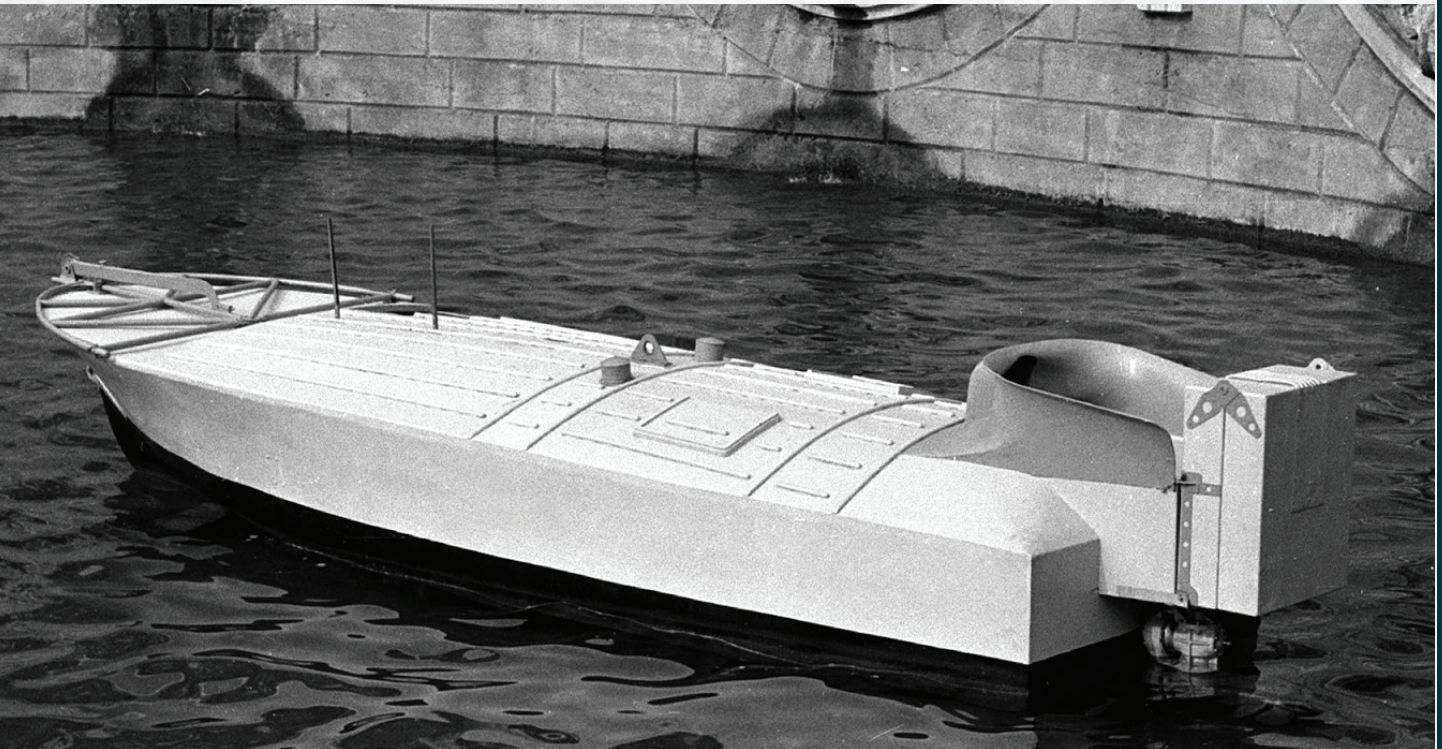


X Mas

# M.T. Explosive boats



GAME: X MAS - M.T. Explosive boats

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## 1. INTRODUCTION

**X MAS, M.T.** is a solitaire game that simulates the assaults carried out by the raiders of the Decima Flotilla Mas with their explosive boats against the English bases of Malta and Suda.

### 1.1. Game Components

Each copy of the game includes:

- ➔ a A2 map (double-sided printed),
- ➔ a A4 chart (printed on the back of Men range),
- ➔ a countersheet,
- ➔ this set of rules.

