ADMIRAL

DEMO VERSION

LUXLU
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SPECIAL THANKS

To all those who have supported us and who have encouraged us to complete this work, thank you very much!
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Many of the images used are taken from the following sites:
www.wikipedia.it
www.navsource.org
www.naval-encyclopedia.com
www.milistory.net

Some are... "historical fakes" create by us! :-)

AN IMPORTANT NOTE

This is a demo version, so doesn't include all that is included in the official and complete one.
Actually rulebook is not completely translated by mother thongue and some parts have been translated by ourselves to allow you to have an idea of how our sule-system works. We apologize for any grammatical errors that you will still encounter. We assure you that the official translation will be adequate.

For further information, or if you have any question, please contact us on **www.luxlu.eu.**

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FIRST BOOK

THE RULE

INTRODUCTION

Recurring Terms and definitions

Admiral rulebook uses recurring terms to define certain aspects and game phases.

Activation: Is the moment of the game in which a unit can act, i.e moving, open fire, laying a smoke curttain, submerge and so on.

Bonus: positive value that can affect a particular game situation

Coefficient: a numeric value indicating a characteristic of a Unit, which depending from bonuses, maluses and dices results determines different effects in game

Command Sequence: is the order wich rules the activation of the units of a fleet during the turn.

D6: a six faced dice

D8: an eight faced dice

D10: a ten faced dice

D12: a twelve faced dice

Game Hand: timeframe in wich the player can take the activation card upon the top of his deckand activate the corresponding unit.

Malus: negative value that can affect a particular game situation

Phase: Time unit composing the Turn (see below), useful to the strategic handling of the current battle.

Structure points: structure points indicates the maximum amount of severe damage that the unit can withstand before being sunk.

Sunk: the term Sunk defines a unit which sustained the maximum amount of Severe Damage that it's class admit to be withstanded

Turn: timeframe in wich the units involved in the battle are sequentially activated and all the game effects are solved. it's divided in phases, and made up by the alternation of the player's game hands.

Unit: with this generic terms single ships, airfields and fortresses involved in the battle are indicated.

Admiral belongs to the Wargames category, also known as war simulation games. Players cover the role of commander if entire warship fleets, and their battlefield is a seascape, sometimes bounded by shores and islands. Even if the battlefield morphology is, with some rare exceptions, always the same (no height advantage, landscape covering and so on), manouvering phase, closing to the enemy and the choice of attack angle are key aspects which contributes to create a rich and complex naval fight, dominated by the sheer force of the sea. The sea is a flat but variable surface, with calm or stormy waters, shallow waters and hidden rocks...

A MATTER OF SCALE

Rules of **Admiral** are suited to be applied to the most common scales of ship models available on the market: **1:1850**, **1:2400**, **1:3000**; This bothers mainly movements and firing range, two aspects for whom will be specified the adaptiation factors to the desired scale (will cover this later).

For ease of comprehension this rulebook refers to 1:1850 scale, but a dedicated table will specify conversion factors for other scales.

WAR SCENERIES

Admiral allows to re-enact large and small battles which happened during the second world war: unit features are built on the real datas and features of the ships fighting for the most important navies of the world, and the rules are based upon the study of several historical battles who saw these ships as protagonists.

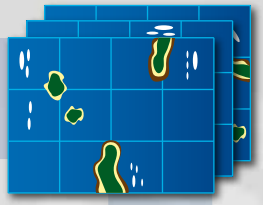
The result of this process is a coherent and historically accurate rules system, fitted to portray even fictional battles, giving to the players a valid chance to explore alternatives to real events.

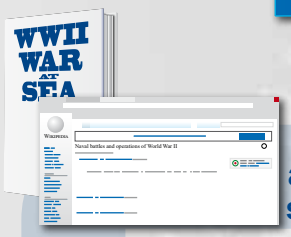
The rulebook supplies some sceneries based on real battles. like the Battle of the Denmark Strait, and some fictional battles examples, based on different historical timelines, as per the Genoa Bombardment.

