

The Wardroom's MTB 101

List Building:

You may choose to take a 'coastal force' list with MTBs. The presence of MTBs limits to a maximum of 1 Battleship or Carrier in total in the list (this is not 1 of each). Other than that there are no other alterations to the list building rules on pg 129.

Deployment:

MTBs are deployed the same as ships

Movement:

After all ships have moved, but before flights, the player with priority chooses to go first or second in moving MTBs. The player going first then moves all of theirs, before the 2nd player. Like flights there is no minimum movement or turn limitations.

If an MTB wants to attack as ship, flight or MTB it must end its movement in Base to Base with the target.

At the end of its movement an MTB equipped with smoke Screens may use the once per game ability

Shooting at MTBs:

Ships wanting to Shoot MTBs have a target score of 4+ the same as if shooting at a ship and apply all their normal modifiers with the exception of large Silhouette'. Ships may target MTBs with their AA Batteries when they defensively fire against flights at the start of the gunnery phase, AA batteries may split fire between flights & MTBs. When the Ship activates it may split fire with its light guns against Ships and MTBs or if using DP then flights and MTBs.

For every hit, either by a light gun, DP shot or AA Battery roll 1 Damage Die with no AP against the MTBs armour score. If the Die score is higher than the armour value then the MTB is removed destroyed. If the dice score is equal then remove all one shot weapons (as if they have been used) but otherwise the MTB is unharmed.

Flights wanting to shoot MTBs use their to hit table on pg 52. To conduct a staffing attack, however flights with the role bomber may choose to use their bombs instead.

All staffing attacks are 1 Attack Dice with every hit generating a single damage dice that is rolled with a +4 modifier (giving an effective dice score of 6 to 10 as 1 will always fail) against the MTBs armour score. If the Die score is higher than the armour value then the MTB is removed destroyed. If the dice score is equal then remove all one shot weapons (as if they have been used) but otherwise the MTB is unharmed.

If an MTB has activated its smoke screen then any hit must be re-rolled.

Shooting by MTBs:

MTBs AA Battery has the local rule, meaning they can attack any flight that passes over them in the movement phase, or Base to Base with them at the start of the gunnery phase with the standard 6+ to hit.

Like flights, all MTBs are selected to attack together in place of 1 ship in the gunnery phase.

Up to 4 MTBs can attack a single ship in a single gunnery phase.

An MTB gets 1 AD per Torpedo listed & a single AD with 1 DD at -2 AP if it has the Light Guns Trait.

When base to base with a ship, when an MTB is selected it may attack the ship its is Base to Base with needing a target score of 4+ applying all modifiers as normal with range counted as being Point Blank.