The game requires at least 1 six-sided die not included.

### 1.2. Counters

The counters are:

- ➔ M.T. (the explosive boats),
- ➔ Equipment,
- ➔ Target Ships (with their value in victory points indicated),
- ➔ Indicators (Turn, ALARM, M.T. AVAILABLE, etc.).

The counter M.T. represents a group of explosive boats: the number of boats represented is indicated by the M.T. AVAILABLE and may decrease during the game.



The number of small boats available is indicated by the position of the counter on the relevant track.

## 2. SEQUENCE OF PLAY

- The player moves his M.T.
  - Roll for events
  - Any counters in the color of the active spotlight are turned over
  - Any battery fire are resolved
  - The player resolves any attacks
  - Move the Turn marker on the Game Turn Track one box forward
- The game ends at the end of the last game turn or if the player no longer has M.T. AVAILABLE.

## 3. START THE GAME

Place the M.T. in one of the starting hexes (indicated by a symbol of the X MAS).

The target ships are placed in the hexes with the symbol:



place the Turn chit in box 1 of the Game Turn track on the map, the Alarm chit on the box zero and that M.T. Available on the M.T. indicated by the scenario.

Place the three spotlights on the unlit side in their respective boxes.

Depending on the scenario, the player can choose a certain number of Equipment tokens.

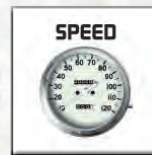
## 4. MOVEMENT

The player moves the M.T. in sea hexes trying to approach ships at anchor. Ships at anchor never move.

M.T. cannot move into hexes where enemy ships are present (see rule 6).

### 4.1. Movement speed

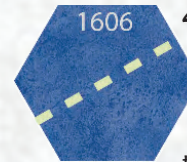
The M.T. they can move up to 4 hexes per turn. The player must decide each turn how many hexes (1 to 4) to move. Place the speed chit in the corresponding space as a reminder. Once the speed has been decided, the M.T. he must necessarily move that number of hexes.



- ➔ Moving 1 hex will give a -1 modifier to the event roll (rule 6),
- ➔ 2 hexes will give no modifier,
- ➔ 3 hexes a +1,
- ➔ and 4 hexes a +2.

### 4.2. Obstructions

There are obstructions on the map (barrier nets). One M.T. to cross an obstruction must enter at a speed of one (without in this case benefiting from the -1 modifier for events) in the hexagon where the obstruction is located.



### 4.2.1. Passage of the barrier nets

One M.T. to cross the barrier nets must start the movement adjacent to it, move into the hex with the barrier and roll a die. The barrier is overcome with the result of 4, 5 or 6 on the roll of a die (to which you can add any bonuses due to the chosen equipment) If the Shot is exceeded, the M.T. it is placed in the hex beyond the barrier (in the case of two adjacent hexes the player chooses which of the two to move into), otherwise it remains stationary and the next turn. If the hex it enters contains a barrier in turn, the player may attempt to overcome it the next turn.

### 4.2.2. Try again

If the M.T. unit failed to overcome the barrier the next shift can try again or it can automatically pass by increasing the alarm level by 1.

## 5. EVENTS

Each turn the player must roll a die on the Event Table and see what happens. Any speed modifier must be added to the roll of the die. If the modified result is 3 or more, a second die must be rolled to see which spotlights are on.

The results can be:

### 5.1. Nothing

Nothing happens, the mission proceeds undisturbed.

### 5.2. Failure of a vehicle

A M.T. is in failure. Roll a die; with the result of 5 or 6 the vehicle is repaired (add any bonuses to the result of the roll). otherwise, reduce the number of M.T. available by 1.

### 5.3. Reflectors on!

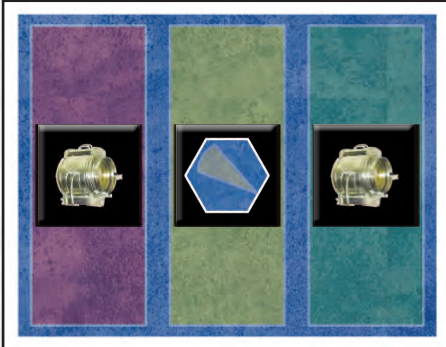
The spotlights of the base, of the indicated color (yellow, green or red), turn on for that turn in all the positions indicated on the map (flip the corresponding marker on the map).