With Admiral players are free to invent and create new battles and sceneries, with different balances between the fleets.

SETUP

Choose a mission among those proposed in this manual





or look for it among historical sources available

Set up a table of suitable size based on what was set by the mission

Choose your faction

Select the ships involved in the clash

and place them on the table as indicated by the mission

then

must settle down the activation sequences of ships

Everyone launches their die for initiative

And let the battle begin!

DEMO

GAME ELEMENTS

DICES

Other than the classic dices with six faces **Admiral** uses special dices with 8, 10 and 12 faces, depending from the action we want to committ or from the effect that we want to simulate during the fight, this matter will be thoroughly covered in the manual.

RULER

A common ruler (centimetric) is used to measure units movements and the range of weapons; centimeters are chosen as the main measuring unit becouse of the very small scale of the encounter.

FLEET LISTS

The real protagonists of **Admiral** are the ships of the most important Navies involved in the second world war: German Kriegsmarine, British Royal Navy, Italian Regia Marina, the French Marine Nationale, the Imperial Japanese combined fleet and the US Navy. For each one of these fleets this manual contains a section with a brief historical description and a list of various ships at the time of the war. For every unit movement, attack and protection features are listed, along with special capacity and complements: these data allows to adapt to the game the real charachteristics of historical ships.

ORIENTATION TOKEN

In Admiral is crucial to ascert the exact orientation of a ship, both for a potential target or attacking unit or in function of the manouvers that the player want to perform with the ship.
For example, given the main guns placement on board of the ship, sooting at a target only with the bow mounterd turrets will result of a lesser efficiency than shooting a full broadside (see *"attack and defence of naval units"* chapter).
In case the player want to perform a full turning it will be necessary to estabilish wich the turning ratio of the ship is in funcrion of size, manouvrability and speed (see *"naval units movement"* chapter)

For all of these needs admiral uses a dedicated round token, called *Orientation Token*, wich indicates:

- *Maximum turning rate* (dashed lines), or how much the ship can rotate on herself to accomplish a full turn;
- *exposition quadrant* of the ship, wich divides in 4 sectors the Token and are used to determine the position of the ship towards her target or the unit wich is under attack by.

The use of the token will be fully explained in the movement and attack chapters of the rulebook.

ACTIVATION CARDS

Admiral's players need to estabilish the order in which they'll activate their units during the course of the turn. Every activation card will be assigned to a Unit and will indicate that specific unit for the whole game. Activation cards will be picked up in a player chosen order to form the Turn Activation Deck. For detailed info see the chapter *"fighting resolving"*.

SCENOGRAPHIC ELEMENTS

Even if the sea is a flat surface with no modulation, it's true that not all the battles took place in high sea, and often they were set nearby shores, island and atolls, which were insurmountable obstacles to unit's movement and their sighting line.
On the shore we can find coast defence fortresses and airfields, often involved in the battles.
Rules regarding the scenographic elements will be fully explained in the chapter *"geographical elements"* in the *"enviroment rules"* section.

TOKENS

Admiral uses tokens to indicate situations and game effects.
Some represents units too small to be portrayed with models (i.e. planes, torpedoboats and so on), some others represents elements that have effect on the game, such as minefields and so on.
Other tokens are useful to make the strategic handling of the various game situations easier, like damage sustained, empty torpedo tubes and so on.

Mine Fields

The *Mine Field token* has to be positioned for all the path of the mine laying ship, parallel to the ideal line of her last movement (for more, see *"Mine Field"* in the chapter *"Admiral's Order"*).

Smoke Screen

Smoke Screen token will be positioned with one of the short sides towards the ship laying it and parallel to the ideal line of her last movement (for more, see *"Smoke Screen"* in the chapter *"Admiral's Order"*).

