

BOAT RULES FOR P.B.I

Alan Vowles – Portbury Knights

There are many occasions in PBI when the use of boats is a possible and can enhance the feel and look of the game. Beach landings at Normandy, US Marines in dinghy's navigating jungle rivers, The Russians crossing the Volga to reinforce Stalingrad etc. To this end I have put together this set of 'Unofficial rules' to be used until such a time as we can get something 'Authorised'.

Boats can be used in one or two fashions. As a small troop carrier in the same way as a truck or jeep or as a Mobile Gun Platform in which case they become armour.

Purchasing Boats.

Boats are split in to two different categories – Hard and soft Hulls.

An army may have as many Soft Hulls as they wish.

An army treats Hard Hulls as an armour choice and the normal rules for the maximum number of armoured vehicles applies.

Hard Hulled Boats may be grouped into units (Flotillas) of no more than three boats.

Motivation.

Each boat gets 2 D6 motivation per turn.

Move from an open square = 1 AP

Move from partial square (Applies to each partial) = 2 AP

Move from a closed square = 6 AP

Fire onboard Small arms/HMG's = 1 AP

Fire cannon/Main armament = 4 AP's

Fire fixed mortars = 2 AP's per shot. Max of 3 shots.

Turn 90 Degrees = 1 AP

Disarm a mine = 4 AP (Mine detecting/Nets) required.

Square definition

Open = Clear unobstructed water

Partial = Debris, Small rocks, Infantry/Vehicles in the water.

Closed = Piers/Jetties. Other boats, Mines, Beach defences.

Deployment

Boats may only be deployed in a square containing water!! Honest!

Boats as reserves may only come on the board via a water square. Due to the manoeuvrability of the boat it can be deployed anywhere there is water except the enemy players table edge. Boats never scatter from the designated reinforcement square.

Boats carrying troops are rolled for the same way as trucks/personnel carriers.

Carrying capacity

Dinghy/Inflatable/Rowing Boat = 1 Group (Crew are free and inclusive)

Fishing boat, Launch, Cutter, Mini Sub, small Ferry = 4 Groups. (Crew included)

MTB = 6 Groups

Landing Craft/Large ferry = 10 Groups/ 1 Vehicle and 6 Groups/ 2 Vehicles and 2 Groups. (Crew inclusive)

Movement

Movement is the same as vehicle movement. Boats obviously can only operate in water!

Reversing always takes one additional AP to normal movement.

Boats may go full throttle which works exactly the same as a road move.

Embark/Disembark

Troops may disembark in any square containing a beach/Jetty/Pier or may transfer to a dinghy or other boat.

Disembarking/embarking is free but no further actions are permitted for groups once carried out.

i.e. A MTB motivates for 6 Ap's and uses these to approach a pier. The troops disembark but must stay in the square until the next turn. Or – A square is motivated and the troops move into a square with a boat that is eligible to be embarked on.

Once embarked the boat cannot move until the next turn.

Carrying boats.

If you intend to carry boats across the land (Dinghies/rowing boats only) then you should pay an additional 1 point per dinghy to represent purchasing the engineer/pioneer troops required to assist. Without this purchase boats cannot leave the water.

Firing

Boats may fire in one of two ways.

- 1) Troops embarked may fire the same way as from a moving vehicle. I.e. a maximum of two bases with light weapons may fire twice per base.
- 2) The boat may use some of it's AP's to fire one or more of its weapons up to a maximum of 3 shots per turn.

Laying mines and their effect.

Defenders may place their mine allocation in the water if they wish.

Only one mine may be placed in each square.

If a boat enters a square containing a mine then it will detonate on a D6 roll of 5+ at the end of the turn if the boat is still present or if it attempts to leave the square.

A mine will always destroy a boat – regardless of Armour value. No questions asked!

Troops embarked onboard when it detonates may be saved on a D6 roll of 4+ per group but only if the boat is within one square of a beach/landing place or a boat with spare carrying capacity. In any other circumstance the groups are lost.

Vehicles may be saved on a D6 roll of 4+ but only if within one square of a landing place.

Damage and drift.

Soft Hulls

These can be damaged by small arms or any other weapon in the PBI arsenal.

Small arms Vs Soft Hull

Soft Hulls always save against small arms on a 2+

AT weapons Vs Soft Hulls

Soft Hulls have no save against AT weapons.