The spotlights will remain on until the next phase of events.

If the M.T. it is in or crosses a hex framed by a reflector and the Alarm level is 5 or less (if the Alarm level is 6 see 8.1), roll a dice; with the result of 1, 2 or 3 (add any bonuses to the result of the launch) the spotlights have framed the vehicles and the batteries of the base can target them, then pass to the Shot of the Batteries (rule 7).

Whenever an M.T. is framed, increase the alarm level by one.



## 6. ATTACK ON SHIPS

When the player arrives with the M.T. in a hex adjacent to one or more anchored ships, flip these ships to their side with the name. If the M.T. still has enough movement points to reach the target, the player decides how many explosive boats (M.T.) among those still available he wants to use to attack. The attack is carried out immediately and the number of MTs used is subtracted from the available MTs. It is necessary to decide the number of M.T. that attack every single ship before starting to roll the dice to verify the outcome of the attack. It is not necessary to use all the explosive boats available in the attack, the player can decide to attack only with some M.T. and continue to move the M.T. unit to attack other enemy ships at anchor (even in the same turn), until the M.T.

### 6.1. Conduct of the attack

For each M.T. that it was decided to use in the attack, the player rolls a die to see if it has hit the target ship. The explosive boat hits the target with a result of 4, 5 or 6 on the roll of a die (to which you can add any bonuses due to the chosen equipment).

**6.1.1** If the target is hit the ship is removed from the map and counts towards the player's victory points.

**6.1.2** Regardless of success, the explosive boats that attack are considered lost and are subtracted from the number of M.T. Available.

**6.1.3** After each attack on a ship, regardless of success or failure, increase the alarm level by one, regardless of the number of M.T. who took part in the attack.

## 7. COASTAL BATTERIES

When an M.T. is identified by the reflectors roll a die for each M.T. still available in the target unit. On a result of 5 or 6 a M.T. is eliminated. Consequently reduce the number of M.T.M. available.

No Bonus can be applied, except for the Lucky Charm (9.1.5).

## 8. ALARM LEVEL

The alert level represents the readiness of the naval base defenses and can range from zero to six.



### 8.1. Maximum level

If the alarm level reaches 6, all the units framed by the spotlights are automatically identified and you can go directly to solving the battery shots.

## 9. EQUIPMENT

Before the start of the mission, the player can equip his M.T. of a certain

number of equipment, as indicated in the scenario.

Equipment must be assigned to an M.T. and can only be used by that. Place the relevant chits in the dedicated spaces on the map as a reminder.

### 9.1. Types of equipment



The equipment can be chosen from Binoculars, Wrench, Harpoon, Dark Cover and Lucky Charm. In a mission it

is possible to choose a maximum of two pieces of equipment of the same type, except for the Lucky Charm of which it is possible to choose only one example.

*The SLC and Air Bombing equipment are used only in the scenario of the attack on Malta (see 10.2.2).*



#### 9.1.1. Binoculars

The player can use it to get +1 to the die roll for an Attack.



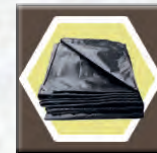
#### 9.1.2. Wrench

The player can use it to get +1 to the damage roll (5.2).



#### 9.1.3. Harpoon

The player can use it to get +1 to the die roll for passing the barrier nets.



#### 9.1.4. Dark cover

The player can use it to get +1 to the die roll to check if the spotlights have framed his M.T.



### 9.1.5. Good luck charm



It allows you to re-roll the dice only once during the game. It is possible to have only one Lucky Charm per mission, once used it is immediately removed from the game.

### 9.2. Reuse equipment

The player, after using an equipment (except the Lucky Charm) rolls a die, with a result from 1 to 3 the equipment is eliminated, otherwise it can be used again.