Damage

Everytime a unit withstands a *serious* or *light damage*, an appropriate token is posed on the unit to indicate that during her next action the unit will have to perform some automatic action (for the description of damage kind and associated automatic action see the chapter *"damages"* in the *"general game rules"* section). Once these actions took place the token can be removed

Severe Damage

Light Damage

Elusive maneuvering

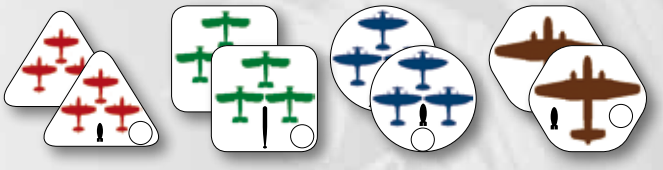
When a ship moves in a *"elusive maneuvering state"* by effect of an *Admiral Order* (see chapter *"Admiral Orders"* in the *"general game rules"* section) a specific token will be posed near the unit to indicate that until her next activation she will benefit of *Elusive maneuvering* effects.

Torpedo barrage

The *Torpedo barrage* token will be posed following the rules of *"torpedo barrage"* in *"Admiral Orders"* chapter.

Aircraft Squadron

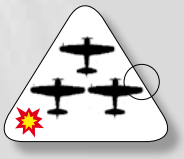
In admiral four different type of aircraft are available: *Fighter*, *Torpedo-bomber*, *Dive bomber* and *Tactical bomber*.
Every one of these is represented with a specific shape token, representing a 10 units squadron (3 units for tactical bombers). The tokens are double faced and indicates, on both face, the typeof squadron and a section were is possible to specific the number of aircraft carriers to which they belong; on one face, is represented the type of bomb or torpedo they are armed with: loaded squadron show this face when take-off the aircraft carrier.
Once the bombs or torpedoes are dropped, the token will be overturned, showing the face without bomb/rorpedo, meaning that the squadron accomplished it's attack and must come back to reload on an aircraft carrier or a land airfield (see *"aircraft"* in *"Special Unit"* section).
It's possible to download, from the website www.luxlu.eu, air squadron tokens for each navy and with the initials representing the unit



Fighters | *Torpedo bombers* | *Dive Bombers* | *Tactical Bombers*

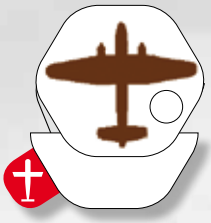
where they originaly belong (i.e. AR as Ark Royal, GZ as Graf Zeppelin, and so on).

Kamikaze Planes



Kamikaze is a japanese word often translated as *Divine Wind*: it's the japanese name of a legendary typhoon that is told to have saved japan from a Mongol invasion fleet sent by Kublai Khan in 1281.
Nowadays this word is used for the suicide attacks performed by japanese pilots with explosive loaded planes, mostly fighters, against the allied ships at the end of the pacific campaign: the *Kamikaze Planes*.

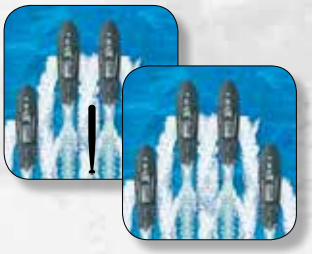
Bombe Ohka



Yokosuka MXY-7 Ohka (translated in *"cherry blossom"* was an "intelligent" rocket bomb, built for attackind and destroying allied ships with a precise plan of kamikaze attacks.
The bomb was carried nearby the target from bombers and, once dropped, a *kamikaze* pilot guided the bomb on the target using a rocket engine on the tail of the bomb.

Torpedo Boats

Torpedo boats were small units, fast and maneuvrable; they were perfect for get close to the enemy ships and attack them with torpedoes. They mainly were 20-30 tons motorboats (depending of their class) armed with a couple torpedoes, some depth charges and some automatic weapons, manned by a crew of about ten people.



