

THERE MUST BE A VICTORY!

VARIANT AND OPTIONAL RULES

by Paul Rohrbaugh

17.0 VARIANTS

The following rules introduce additional elements of historical detail to *There Must Be a Victory!* (first published in *Against the Odds* #26).

7.9 Ram Attack Play Balance

For those who feel Ram Attacks are a bit too effective/easy add the following DR modifiers (in addition to all other applicable DR modifiers):

- -1 if the attacking ship expended an MP to perform a turn **immediately** before expending the MP to enter the target DIW ship's hex to ram. This modifier is -3 if the target is not DIW.
- -2 if the attacking ship did not move its full MP allowance before entering the target ship's hex.

17.1 Variable Battle Initiative

Starting with the second impulse, both players roll a die to determine who will be the Initiative player for that impulse. If Admiral Tegetthoff is in play and in command of a formation (not just his flagship) the Austrian player can add 2 to this DR. **Note:** Variable Battle Initiative does NOT change who had overall initiative at the start of the turn/battle, especially in terms of Cases 7.9.2, 7.9.3 or 7.9.4.

17.1.1 Variable Battle Sequence.

Ships in a formation can elect to either:

- a) Fire then move or;
- b) Move then fire.

A ship that is to conduct a ram attack can only elect the sequence of fire then move.

Ships that are Out of Command have a DR check to determine which of the following sequences will be followed for the turn:

- Odd DR excepting 1: Ship must fire then move.
- Even DR excepting 0: Ship must move then fire.
- DR of 0 or 1: Ship can only move and cannot fire.
- **Note:** Regardless of the DR and Out of Command status a ship can still conduct a ram attack during its move.

Note: Case 17.1.1 can only be used if Section 17.1 is also in play.

17.2 The *Affondatore* Is a Beast!

Although a small ship, the ICR *Affondatore's* bow ram made it a very difficult ship to maneuver. The *Affondatore* must expend both of its MP to turn, and cannot conduct a ram attack during an impulse when it does turn.



17.3 Fleet Morale

Each fleet has a morale level at the start of a battle equal to the ONE of the following:

- Vice-admiral is present: 3 times FML.
- Fleet Admiral (Persano or Tegetthoff) in command: 3 times FML plus 5. **Note:** The Disorganized Command Random Event results in Persano's presence being ignored (do not add 5 to the Italian Morale Level).

Record each Fleet's Morale Level on a piece of paper. Each Ship and Admiral in a fleet has a Morale Point Value as follows:

- ICR or BIC = 4
- S = 3
- F = 2
- G or C = 1
- Dispatch vessels = 0
- Fleet Admiral = 2
- Admiral = 1

Each ship that is sunk counts as the above points. Each crippled (NF) counts as half the above points. An Admiral's points are counted if his flagship is sunk. A Fleet's Morale is considered to be Demoralized if its Morale Level drops to zero.

A Demoralized fleet may no longer close with the enemy. Ships in a fleet that becomes Demoralized cannot move closer to enemy ships, but can maintain the range/ distance should the owning player desire to do so. This may require some record keeping by players on how to handle this if the lines are badly broken up and the fleets intermingled. A Ship in a Demoralized fleet that cannot move without increasing the range for fire combat will surrender at the **end** of the battle once the last impulse is played. Demoralization is checked at the end of an impulse.

Fleets automatically recover from Demoralization during the End of Turn Phase but only if in port. **Note:** This means a fleet that remains at sea cannot recover from Demoralization (definitely NOT recommended!).

17.3.1 Possible Optional Rules:

- Lower the Morale Level of any other friendly fleets in the battle on the impulse following the one when a friendly fleet is Demoralized. Implement this morale level reduction only if any of the Demoralized fleet's ships are within visibility range and can be seen by another ship in a friendly fleet (bad news travels fast).
- Once a Fleet's Morale Level is reduced to 10 or less roll a D10. A DR of 0 is read as ten and not zero. Add 1 to the DR if the fleet's Admiral (not vice-Admiral) is no longer in command or dead. If the modified DR is greater than or equal to the fleet's current Morale Level it is immediately considered Demoralized.
- During the End of Turn Phase roll a die if any fleet of a nation was Demoralized in a battle. If the DR is even there is no effect. If the DR is odd increase the nation's FML level by one if it has fewer VP than the opponent. Lower the FML with an odd DR if the nation has more VP. **Note:** This models the increased desperation a loss at sea could entail if a fleet's nation is perceived to be losing the war, as well as the public censorship and blame if it was supposedly winning.

“IT MUST BE VERNE!”

STEAMPUNK RULES FOR

THERE MUST BE A VICTORY!

by Paul Rohrbaugh

Reader's Note: Several of science fiction writer Jules Verne's famous novels from this time period feature anti-hero characters in possession of rather advanced technology. Usually disgusted with war in general, what if they choose to, or are available to, intervene in the latest senseless European war as depicted in There Must Be a Victory? Find out with these ideas.

