

Ship Data Card Example

Class	SEYDLITZ	Type	BC	Size	8/6
Mounts	1-4-5-2	Flotation Hits	6	Armor	-11
Defense	15	LSTC	5/10(24)	Speed	4-3-3-3 (3.25)
Range	0-5"	5-10	10-15	15-20	
Big	17(22)	9(20)	4(18)	2(16)	
Medium	24/24	12/12	6/6		
Light	17/17	8/8			
Notes: Ships in class: <i>Seydlitz</i> . Third mount factor is for target bearing within 30 degrees of beam. M hits result in fire on roll of 1-5.					

Here's the data card for the German Seydlitz class battlecruiser. The card lists the class name, the type of ship ("BC" for battlecruiser) and the size. The first size value is used for gunnery, the second for torpedoes. The cards list 4 values rather than three for the ship's big gun mounts, with the notes section explaining when the fourth factor is used. The ship can take 6 flotation hits before sinking. Her armor causes attacking weapons to have 11 subtracted from their penetration ratings. She has a defensive factor of 15 when fired on by medium or light batteries. She can engage in torpedo combat at ranges of 5 or 10 inches, and her torpedoes have a penetration rating of 24. She can steam at 3.25 inches per turn, or at 4 hexes, 3 hexes, 3 hexes, 3 hexes if the hex version of the rules is used.

The next section shows the effectiveness of her weapons at different 5 inch range bands. Listed first is information about her big guns. The first number is the basic to hit number at that range. The second (in parentheses) is the basic penetration rating at that range. So at a range of 10-15 inches, her big guns would have to roll 4 or better to continue through the hit process, and would have a penetration rating of 18. Listed below the big guns are values for her medium and light batteries. The values indicate that she has two medium and two light batteries – one of each type on each side of the ship.

Finally, the Notes sections lists unique information about the class. Here, it lists *Seydlitz* as the only ship in the class, explains the fourth factor for the ship's big gun mounts, and provides for an increased risk of fire if the ship takes an M hit.