Periscope Depth navigation / cruising depth

When a submarine is submerset till *periscope depth*, it's substituded on the game board from a cardboard shape, with a letter assigned to him, indicating its submerged status (side with the submarine in transparency). The corresponding letter is applied to the unit table representing, in order to identify it univocally.
When the submarine moves, the cardboard shape has to be moved, and from it's center all the measurements for movement and rotations has to be taken. (not forgiving the minimum distance to run across befor rotating). When the submarine increases its depth from *periscope depth* to *cruising depth,* the cardboard shape will be rotated to indicate this condition (face without the submarine)

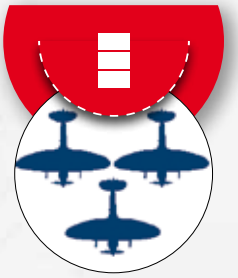
Last sighting

When a submarine submerge till *deep navigation* his starting point is marked on the game board with this token, with a letter to be applied on the unit table.
The token stay on the board and is used to calculate the distance at which the subarine can surface after a certain number of turns (see the section *"Submarines"*)

Formation Leader

The *Formation Leader* token is used when, using an *Admiral Order*, a certain number of ships will move *in formation*.
The token will be positioned near the unit declared as *Formation Leader*; from this ship the distance in which the formation will be considered united will be measured. Movement of the formation will be explained in the *"Admiral Order"* section.

Air-dropping depth charge



The *air dropping depth charge* is applied to those aircraft squadron that at the moment of take off are declared to be equipped with bombs capable of attacking submarines.
Those tokens are applied to the aircraft squardon tokens as per picture.

On the 26th of may, 1941, during the hunt for the Bismarck, Ark Royal's Swordfishes attacked the cruiser HMS Sheffield, misidentified with the Bismarck herself. Luckily enough, no hits were scored, even because the new magnetic warheads of the torpedoes were malfunctioning, exploding upon contact with water.

UNIT FEATURES

In **Admiral** every *unit* has features and ability that reflects capabilities, efficiency and the role they actually covered during the Second World War. Those features are tabled in the *"Military Technology"* section in this manual, and they'll have to be written on the schede compilabili to be used during the match.

TYPE

Based on their equipement, features and duties the ships can be classified in groups. These groups, here called *"Types"* are one of the key game features, as they influence most of the game mechanics.
Every *Type* comprehends Classes, defined by a number or by the name of the first unit built: classes are the variants of every ship Types and are used to identify the unit during the game.

Admiral lists twelve unit types, here indicated with theyr identificative letter codes.

Battleships (BB): Are the ships with the biggest displacement, armour and armament. Despite their might and firepower, their use was more propagandistic than tactical, because their enormous size and scarce maneuverability made them easy pray for submarines and torpedo bombers.

Pocket Battleships (PB): They were a concrete demonstration of the capacity of Nazi German engeneering, as they were units with the features of small battleships but built within the Versailles treaty rules. They were used as convoy raiders..

Battle Cruisers (BC): Armed like the battleships, but with a lighter armour, they were faster of their "bigger sisters".

Heavy Cruisers (CA): they had a efficient armament, but with a light armour. They were fast and maneuvrable.

Light Cruisers (CL): less armed and protected than the latter, they were usually equipped with torpedo tubes and able to lay smoke screens.

Destroyers (DD): small ships, less protected and armed respect other ships but very fast and maneuvrable; they were equipped with torpedo tubes and smoke screen generators, and they can detect and attack submarines with depth charges.

Aircraft Carriers (CV): real protagonists of the second world war naval warfare, some of them were real floating fortresses, capable of providing support to landing troops and of unleashing on the enemy powerful strikes that was crucial for the result of the war.

Light Carriers (CVL): they were faster than the conventional carriers, but had a smaller aircraft complement.

Carries Escorts (CVE): smaller than a conventional carrier, they were slower and carried a small number of aircraft, with no torpedo bombers; they were extremely useful as convoy escorts.

