

NIPPON ROCKET PATROL BOAT INDEPENDENT CREW 3		
5 FORE MAST Save 5 or 6 Mast lost. Ship speed reduced by 2"(3"). Further hits do not cause criticals.	6 AFT MAST Save 5 or 6 1st hit reduces speed by 2"(3"). 2nd hit reduces speed by a further 2" (3"). Any further hits do not cause criticals.	
2 FORE ROCKETS Save 4, 5 or 6 Rocket launcher destroyed.	3 AMMO Save 3, 4, 5 or 6 First hit causes automatic critical.	4 AFT ROCKETS Save 4, 5 or 6 Rocket launcher destroyed.
BOWS Save 4, 5 or 6	5	6 STERN Save 4, 5 or 6
NO EFFECT NO EFFECT SINKS		
BELOW WATERLINE Save 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.		
SAIL 6"(9") BATTLE HONOURS: 4		

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ROCKET PATROL BOAT

The seas around Nippon are patrolled by these sleek, wind-driven craft which take advantage of the Nippon peoples' fascination with gunpowder. Each rocket patrol boat mounts two rocket launchers, one fore and one aft, capable of firing long-range salvos of high-explosive missiles to drive off or destroy enemy threats. The rockets arc high above the water, leaving a trail of smoke as they then curve downward toward their target to explode with a loud "crump."

Even though the Nipponese have studied and refined the use of gunpowder, it can still be an unpredictable commodity in combat situations. The rocket jockeys in charge of firing the launchers must time the rocket's burn to explode as the rocket arcs downward, just above the water's surface. Due to often flawed trajectory calculations, rockets can and will occasionally deviate off course, and often detonate early, late or not at all.

When firing a rocket launcher, use the Elf range template. Rocket launchers have a 180 degree fire arc, and must have line-of-sight to the target. The target must be a vessel or sea monster (you can't target a point on the tabletop). The rocket is assumed to be aimed at the center of the target.

The rocket will deviate slightly on its path toward the target. Roll a D3 to determine how many inches the rocket deviates (between 1" and 3") and a scatter die to determine which direction it goes. Now roll a die and consult the table below to see the rocket's effect.

Roll	Burst	Save
1	rocket plunges harmlessly into the water.	
2,3	2" template	-2
4,5	3" template	-1
6	4" template	no mod.

Any model even partially under the template takes a single hit, rolled for normally, with the saving throw modifier listed above.

Rocket patrol boats do not use grapeshot during boarding actions.

Cost: 100 points each