

A & A GAME ENGINEERING PRODUCT SUPPORT

TSUSHIMA SHIP RECORD SHEETS

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We have created a series of Ship Record Sheets for these rules.

They are in the format of PDF Forms, which can be used to create sheets for your game.

There is one slight drawback about these which is that they CANNOT be saved (unless you have a copy of fully-fledged Acrobat).

How do they work ?

In summary, they all work in the same way: Select the input box on the top of the page, and tab through the form inputting data from the ship tables in the rules. Each field has a prompt, giving some ideas about what to do.

The field at the top of the sheet is intended for you to input any remarks about the ships on the form below.

The forms do, however, come in a number of different flavours:

Large Ship Template

There are two versions:

- In A you enter the data sequentially for four individual ships;
- In B you enter the data for the first of four identical ships. The data for the 2nd to 4th ships is filled in automatically. After the first ship is filled in, the tab will move to the ship names for the other three ships, and then to a “trap field” to stop you tabbing further. If you do so, any data you enter will overwrite anything previously entered (the duplicated fields are all clones of those where you have entered data).
- In the two versions named FPSA these operate exactly like versions A and B above, the difference is that you enter the name of the arc in each weapon row. This would allow you, for example, to use the rows for F/P/P/S/S/A depending on weapon fit on the ships.

The field after the remarks is for the name of the formation using the ships on the sheet.

The first field in the grid is for the ship name. This is followed by a field for the ship type. Next you input the ram die type, which can be selected from a list using the up or down arrows. Then if the ship is evasive, enter the (evasive speed) shown in the ship data. The default is “No”.

The tab then moves to the hit location, the numbers can be found in the rules. The tab now moves to the armour, again these are standard figures in the rules. The three speeds depending in the level of damage come next, then the ship’s hull points, followed by a field in which the number of boxes for each damage row can be entered. This is helpful because the unused hull boxes (shown black in the rules examples) will have to be filled in by the user after the form is printed out.

The tab now moves to the armament rows, which are filled out as shown in the examples in the rules. In our examples, main guns

should be annotated with an asterisk, showing that they are protected by the Main Armour. On the left of each of the bottom two rows are fields in which unusual arcs can be entered.

The tab now moves to the name of the next ship on the sheet

Destroyer and Torpedo Templates

These are filled in in the same way as larger ships. Some fields are missing and others are already filled in because they are fixed. The unused hull boxes must be blanked out by the user as required. There is space for a vessel to have up to three boxes, one per row. Most do not have that luxury.

There are three versions:

In A the difference is that where the ship name appears for large ships, here you enter the name of the formation; when you get to the ship names, these are filled in from left to right (up to 4 ships in total); the tab then goes to the weapons rows, as for large ships. In this case, the fields for the 2nd to 4th ships are filled in automatically. When you reach the last field for the first group, the tab moves to the formation name for the next group of 4 ships.

In B, this is filled out broadly in the same way, however the data placed in the first section is replicated throughout the sheet, apart from the formation and ship names, which get accessed as you tab through the form.

In C, this form is like A, however it does not automatically fill out all the weapon data in each section, so if you do not want only a few ships, you only need to fill out the weapons for a few.

Files available

TSU Large ship template A.pdf

TSU Large ship template B (multi).pdf

TSU Large ship template FPSA.pdf

TSU Large ship template FPSA (multi).pdf

TSU Destroyer template A.pdf

TSU Destroyer template B (multi).pdf

TSU Destroyer template C (individual).pdf

TSU Torp Boat template A v2.pdf

TSU Torp Boat template B (multi) v2.pdf

TSU Torp Boat template C (individual).pdf

(v2 exists as there was a slight glitch in one of the field names.)