Submarines(SS): a fundamental unit during the second world war, they were ships that can submerge and attack the enemy without being seen.

Torpedoboat (PT): small and fast units, with no armour but hard to hit and intercept for other heavier units, amred with torpedoes.

Escort (ES): small and lightly armed units, used for escort duty, like mine hunters and so on.

Convoy (AK): these are various ships types, like merchantman, troop transports and so on.

Depending from their type, units will have a different *Structure Point* value, corresponding to the maximum amaount of *severe damage* that the unit an sustain before being considered as sunk. The following table indicates the various type, their lettering and the maximum structure point for each type:

Type	Initials	Structure Points
Battleship	BB	4
Pocket Battleship	PB	3
Battle Cruiser	BC	4
Heavy Cruiser	CA	3
Aircraft Carrier	CV	3
Light Cruiser	CL	2
Light Carrier	CVL	2
Escort Carrier	CVE	1
Destroyer	DD	1
Submarine	SS	1
Escort	ES	1
Convoy	AK	1

Flasghips

Some types of ship are considered *Flagship*, and they are assigned a Value, so called *Admiral Value*. For further information about *flagships* see the chapter *"Special Units"*.

ARMOUR

Real ships have an armour value that varies depending by the type they belong and by the part that is considered (gun turrets were much more armoured than the deck).
In **Admiral** the *Armour Value* is omogeneous, and is defined by a synthesis between the medium armour value of the single sections; doing this a coherent defence dice roll was achieved, as better explained in the *"attack and defence of naval units"* chapter in *"General Rules"* section.

RESISTANCE

In **Admiral** *Resistance* is the number of *Structure Point* of each unit, corresponding to the maximum amount of *severe damage* that the unit can sustain before being considered as *sunk.*
As already told, as a general rule, the *resistance* of a *unit* depends largely from her *type* (battleship, cruiser and so on).

DEFENCE

In **Admiral** *Defence* is a value that represent the ability of a ship to avoid being hit.
Unlike *Armour* and *Resistance*, which are unique values, a naval unit will have different *defence* values depending from her peculiar features and the mutual positioning of attacking and target ship.

DAMAGE CONTROL

On the ships that were going to fight, there were special team of sailors with the precise task of repairing the damages that can occur during the fight: fires, breaches or structural failures could be repaired, in order to extend the ship ability to perform the fight.
Damage control value represents the number of estimated damage team on a ship. The chapter *"severe damage"* in this rulebook will better explain the functioning of damage control.

SPEED

Ships have different speed, depending of the type and power of their powerplants, their size, displacement and hull lines; this speed is indicated in *knots* (sea mile per hour).
For every unit in **Admiral** is indicated the maximum speed value, the maximum number of *knots* that that unit can achieve during her activation (see *"General rules"*).

BATTERIES

Every ship was equipped with one or more basic group of artillery, gun systems with different calibre and capability.
Admiral defines three types of artillery, depending from the power relative to every ship equipement.

Primary Battery (PRI): most powerful artillery mounted on the ship: bigger calibre *primary battery* was mounted on battleships, battle cruisers and heavy cruisers. As a general rule, *primary batteries* were mounted in turrets with two o rmore guns, placed on the center line of the ship.

Secondary Battery (SEC): less powerful and of inferior calibre of the *primary battery*, was placed in smaller turrets often placed on the sides of the ship. Smaller vessels did not have secondary batteries, having only a small calibre primary one.

Tertiary Battery (TER): included small calibre guns, placed on the sides of the ship and used even as anti aircraft guns. In **Admiral** the tertiary battery and the anti aircraft battery has different values, meaning that the efficiency of a gun varies if it's used against ships or aircrafts, or vice-versa.
Several ships did not have *tertiary*, but only automatic guns used as anti aircraft artillery.