## 10. SCENARIOS

There are two scenarios that allow you to simulate attacks against the British bases of Suda and Malta.

### 10.1. Suda

This scenario simulates the military operation conducted by the explosive boats of the X Mas the night between

25 and 26 March 1941 in the bay of Suda in Crete against the English shipping.

*Note: In addition to those on the map there were other obstacles such as buoys connected by a non-surfacing chain, but these obstructions did not create problems for the boats.*

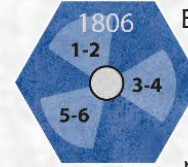
#### 10.1.1. Preparation

The counter M.T. Available is placed on box 6 of the track on the map.

The ships: HMS York, HMS Gloucester, HMS Calcutta, CT Hasty, Tanker Desmoulea, Pericles, Cherryleaf, Marie Maersk and Doumana are randomly placed in the hexes with the ship symbol at anchor, two per hex, except hex 1104.

The player chooses 2 pieces of equipment from those available. The player rolls a die: on a roll of 1-4 he places the M.T. in 3811, with 5-6 in 3805.

### 10.1.2. Buoys with Light



Each time the M.T. passes adjacent to one of the buoys with a light, roll a die, if the result is the same as that

indicated on the map, proceed as if the unit were in the beam of a lit reflector (5.3).

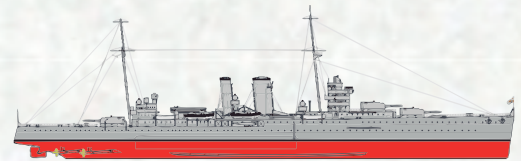
The hexes containing the buoys (1803 and 3507) are impassable.

### 10.1.3. Victory conditions

The Victory Level depends on the sum of the Victory Points (P.V.) of all allied ships hit.

P.V. Allied ships hit	Victory Level
zero	DEFEAT!
1-3	Partial Victory
4-6	Tactical Victory
7-9	Operational Victory (historical result)
10+	Strategic Victory

Level up the final result if HMS York is hit.



### 10.2. Malta

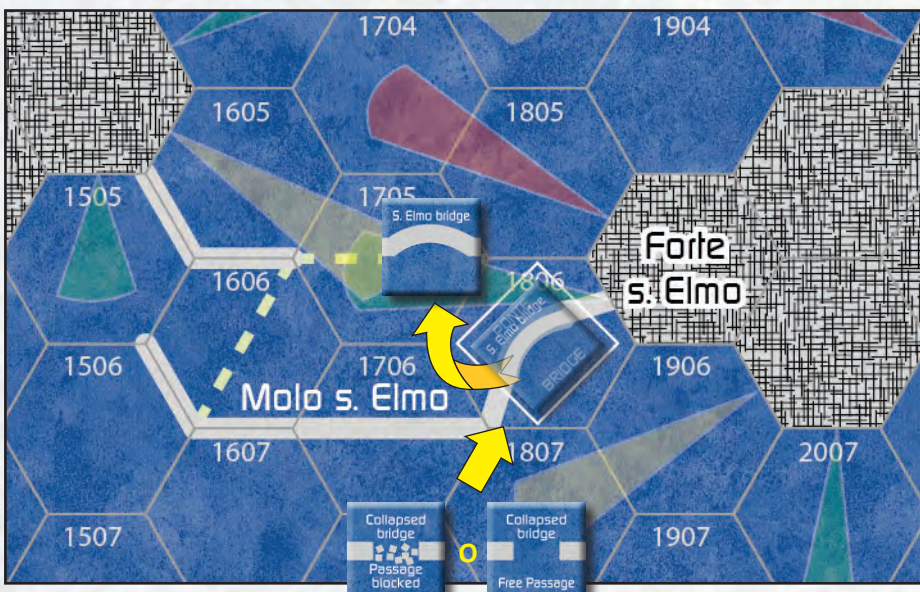
This scenario simulates the attack conducted on the night between 25 and 26 July 1941 against the British naval base in Malta.