17.4 The Nautilus

The *Nautilus* is an amazing submarine, under the command of its genius inventor, Captain Nemo. The *Nautilus* is available on the first turn both players draw a No Event marker. The player currently with the lowest number of VPs receives the *Nautilus* in the “To Mediterranean” space. The *Nautilus* cannot be part of any fleet and can activate up to three times in a turn. The first activation is free, but the second and third must pass an FML check. If it fails, the *Nautilus* remains in the area but can be placed in the Blockade or At Sea spaces (the *Nautilus* cannot Bombard or enter a port).



The *Nautilus* will enter play on the TBB during the owning player's second impulse within 2 hexes of any set-up letter that he used (not his opponent's set-up letters). While on the map the vessel is considered at shallow “ramming” depth and moves and conducts ramming attacks as other ships. The owning player can elect to have the *Nautilus* dive deeper, but that will cause the vessel to be removed from play for the rest of the battle (it will take too long for it to descend, ascend and then re-acquire the enemy fleet).

The *Nautilus* can only attack enemy ships via ramming. It can only be attacked by ships with rifled guns or by ramming. The *Nautilus* is a small target and has an additional -2 DRM for fire combat.



The *Nautilus* cannot be sunk but does have a damaged side (back side & has half of its hit boxes checked off), but is permanently removed from the game when all of its hit boxes are checked off. The opposing player is awarded 7 VPs if the *Nautilus* is removed from play due to damage.

Nautilus Counter Particulars:

- Crew Quality A
- 8 Hit spaces.

17.5 The Albatross



Another of Jules Verne's marvels, built and led by the fanatical Robur (the “Conqueror”), the flying ship *Albatross* may intervene during the war. Like the *Nautilus*, the flying ship can appear whenever both players draw a No Event marker. Both players then roll a die and can spend VP to influence the DRs. Both players write down in secret the number of VPs, up to 5 maximum, they wish to expend. Reveal the wagered amount of VPs after the DR check is completed. If a player does not have any VPs then any “deficit spending” will be awarded to the opponent after the DR check is made. For every VP spent by the player, one is subtracted from their

opponent's DR. The player with the higher DR result gets control of the *Albatross*. Turn the counter over to that side's color. If the DR is tied, then neither player wins and the *Albatross* does not appear this turn. Any wagered VPs are still lost in this case. Players can redo the DR, and possibly involve/risk additional VPs as well, during that turn. Continue this process from one turn to the next until either the game ends or a player gets control of the *Albatross*.

The *Albatross* can only move on the Operational Map. It can perform the following missions for the owning player:

- Bombard enemy ports with its combat factor. Resolve its attacks on the enemy port per Section 9.2.

- Participate in a blockade on any enemy port. Treat the *Albatross* as if it were a fleet for awarding Blockade VPs (2).
- Be used in the “To Mediterranean” area for commerce raiding. Confers a number of VP equal to a DR for each turn the *Albatross* remains in the “To Mediterranean” area.
- Assist a Fleet Mobilization. If placed in a friendly port, the *Albatross* confers a -2 DR modifier for any one fleet based there. The *Albatross* can move with the fleet and will provide a -1 DR modifier for second and third mobilization DR checks. Additionally, any fleet in the same area as the *Albatross* has a +2 Interception DR modifier for any interception attempts.

Each turn the owning player of the *Albatross* makes a DR check at the end of the Repair Segment of the End of Turn Phase to determine if Robur will remain in the war, or worse. Modify the DR as follows (use all that apply):

- +1 if marked as Low Fuel or Low Fuel and Ammo (i.e, has not returned to a friendly port)
- +1 Weather is Rough
- +2 Weather is Foul
- -3 Owing player has fewer VPs than the opponent.
- -2 if Turks (Austrian owning player) or French (Italian owing player) entered the war.

The modified DR result determines the following for the *Albatross*:

- DR of 0 or less. Robur is disgusted and switches sides. The opposing player immediately flips and relocates the *Albatross* to any port controlled by that player. If Robur has already switched sides the *Albatross* is removed from the game. There is no VP award for either player should the flying ship be removed in this fashion.
- DR of 1 through 5. Robur remains committed and the *Albatross* stays in play and under the same player's control.
- DR of 6 through 8. The *Albatross* is damaged. The flying ship is removed from the map and placed on the space for the next turn on the Turn Record Track. If this is the last turn the *Albatross* is effectively out of the game. If not the last turn, it will return to play at any friendly controlled port.
- DR of 9 or more. The *Albatross* is heavily damaged and must return to its secret base for repairs. The flying ship is removed from the game and the opposing player awarded a number of VP equal to a DR +2 (ouch!).

Albatross counter particulars:

- Crew Quality of A

Note: Die-cut mounted counters of the Nautilus and Albatross are included in issue # 32 of Against the Odds.