Every type of artillery is represented by a *coefficient,* that indicates the offence capability, and from the value of a dice that represent the calibre, as better explained in the Fleet List in the "Military Technology" section of this manual.
For artillery functioning see *"Ship's attack and defence"* in the *"general rules"* section

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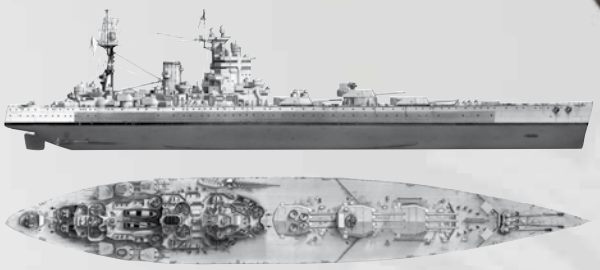
TORPEDOES

Several naval units were capable of launching torpedoes. As a general rule, torpedo tubes were mounted amidship or on the sides of the deck. In the first case, torpedoes can be launched only on one side, while in the second case they can be launched on both sides at the same time.
In **Admiral** this situation is defined by different values: in the case of midship torpedo tubes, there is a single value indicated in brackets, while if the torpedo tubes are mounted on the sides there are two values (for torpedoes use see *"general game rules"*).



ANTI AIRCRAFT COEFFICIENT

Each unit has it's own ability of defending from an aircraft attack: in admiral this ability is indicated by the anti aircraft coefficient, indicated in the ship card as aa coefficient, used in order to try to shot down one or more aircraft squadron during their attack (see *"Special Type of Units"* chapter in *"Game rule"* section).

ANTI SUBMARINE CAPACITY

Some units were able to find, track and hunt submarines. Using depth carges with calibrated explosion these units tried to destroy or disable submarines, invisible to other type of units. In **Admiral** the capacity to attack submarines is indicated by the AS Coefficient quoted in the features of ; this coefficient is activated as soon as the ship detects a submarine (see "Attack the submarines" chapter in "Special Units" section).

AIRCRAFT

Some ships, like aircraft carriers, were used for transporting, launching and recovering different kinds of aircraft squadrons. Each one of these units had a precise load capacity and aircraft complement, as specified in the tables inside fleet lists in the "The fleet" section of "Military Technology".

SPECIAL RULES

Some naval units had very special features that differed from the ones of the same kind, sometimes even from the other units of the same class.
Advanced targeting systems, a peculiar distribution of the armour or the ability of setting a smoke screen.
In **Admiral** these features are represented by special rules, specifyed in the table of every unit of the Fleet Lists; these rules will be better explained in the "Special Rules" section.

GAME RULES

Matter of scale

For the models of ships to be used with this rulebook, the 1: 1850 scale was chosen as a reference, both for greater consistency and convenience in translating speed into knots directly in cm, and because this allows the use of models with a good level of details, but above all for the convenience of playing in a space that is not too exaggerated compared to the vastness of the sea: a 180x240 cm table.The models of ships on the market are in very different and varied scales; often an enthusiast already has his own collection of pieces which he is fond of and with which he would also like to be able to play. These reasons are the basis of the fact that Admiral has a structure that can be easily adapted to scales 1: 2400 and 1: 3000 with minimum conversion of ranges and speed. There are scales smaller than 1: 3000 and larger than 1: 1850, but these two values represent reasonable limits for having, on the one hand a game plan of a size suitable for each environment and on the other the possibility of using the individual ones the models of destroyers and not "teams", which would be reductive and with less visual impact. The table below shows the scales with the conversion coefficients and, consequently, the reduced dimensions of the required gaming tables.

We believe, however, that we must make a clarification: in **Admiral** the ranges of artillery pieces and torpedoes have been coherently compressed in relation to the speed of the units: in reality, many pieces of artillery have a range in km that would make a real battlefield exaggerated only by the scale we use in this manual. This absolutely does not mean that the gaming experience is "distorted", this simply means that it is possible, for those wishing to engage in clashes even closer to real situations, to convert only the speeds on the scales, leaving the ranges (and the size of the game table) unchanged.

