Ship name: *LEAVE THIS BLANK*   *Armed for close attack*   Recon values   Day: 0   Night: 0

MAS501 Class   MTB   1937 to 1941   Ship Cost with Crew Code **D**   :   62.3   (Base Cost: 65.6)   Dataset: 1435

Crit. table: Not used; Can be attacked by: Guns 3.9in. to 6.1in. , CRF, MRF, Rockets, A/s Guns, Strafing - (s/t applies in all cases)   Size: **- 4**   Target Type: **X** Saving Throw Modifier: **- 1**

Spotting Distance: **1 RB** Speed: **44**   MVR: **1**   Crew Quality: _____

Special Effects: • **Short range torpedoes**   Remarks: • Armed for close attack

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WEAPONS

CRF: **0**   MRF: **0**   Changes to CRF or MRF: None

TORPEDOES:	#:	Cal:	Arcs:		Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:	ARCS:		TORPEDOES			
	2	17.70	M:TF1 OO		Mod:	+2*	—	—	—	—	4	5			M:	N:	O:	P:

FORMATIONS

Squadron #:   Stand #:   # of craft in stand: Torpedoes: Cross off as used   Notes:

> In the case of ships that are categorised as Type "X" the card is laid out differently.
> The header row shows the same data as for a normal vessel. The difference is that the Ship Name will usually be blank. It is not necessary to fill in the name of a ship, because in play these types of vessel are operated in multiple as part of a "stand", which will be referred to later.
> The data sheet still shows the names of all the ships in the class, in the same way as destroyers etc.

M:TF1 OO

M:TF1 OO

M:TF1 OO

M:TF1 OO

Ships in class: MAS501 to 525

When attacking, small ships of this type ("X") determine a base number depending on the surviving number craft in the stand: 1 or 2 gives a base of 1, 3 to 6 a base of 2, 7 to 12 a base of 3.
The CR or MR factors, or # of torpedo tubes being fired is multiplied by the base number, to give the number of attack dice rolled.
When attacked, these vessels must roll a saving throw for each hit. A base modifier for the ship itself (shown above) is further modified by the attack type (please refer to the rules here). When a saving throw is failed one craft is lost.

The Initial Ship Data for a class of ships of Type "X"

Ship name: *Armed for close attack*   Recon values   Day: 0   Night: 0

MAS501 Class   MTB   1937 to 1941   Ship Cost with Crew Code **D**   :   62.3   (Base Cost: 65.6)   Dataset: 1435

Crit. table: Not used; Can be attacked by: Guns 3.9in. to 6.1in. , CRF, MRF, Rockets, A/s Guns, Strafing - (s/t applies in all cases)   Size: **- 4**   Target Type: **X** Saving Throw Modifier: **- 1**

Spotting Distance: **1 RB**   Speed: **44**   MVR: **1**   Crew Quality: _____

Special Effects: • **Short range torpedoes**   Remarks: • Armed for close attack

WEAPONS

CRF: **0**   MRF: **0**   Changes to CRF or MRF: None

TORPEDOES: #:   Cal: Arcs: Hit#: I:14   II:17   III:19   IV:20   V:21   IP: CV: ARCS: TORPEDOES

          2   17.70   M:TF1 ◯◯   Mod: +2*   —   —   —   —   4   5   M:▮   N:▯   O:▯   P:▯

FORMATIONS

Squadron #:   Stand #:   # of craft in stand: Torpedoes: Cross off as used   Notes:

[ ]   [ ]   [ ]   M:TF1 ◯◯

[ ]   [ ]   [ ]   M:TF1 ◯◯

[ ]   [ ]   [ ]   M:TF1 ◯◯

[ ]   [ ]   [ ]   M:TF1 ◯◯

[ ]   [ ]   [ ]   M:TF1 ◯◯

[ ]   [ ]   [ ]   M:TF1 ◯◯

> This field shows, firstly, that Critical hit tables are not used when attacking small vessels.
> This is followed by a list of the attack types that can be used against the vessel type concerned.
> Type "X" vessels can be attacked by what we term 'normal' guns up to 6.1" calibre, and these are going to destroy most targets if they hit.
> Bear in mind that not all attacks are going to be appropriate in some eras.

