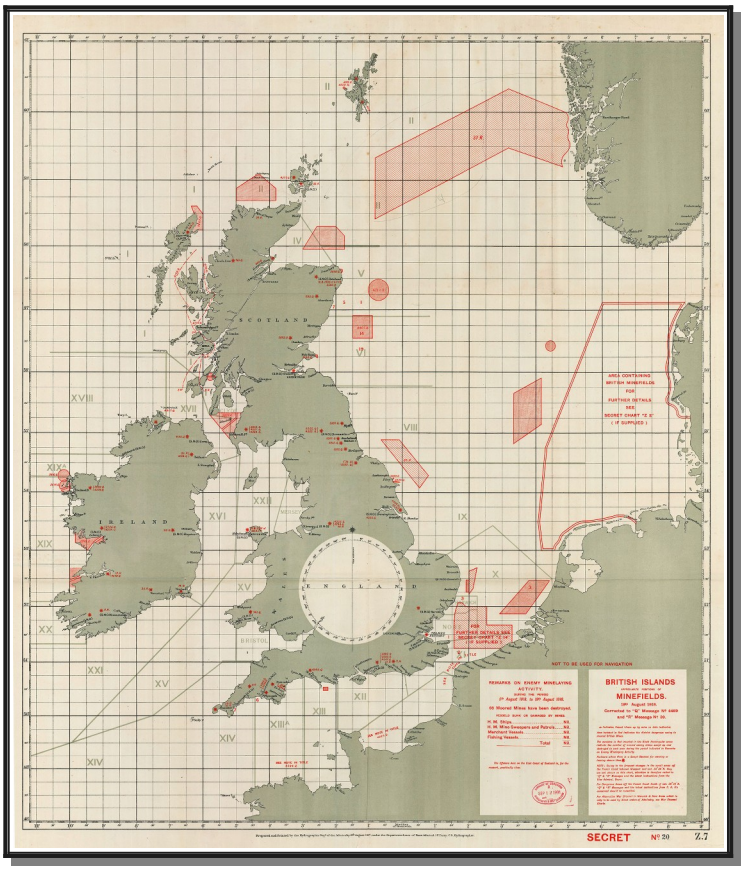
Avalanche Press

Great War At Sea



RULES

In 6 Volumes

Volume III

Mining Matters

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13.0 Mine Warfare

- **Minefields** *may be* placed along **zone** *boundaries*
- Some are *placed* at the **beginning of the scenario** (see scenario instructions)
- Others *may be laid* during the **course of play**

13.1 Minefield Location

- Note "**Minefields**" on the Log Sheet. writing down the **two zones** bordering the **Minefield**
- A player is *not required* to inform his opponent of the location

  Example:
  The *Central Powers* player places a **Minefield** north-east of Constantinople
  On his log sheet under the "**Minefields**" column he writes "**O 56/0 57"**

13.2 Entering a Minefield

- When an enemy **Fleet** marker crosses a **Mine**d **Sea zone** boundary. the player *who placed* the **Mines** informs his opponent
- The player who moved the **Fleet** stops moving it and for each ship in the **Fleet** rolls **two** dice (**2D6**) and consults the **Minefield Table**

13.21 Procedure

Resolve each **Mine** hit by rolling **one** die and consulting the **Mine Damage Table**.

13.22 Friendly Fleets Entering a Mined Sea zone

Minefields do not affect **Fleets** belonging to the player who placed them.

13.23 Mines After Tactical Combat

Ships which crossed a **Sea zone** boundary as a result of leaving the **Tactical Map** (**7.33**) also must have possible **Mine** hits resolved.

13.24 Re-plotting Movement and Testing for Some [¼] Possible Mine Hits

After the player moving their **Fleet** has resolved possible **Mine** hits for *one-fourth* of the ships in the **Fleet** (*round any fractions up*), they may stop moving the **Fleet** and re-plot its movement for this turn and the following turns (unless the **Fleet** crossed the boundary when leaving the **Tactical Map**).

