have their speed **reduced to 1**.
- **No** torpedo attacks, *including* those made *by submarines*, may be made.
- *Visibility* on the **Tactical Map** is limited to **two hexes**.
- Subtract **-1** from the die roll for *all contact attempts* (5.4)

3. Fog

- *Visibility* on the **Tactical Map** is **limited to** two hexes.
- Subtract **-1** from the die roll for all contact attempts (5.4).

2. Mist

Daylight *visibility* on the **Tactical Map** is **limited to three hexes**.

1. Clear

No effect.

18.0 Motor Torpedo Boats

Some scenarios include motor torpedo boats (MTBs).

18.1 Patrol Zones

- Before play begins, the layer notes the location of each of his MTBs using his Log Sheet
- Simply write: -
 - the *boat's name* in the "**submarine column**"
 - the **Sea zone number** in the "**patrol zone**" column
- A patrol **Sea zone** may be selected in any *coastal zone* **within** six **Sea zones** of a friendly **port**
- Once assigned to a *patrol zone*, the MTB **may not** move

18.2 Contact

- If an enemy fleet moves into an **MTB patrol zone**, the boat's owner *rolls* one die (**D6**) for each MTB present, making contact on a result of **3 – 6**
- If contact is made, the enemy player **must** reveal the identity of *all ships* present

18.3 MTB Torpedoes

Each MTB has **two** *Torpedo factors* in a **deck mount**

18.4 MTB Attack

18.41 MTB Surprise Attack!

- Once contact is made, the boat's owner *selects a target ship* for each **MTB** boat present and rolls one die (**D6**) for each boat to see if he has *surprised the enemy*. **Note:** torpedoes **cannot** be launched in *Storm* or *Gale* conditions so **no attack** takes place.

Die Roll Results

- On a result of **5 - 6** the boat has *surprised* the enemy and *may make* a **torpedo attack** on the target ship at range **0**
 - On a result of a **4** the *target ship* may fire **all of its Tertiary guns** [**only**] at the **MTB** boat, which is destroyed by any hit
 - On a result of a **3** the *target ship* may fire **all of its Secondary & Tertiary guns** [**only**] at the **MTB** boat, which is destroyed by any hit
 - On a result of **2** the *target ship* may fire **all of its guns** at the **MTB** boat, which is destroyed by any hit
 - On a result of a **1** *every enemy ship* in the **Fleet** may fire at the **MTB**
 - If the **MTB** boat *survives* the enemy fire, it may make a **torpedo attack** on the target ship at range **1**
 - All of a ship's guns may fire at an **MTB**, but hit on a successful (**D20**) roll at the determined range [maximum visibility or at **1** hex range, whichever is further] (with *modifiers*)

18.411 Gun Effectiveness Vs MTBs

- *Primary* Guns fire at half ($\frac{1}{2}$) effect (rounded down)
 - **note:** **No** *Primary* Guns may fire at **MTBs** at range '**0**' (same hex)
- *Secondary & Tertiary* Guns fire at full effect

Example:

- Two *Italian* **MTBs** make contact with the *Austrian Battleships* **Tegetthoff** and **Szent Istvan**
- Each **MTB** targets one **Battleship**
- The *Allied* player rolls a **3** for first **MTB**, allowing the **Tegetthoff** to fire first
 - The *Central Powers* player rolls **4** dice (for the **Tegetthoff's** 8-**3-1** gunnery) gaining a hit twice and the **MTB** is *vaporised*
- The *Allied* player rolls a **6** for the next **MTB**, *surprising* the **Szent Istvan**
 - The *Allied* player now rolls **two** dice for his **torpedo attack**, with a result of **two** hits the **Szent Istvan**
 - Each results in *critical damage*, sinking the *Dreadnought*

18.5 Italian Valour

- Add **+2** to the die roll for **torpedo attacks** made by *Italian* **MTBs**

18.6 MTB Restrictions

MTBs & Submarines

- **MTBs** **may not** attack *or be* attacked by *submarines*

MTBs and Transports

- **MTBs** **may not** use the **Merchant Location Table**
- **MTBs** *may* attack **Transports**