> This is the Target Size of the ship, which is used when the ship is being attacked.
> It is also used as a modifier for some tests.

> The Target Type of the ship is used to define which weapons may be able to attack it
> • X is a type used to classify ships of small size such as early predreadnought torpedo craft, and Motor Torpedo Boats as found in the Second World War. All ships of Type "X" use this form of Record Sheet.

> All ships of Type "X" have a Saving Throw Modifier.
> As shown above on the left they can be attacked by a specific range of weapons, and the saving throw applies in all cases.
> A saving throw is made for each hit on a stand. Each failed test on a stand means that one craft is eliminated.

Ships in class: MAS501 to 525

When attacking, small ships of this type ("X") determine a base number depending on the surviving number craft in the stand: 1 or 2 gives a base of 1, 3 to 6 a base of 2, 7 to 12 a base of 3.
The CR or MR factors, or # of torpedo tubes being fired is multiplied by the base number, to give the number of attack dice rolled.
When attacked, these vessels must roll a saving throw for each hit. A base modifier for the ship itself (shown above) is further modified by the attack type (please refer to the rules here). When a saving throw is failed one craft is lost.

Target Size and Type, Saving Throws, Combat Effects on Vessels of Type "X"

Ship name:

Armed for close attack

Recon values   Day: 0   Night: 0

MAS501 Class   MTB   1937 to 1941   Ship Cost with Crew Code **D**   :   62.3   (Base Cost: 65.6)   Dataset: 1435

Size: - 4   Target Type: X   Saving Throw Modifier: - 1

Crit. table: Not used; Can be attacked by: Guns 3.9in. to 6.1in. , CRF, MRF, Rockets, A/s Guns, Strafing - (s/t applies in all cases)

Spotting Distance: **1 RB**   Speed: **44**   MVR: **1**

Crew Quality:

Special Effects: • **Short range torpedoes**

Remarks: • Armed for close attack

WEAPONS

CRF: **0**   MRF: **0**   Changes to CRF or MRF: None

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:	ARCS:		TORPEDOES		
	2	17.70	M:TF1 OO					—	—	4	5			M:	N:	O:	P:

> The speed of the craft is shown here. The speed of Type "X" vessels is not reduced due to the effects of Critical Damage.

> The Manoeuvre Rating (MVR) of the craft is shown here. In addition, a ship is regarded as moving Slowly if it moves no faster than this figure.

> On Type "X" vessels there are a very limited number of Special effects that can apply. In this case this is a reminder that the torpedoes only have a range of 10cm.

> The Crew Quality of a ship is determined at the start of a game, and will range between +2 and -2, depending on date and nationality.
> As Type "X" vessels do not suffer from Critical Hits, the value will not be reduced during a game.

FORM

Squadron #:   St...   ...tand: Torpedoes: Cross off as used   ...otes:

M:TF1 OO

M:TF1 OO

M:TF1 OO

M:TF1 OO

M:TF1 OO

M:TF1 OO

> This is the Spotting Distance (SD) from the ship, based on its size.
> On small ships this will tend to be lower than other ships.

> Some vessels carry a remark which is usually something specifically linked to the ship type concerned. Remarks are for information.

Ships in class: MAS501 to 525

When attacking, small ships of this type ("X") determine a base number depending on the surviving number craft in the stand: 1 or 2 gives a base of 1, 3 to 6 a base of 2, 7 to 12 a base of 3.
The CR or MR factors, or # of torpedo tubes being fired is multiplied by the base number, to give the number of attack dice rolled.
When attacked, these vessels must roll a saving throw for each hit. A base modifier for the ship itself (shown above) is further modified by the attack type (please refer to the rules here). When a saving throw is failed one craft is lost.