13.3 Laying Mines

- Ships capable of *laying* **Mines** are noted in the **scenario instructions**
- **Note** that a ship's **Minelaying** capability may not be the same in every scenario

13.31 Mission Statement

- To place a **Minefield**, a ship must be part of a **Fleet** with a **Minelaying** or a **Raid** *mission* and must remain in a **Sea zone** for **four** turns
- **Note** "**Mine**" on the log sheet for those turns
- If during those turns the ship does not: -
  - Move
  - Fire (including **Bombardment**)
  - Suffer damage
- Then the player may **note** *one of* that **Sea zone**'s six boundaries as containing one **Minefield**
- The **Minefield** does not become active (affect passing enemy ships) until the next turn.

13.32 Extent of Minefields in a Sea zone

All of a **Sea zone**'s boundaries may be **Mined**

13.33 Extra Mines (Sea zone Boundaries)

Additional **Minefields** may be placed *along a boundary* already **containing a Minefield**

13.34 Restrictions on Laying Minefields Near Land zones

- **Minefield**s may be placed in any **Sea zone** within *two* **Sea zones** of a **Sea zone** that contains land (not an *island*)
- Count the **Sea zone** that the **Minefield** occupies, but not the **Sea zone** the land occupies to determine the distance

13.34a Island Vs Coastal (Land) Zone Definition

- An *island* is land that is present in only one **Sea zone**.
- All other land is *coastal*.

13.35 Minefield Activation

- A player placing a **Minefield** may delay its activation
  - Note the game-turn (any turn after that during which it was placed) on which it becomes active
  - An *inactive* **Minefield** has no effect on enemy ships

13.36 Infiltration by Minelayers

Minefields may be placed *along the boundaries* of a **Sea zone** containing an enemy **major base**.

13.41 Panic – Jettisoning Mines

- A player may order a *Minelayer* (or another ship **acting as** a *Minelayer*) to jettison its **Mines**; its **Fleet**'s mission must be changed to *abort* and it may lay no more **Minefield**s in the current scenario *but is not subject to exploding* if hit in combat (except through the *usual damage* results)
- A ship may not *jettison* ***Mines*** during combat.

13.42 Definitions

- A warship is only considered a *Minelayer* for purposes of this rule if it is on a **Minelaying** *mission* and the scenario instructions state that it is capable of laying **Mines**
- *Minelayers* (type **ML**) are always subject to this rule

13.5 Auxiliary Minelayers

- Some scenarios direct that **merchant ship** counters be used to represent *auxiliary Minelayers*
- These may be used as **multiple-ship counters** to represent more than one *Minelayer*
- *Auxiliary Minelayers* have all the characteristics of the **merchant ship counter** used to represent & may explode in combat)

13.6 Sweeping for Mines

A **Minesweeper** may be used to lay **Minefield**s
Only **Minesweeper**s and those ships noted in the scenario instructions as capable of "sweeping for **Mines**" may remove **Mines**.

13.61 Mission Requirements to Allow Minesweeping

To detect or attempt to remove a **Minefield**, the ***Minesweeper*** must be part of a **Fleet** with a **Mine Sweeping** *mission.*

13.62 Detection

- Before a **Minefield** may be removed, it must first be detected (**Minefields** placed by the same side are always detected; you do not have to detect a **Minefield** to sweep your own **Mines**)
- To detect an *enemy* **Minefield** in a **Sea zone**, the *Minesweeper* must remain in the **Sea zone** for an entire turn
- **Note** "detect" on the log sheet for the turn
  - If during that turn the *Minesweeper* does not: -
    - Move
    - Fire (including **Bombardment**)
    - Suffer damage
- Then the opposing player must indicate which borders of the **Sea zone** contain **Minefields**, and **how many Minefields** are present

13.63 Minefield Sweeping

- After a **Minefield** is *detected*, a **Minesweeper may attempt** to sweep it
- The **Minesweeper** must remain in a **Sea zone** bordering the **Minefield** for **two full turns**
- **Note** "sweep" on the log sheet for the turns the **Minesweeper** does not: -
  - *move*
  - *fire* (including **Bombardment**)
  - *suffer damage*
- the owning player rolls **one** die (**1D6**) for each ***Minesweeper*** attempting to *sweep **Mines*** at the conclusion of the **second turn.** On a result of: -
  - **1** the **Minesweeper** is destroyed by *exploding* **Mines**
  - **2** or **3**, there is no effect
  - **4**, **5** or **6** *one* **Minefield** (*sweeping* player's choice) is **removed**