#### 10.2.1. Preparation

The counter M.T. Available is placed on box 8 of the track on the map, the ships Leinster, City of Pretoria, Deucalion, Durham, Melbourne Star, Port Chalmers and Sydney Star are randomly placed in the hexes with the ship symbol at anchor.

*Historical note: The ships were actually anchored inside the port, beyond the French Creek, but once the various obstructions were overcome, the M.T. they would just have to run at full speed at the targets.*

The player chooses 2 pieces of equipment from those available.



Use the appropriate counters to keep track of the state of the bridge

The player rolls a die: on a roll of 1-4 he places the M.T. in 2312, with 5-6 in 2613.

### 10.2.2. Other units

Part of the units set up for this mission had problems and failures. To see if and which ones are available the player must roll on the TAB M1, if successful he gets the indicated units.

#### SLC Tesei/Pedretti

Place the corresponding counter on game turn 4. At the beginning of this turn, before movement if the Sant'Elmo Bridge is still intact the player must roll on TAB M3 for the destruction of the bridge with a +2 modifier to the die.



#### SLC Costa/Barla

Place the corresponding counter on game turn 8. At the beginning of this turn, before the movement the player rolls a die, with a result of 5 or 6 the sub in Marsamuschetto is destroyed.



#### Air bombing

Place the corresponding counter on game turn 2. Between turn 2 and turn 6 before the move, the Italian player can roll for the Aerial Bombardment (TAB M2) and change the Alert level according to the result.



#### Ninth M.T.

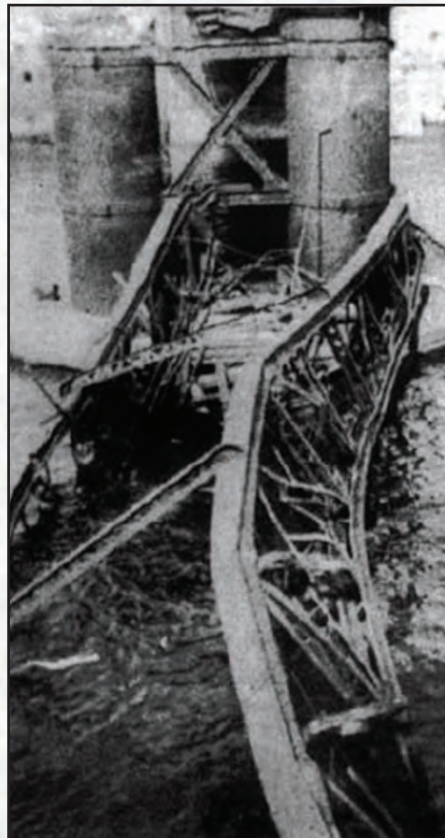
Add a small boat to the number of M.T. available.

### 10.2.3. Alarm

Thanks to radar, the British had identified the Italian units before the attack began. The initial alarm level is equal to a die roll divided by two (rounded down).

### 10.2.4. Ponte di Sant'Elmo

The Italian player can attack Ponte di Sant'Elmo as well as with Tesei's SLC also with his M.T. The M.T. he must enter the bridge hex from 1807 or 1906, declare how many M.T. he is using in the attack and roll a die on TAB M3. No Bonus can be applied to this roll, except for the Lucky Charm (9.1.5). Regardless of the result, reduce



the number of M.T. available of the number of small boats used for the attack.

The M.T. counter from the bridge hexagon it can only move in 1807 or 1906 until it gets an open passage. Instead, it is possible to enter the hexagon (even if the bridge has collapsed) from hexes 1706, 1705 or 1805.



A single collapsed bridge result is enough to permanently block the passage (no other attempts are allowed).

Each roll on TAB M3 (excluding Tesei's) raises the alarm level by one.

### 10.2.5. Piers

The piers are impassable. It is not possible to pass from hexes 1607, 1707 or 1807 into 1706, while it is possible to move from 1606 into 1706. The M.T. can pass between 1806 and 1805 at a speed of one.



*An opening had been left in the barrier nets to allow the passage of small boats.*

### 10.2.6. Unloading (optional)

Before phase E of the game sequence, the M.T. must roll a die, on a roll of one the counter must drift one hex to the east (if possible).