Use the AT vs. Boat Chart to determine score required to hit.

If a hit occurs then the Boat is sunk as per '3' in the damage chart below.

Hard Hulls.

Hard Hulls follow most of the same rules as above except they cannot be harmed by small arms.

Troops embarked may still be shot at.

Use the AT vs. Boat Chart to determine score required to hit

AT Vs Boat Chart

Normal score to hit as per armour rules.

- -1 if the boat moved one or more squares in the previous turn.
- -1 if the boat is inflatable
- +1 for boats with a carrying capacity of 6+

Number of Hits

1 = Boat is slowed and must half its available AP's until patched. (Rounding up)

To patch the boat a D6 roll of 4+ must be made at the end of the turn.

2 = The boat is without power and gains no AP's until patched. (As above) It will also drift. A drifting boat will move one square in a random direction at the start of the turn

If the boat touches land then it is beached and may only be re-floated on a D6 of 4+ at the end of the turn.

If the boat leaves the table then it is lost and counts as casualties for Victory point conditions.

3 = Boat sinks where it is. Troops embarked onboard when it sinks may be saved on a D6 roll of 4+ per group but only if the boat is within one square of a beach/landing place or a boat with spare carrying capacity. In any other circumstance the groups are lost.

Vehicles may be saved on a D6 roll of 4+ but only if within one square of a landing place.

Open topped boats

When firing small arms at an open topped boat the firer must declare BEFORE they roll dice whether they are shooting at the embarked troops or the Soft Hull.

Troops embarked always gain a 2+ save.

Disembarking from a damaged boat.

If a boat has suffered 1 or 2 points of damage then the troops may voluntarily disembark using the standard disembarkation rules.

Assaulting a boat.

It is not possible or advisable to assault the boat itself as you will probably end up drowning. Use the following guidelines.

To assault a boat you must expend the normal 5 AP's and must be in a logical position to assault.

A boat can be assaulted if;

- 1) You are on another boat in an adjacent square.
- 2) You are on land and the boat is in the shallows, by a pier etc. (Not in open water)

Use the normal Assault rules but with the following modifications:-

- A boat always gets 3D6 to represent crew on board in addition to any embarked troops.
- Boats are always considered Closed squares for those in them
- Attackers never get the +2 for assaulting from an adjacent square.
- Defenders are only ever allowed 1 AP of 'Here they come' shooting.

If the attack is successful any remaining enemy bases are destroyed automatically unless the boat is tied alongside and there is a square that is empty or containing friendly troops. In this case roll for each group and on a roll of a 5+ the base is killed as it scrambles ashore.

If the attack fails then the attacker retreats to the square they assaulted from. The enemy rolls a D6 of 5+ to kill the attackers as they withdraw.

Morale.

Boats themselves never take morale checks. Embarked troops do so in the same way as normal.

A pause result means they cannot leave the boat.

A Withdraw result is treated as a pause result.

A Panic result forces the troops to jump ship. If the troops are in an inflatable then it is removed from play.

Equipment;

Boats can be equipped with the following:-

Dinghies and other inflatable's – No equipment.

Other soft hulls; –

HMG's or LMG's – Points as per the standard army lists. Crew for the weapon are free. Each multiple of a weapon will cost double its predecessor.

I.e. One HMG mounted on the bow = 15pts. To add a second HMG at the rear of the boat will cost 30pts.

Hard Hulls

HMG's/LMG's/Mines as above.

A bow mounted cannon may also be mounted up to a maximum of Gun Effect 7. The cost is as per a fixed gun.

Mine detector/Nets = These can be purchased for 10 points per craft. If equipped they can disarm a mine by entering a square and rolling 3+ on a D6.

Mortar. A mortar may be purchased for the usual points cost. Additional mortars cost double the cost as per HMG's above.

Boats and their costs

Soft Hulls

Dinghy/Inflatable/Rowing Boat = 1 Points (2 points if you plan to carry them across land)

Fishing boat, Launch, Cutter, small Ferry = 10 points

Hard Hulls

Mini Sub = Armour 4

MTB = Armour 5

Landing Craft/Large ferry/Picket boat = Armour 6



Peter Pigs RCW Picket Boat

Version 1

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