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Spotting Distance, Speed, Manoeuvre, Special Effects, Crew Quality and Remarks on Vessels of Type "X"

Ship name:

Recon values   Day: 0   Night: 0

Mackenzie Class   TB2   1898 to 1908   Ship Cost with Crew Code **B**   :   16.7   (Base Cost: 15.9) Dataset: 1322

Crit. table: Not used; Can be attacked by: Guns 3.9in. to 6.1in. , CRF, MRF, Rockets, A/s Guns, Strafing - (s/t applies in all cases)   Size: **- 4**   Target Type: **X** Saving Throw Modifier: **- 1**

Spotting Distance: **1 RB** Speed: **20**   MVR: **2**   Crew Quality: _____

Special Effects: • **Short range torpedoes**   Remarks: None

Due to low volume of fire a Crew Test is required to use the CR factor below   **WEAPONS**

CRF: **1**   MRF: **0**   Changes to CRF or MRF: None

TORPEDOES:	#:	Cal:	Arcs:		Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:	ARCS:	TORPEDOES
	2	18.00	O:TT1 OO		Mod:	+0*	—	—	—	—	2	2		M: N: O: P:

FORMATIONS

Squadron #:	Stand #:	# of craft in stand:	Torpedoes: Cross off as used	Notes:
			O:TT1 OO	
			O:TT1 OO	
			O:TT1 OO	

Small Craft of Type "X" are generally armed with a few small calibre weapons, which may provide 1 or 2 Close Range or Medium Range Factors (CRF or MRF).
We have chosen this vessel to illustrate a further aspect of small craft, which is that a few were armed with very poor guns, with a low rate of fire, providing a CR Factor of less than 1 (but more than 0). This means that a Stand of such vessels has to pass a Crew Test in order to make use of its CRF of 1.
In such cases the italicised remark appears above the factors.

Some vessels may have changes to their armament in the time period covered by the data sheet. If so, this would be shown here.

When attacking, small ships of this type ("X") determine a base number depending on the surviving number craft in the stand: 1 or 2 gives a base of 1, 3 to 6 a base of 2, 7 to 12 a base of 3.
The CR or MR factors, or # of torpedo tubes being fired is multiplied by the base number, to give the number of attack dice rolled.
When attacked, these vessels must roll a saving throw for each hit. A base modifier for the ship itself (shown above) is further modified by the attack type (please refer to the rules here). When a saving throw is failed one craft is lost.

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05/04/2015

Close and Medium Range Factors on Vessels of Type "X"

Ship name:

Armed for close attack

Recon values   Day: 0   Night: 0

MAS501 Class   MTB   1937 to 1941   Ship Cost with Crew Code **D**   :   62.3   (Base Cost: 65.6)   Dataset: 1435

Crit. table: Not used; Can be attacked by: Guns 3.9in. to 6.1in. , CRF, MRF, Rockets, A/s Guns, Strafing - (s/t applies in all cases)

Size: [- 4]   Target Type: [X]   Saving Throw Modifier: [- 1]

Spotting Distance: [1 RB]   Speed: [44]   MVR: [1]

Crew Quality: _____

Special Effects: • **Short range torpedoes**

Remarks: • Armed for close attack

WEAPONS

CRF: [0]   MRF: [0]   Changes to CRF or MRF: None

TORPEDOES:	#:	Cal:	Arcs:		Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
	2	17.70	M:TF1 OO		Mod:	+2*	—	—	—	—	4	5

ARCS: TORPEDOES

```
    8 | 1
  7 \ | / 2   Bow ↑
  6 / | \ 3
    5 | 4   Stern
```

M: [▪]   N: [ ]   O: [▪]   P: [ ]

FORMATIONS

Squadron #:	Stand #:	# of craft in stand:	Torpedoes: Cross off as used	Notes:
			M:TF1 OO	
			M:TF1 OO	
			M:TF1 OO	
			M:TF1 OO	

Craft of Type "X" nearly all have a main armament of TORPEDOES.
Their annotation is the same as for other ships, and has been explained on an earlier sheet in this document.
On the left appear the number and calibre of the torpedo, followed by the arc into which it can be fired and the mount symbol we described elsewhere.
To the right are the "To Hit" scores, above a "To Hit" Modifier, which indicates that the weapon can be fired to the range shown above.
In this case, the symbol '*', which appears by the '+2,' indicates the use of a short range torpedo, which only has a range of 10cm in the game.
Finally, there are the IP and CV for the weapon.

