Avalanche Press

Great War At Sea



RULES

In 6 Volumes

Volume V

Submarine Warfare

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11.7 Weather

6. Gale

- 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

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

- 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.

15.0 Submarines

Some scenarios include submarines.

15.1 Submarine Plotting

- Before play begins, the player notes the location of each of their *submarines* on the log sheet
- Write the number of the **Sea zone** the *submarine* occupies in the "**patrol zone**" column
- A **patrol zone** may be *selected anywhere* except *coastal zones* within *two* (**2**) **Sea zones** of an **enemy port**
- Once *assigned* to a patrol zone, the *submarine* may not **move**.

15.2 Submarine Contact

- If an *enemy* **Fleet** moves into a *submarine* **patrol zone**, during *daylight turns* only, the *submarine*'s owner **may attempt** to make *initial contact*
- The owner rolls one die for each submarine present, and contact is made on a result of **5** – **6**
- The enemy player need only inform the submarine's owner of the number and classification (*Capital* ships; *Light* ships or *Other* ships) of ships present, not their identity
- The *submarine*'s owner may elect to let the *enemy* **Fleet** pass unmolested (and not disclose the submarine's presence)
- Submarines may now remain *in contact* shadowing the enemy **Fleet** on future turn rolls of **3** – **6** (**D6**) in daylight and a **4** – **6** at Night, provided the enemy Fleet remains in the *submarine* **patrol zone** (always possible to *slow moving* **Fleets**)

15.3 Submarine Torpedoes

Each submarine has **one torpedo factor** in a *hull mount*

15.4 Submarine Attack

Once contact is made, the *submarine* may launch a **torpedo attack**
Each *submarine*'s attack is **resolved separately** if *more than one* is present

Anti-Submarine Defence

- If any any of the following are present they may attack the submarine first: -
  - Destroyers (**DD**)
  - Torpedo boats (**TB**)
  - Minesweepers (**MS**)

Procedure

- One die (**D6**) is rolled for every three **DD**s, **MTB**s or **MS**s present
- On a result of a '**5**' the *submarine* is destroyed before it can attack
- On a result of '**6**' it is destroyed after the attack
- There is no effect for any other result

15.41 Target Selection

- If the submarine is not destroyed before attacking, its owner now: -
  - choose the *classification* of ship to be attacked, but not the individual ship or type
  - then *randomly draws* **one** of the **Fleet**'s ship counters

    For example:
    if a *German* submarine attacks a **Fleet** of **two** *Dreadnoughts* (**BB**), **two** *pre-Dreadnoughts* (**B**) and **two** *Gunboats*, the *Central Powers* player may choose to attack a *Capital* ship, but would pick **one** of the **four** *Capital* ship counters (**two** *Dreadnoughts* and **two** *pre-Dreadnoughts*) randomly

15.42 Resolution

- **One** die (**D20**) is rolled for each submarine. A hit is scored as normal using the appropriate torpedo combat procedure modifiers, at range: -
  - If at **night** or in *fog* and at range '**0**' if not at range '**1**'
  - Damage is resolved on the **Torpedo Damage Table**

15.5 Submarine vs Submarine Combat

Submarines may not attack one another

15.6 Submarine Aces

- Some scenarios direct that certain **submarines** are captained by skilled, energetic *commanders*
- Submarines with *Ace commanders*: -
  - make contact on a die roll of **4**, **5** or **6**
  - add **+1** to their **torpedo attack** die roll

15.7 VPs for Sinking a Submarine

Each enemy submarine is worth **four** victory points (see scenario book) if sunk.