*A decent sea current of about half a mile/h brought the M.T. (and, it is thought, also Tesei's SLC) to drift heavily towards the East.*

### 10.2.7. Victory conditions

The Victory Level depends on the sum of the Victory Points (P.V.) of all allied ships hit.

P.V. Allied ships hit	Victory Level
zero	DEFEAT! (historical result)
1-2	Partial Victory
3-4	Tactical Victory
5-6	Operational Victory
7+	Strategic Victory

## 11. BIBLIOGRAPHY

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## 12. CREDITS

**Designer:** Marco Campari  
**Development:** Nicola Saggini  
**Graphics:** Giulia Tinti  
**Playtest:** Giovanni Campari, Fabio Ciocchi, Piergennaro Federico, Marco Rossi



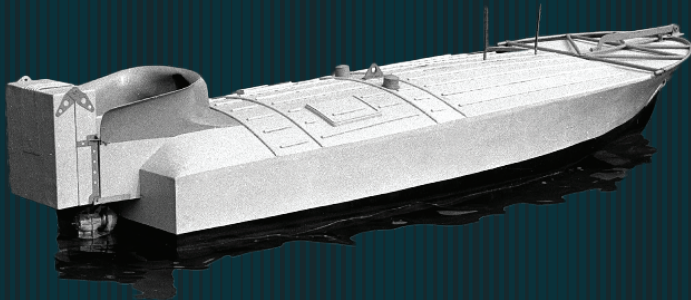
# X MAS – M.T. Explosive boats



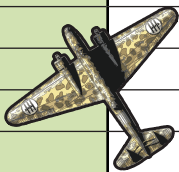
EVENT TABLE (5.0)		
I ROLL	II ROLL	Effect
1 or less		Nothing
2		Motor Failure
3, 4 o 5	1-2	Yellow Spotlights on!
	3-4	Red Spotlights on!
	5-6	Green Spotlights on!
6	1-2	Red and Green Spotlights on!
	3-4	Red and Yellow Spotlights on!
	5-6	Green and Yellow Spotlights on!
7o più		All Spotlights on! Motor Failure (only at speed 4)

## Modifiers:

- 1 hex movement: -1
- 2 hexes movement: 0
- 3 hexes movement: +1
- 4 hexes movement: +2



M2 - AIR BOMBING (10.2.2)	
ROLL	Effect
1	Alert level +1
2	Nothing
3	Alert level -1
4	Alert level -1
5	Alert level -1
6	Alert level -2



M1 - OTHER UNITS (10.2.2)	
ROLL	Success
SLC Tesei/Pedretti	1-5
SLC Costa/Barla	1-2
Bombers	1-2
Ninth M.T.	1



MAIN ROLLS	
ROLL	Result
Attack	The explosive boat hits the target with a result of 4, 5 or 6
Motor Failure	The explosive boat is repaired with the result of 5 or 6
Barrier	The barrier is overcome with the result of 4, 5 or 6
Spotlights	If the Alarm level is 5 or less with the result of 3 or less the spotlights have detected the vehicles. If the Alarm level is 6 all the units are automatically identified
Coastal batteries	On a result of 5 or 6 an explosive boat is eliminated

THE EQUIPMENT (9.1)		
	<b>Binoculars</b>	+1 to the die roll for an Attack (see 6.1)
	<b>Wrench</b>	+1 to the damage roll (see 5.2)
	<b>Harpoon</b>	+1 to the die roll for passing the barrier nets (see 4.2.1)
	<b>Dark cover</b>	+1 to the die roll to check if the spotlights have framed his M.T. (see 5.3)
	<b>Good luck charm</b>	It allows you to re-roll the dice only once during the game

M3 - SANT'ELMO BRIDGE (10.2.4)		
ROLL	Effect	
1	Attack failed	
2	Attack failed	
3	Attack failed	
4	Open passage	 Free Passage
5	Collapsed bridge	
6 or more	Collapsed bridge	 Passage blocked