On the Type "X" sheets the arc of fire for the weapons is shown here.
The use of arcs of fire is explained in detail in the rules.
The record sheets show all the arcs of fire available for guns (which are not used in this case), and torpedoes (which are).
The arcs of fire which are applicable to the vessel have a heavy black outline.
In this case Arc 'M' is that out of the front of the stand of MTBs, which have fixed tubes ('TF').

Ships in class: MAS501 to 525

When attacking, small ships of this type ("X") determine a base number depending on the surviving number craft in the stand: 1 or 2 gives a base of 1, 3 to 6 a base of 2, 7 to 12 a base of 3.
The CR or MR factors, or # of torpedo tubes being fired is multiplied by the base number, to give the number of attack dice rolled.
When attacked, these vessels must roll a saving throw for each hit. A base modifier for the ship itself (shown above) is further modified by the attack type (please refer to the rules here). When a saving throw is failed one craft is lost.

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Torpedo Weapon Mounts, "To Hit" Scores and Modifiers, and Firing Arcs on Vessels of Type "X"

Ship name:

Recon values   Day: 0   Night: 0

Armed for close attack

62.3   (Base Cost: 65.

Strafing - (s/t applies in

- 4   Target Type: X   Saving Throw Modifier: - 1

Crew Quality:

Remarks: • Armed for close attack

WEAPONS

Small ships of Type "X" operate in formations with a number of stands, each containing a number of identical vessels. The record sheet is designed so that you can operate up to 6 squadrons of identical vessels on each sheet.

Each stand you are using in the game can be either a simple card counter, or a small stand with a single model on it. In either case, the front of the stand should be marked, and it should carry a unique number, which you enter here.

In this box you should enter the number of vessels that are operating in the stand concerned. Use the box to record the progressive reduction in numbers as the craft are eliminated.

You may wish to make some notes about your units; you can write them here.

TORPEDOES:	#:	Cal:	Arcs:		Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:		ARCS:		TORPEDOES
	2	17.70	M:TF1 OO		Mod:	+2*	—	—	—	—	4	5				M: N: O: P:

Bow   Stern

FORMATIONS

Squadron #:	Stand #:	# of craft in stand:	Torpedoes: Cross off as used	Notes:
			M:TF1 OO	
			M:TF1 OO	
			M:TF1 OO	
			M:TF1 OO	
			M:TF1 OO	
			M:TF1 OO	

Ships in class: MAS501 to 525

When a stand of Type "X" vessels makes an attack with torpedoes, the number of tubes being fired is recorded here by crossing out the mount symbol.
When an attack is made, all surviving craft are regarded as firing.
As shown on the footer, the number of surviving craft provides a base number, which is then multiplied by the number of tubes being fired to give you the # of attack dice that are rolled.
This method of determining the number of attack dice is also used when firing CRF or MRF.

When a stand of Type "X" vessels is hit, a saving throw must be rolled (per hit).
The saving throw is modified by using the modifier shown on the top right of the sheet. It is also modified by factors linked to the type of attack.
Small weapons will give a positive modifier, while larger calibre guns up to 6.1" will be more hazardous to small vessels and the saving throw incurs a penalty. Rockets, Anti-Shipping Guns and Strafing all provide similar modifiers.

When attacking, small ships of this type ("X") determine a base number depending on the surviving number craft in the stand: 1 or 2 gives a base of 1, 3 to 6 a base of 2, 7 to 12 a base of 3.
The CR or MR factors, or # of torpedo tubes being fired is multiplied by the base number, to give the number of attack dice rolled.
When attacked, these vessels must roll a saving throw for each hit. A base modifier for the ship itself (shown above) is further modified by the attack type (please refer to the rules here). When a saving throw is failed one craft is lost.

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Combat effects when using Vessels of Type "X"