Scale conversion table

Scale	Speed	Range	Table
1:2400	1 Nodo = 8 mm	Dividere per 1,3	180x140 cm
1:3000	1 Nodo = 6 mm	Dividere per 1,6	150x110 cm

GENERAL PRINCIPLES

DICE ROLLS

In **Admiral** several game events (shooting at a target, verifying the chance of running aground) are solved with a dice roll.
The rulebook defines the kind of dice to be rolled for every situation (d6, d8, d10 or d12), other than the quantity (for example 2d10 indicates the need to roll 2 ten faced dices) and the result that has to be obtained (equal, less or more of a given value).

Example: *to shot down an aircraft squadron a ten-faced dice will be rolled, with a result equal or less to the "anti-aircraft value" of the ship (see "aircraft section of "special units" chapter).*

During a match some external factors can interfere with the dice roll, modifying the *coefficient* it's associated with, adding or subtracting points to the result that has to be achieved, depending on whether the factor favors or hinders the situation that is being resolved.

Example: *hitting with a torpedo a target while is immobile is easier than hitting it while it's moving; if it's immobile the torpedo launch will be represented throwing 1d10, and in order to hit the target the result of the roll will have to be 1 or 2, instead of only 1 if the target is moving.*

ARC OF SIGHT:

In **Admiral** ships have a 360° arc of sight and have no blindspots. They can see targets located both port and sarboard, astern or in front as long they have a clean line of sight (without valid obstacles, as will be seen better later).

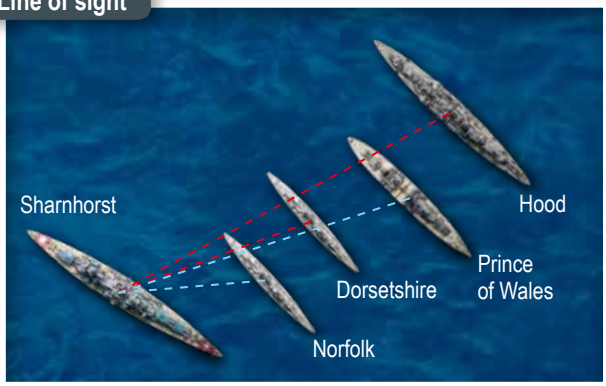
LINE OF SIGHT

Line of sight is an ideal line that joins the conning towers, or, missing them, the funnels of two ships, to verify if they are able to see eachother or not. To verify the *Line of sight* the player will stretch the ruler between the conning towers or funnels: if the line is not interrrupted by obstacles the two ships are able to see eachother and, eventually, attack. To define if a unit is in *line of sight* or not, the following rules applies:

- every *Unit* covers another one with the same siza or less. in game matters, size of a ship is represented by the quantity of *Severe Damage* it can sustain before being declared as *sunk* (corresponding to the Structure Points shown in the "Unit features" chapter);
- Every scenic element, like islands or promentories, covers units no matter their size.

The following picture explains the various cases.

Line of sight



In the example the Sharnhorst battle cruiser must determine which of the English ships can attack based on the line of sight it has on them:
- **can attack the Norfolk**, on which it has a clear line of sight;
- **cannot attack the Dorsetshire** as the ideal line between the towers of the two units (Sharnhorst and Dorsetshire) is intersected by the Norfolk which, being of size equal to that of Dorsetshire, covers it;
- **can attack the Prince of Wales** since even though the line between the two towers is intersected by Norfolk and Dorsetshire, the latter are not large enough to cover the English battleship;
- **cannot attack the Hood,** because it is covered by the Prince of Wales.

Note that, although Sharnhorst cannot attack Dorsetshire for the aforementioned reasons, the latter can attack Sharnhorst since Norfolk is not large enough to provide coverage.

UNITS' COURSE

The concept of *unit's course* is basic in **Admiral**: the course is the direction of the bow of the ship respect her center. This indicates the direction in wich the ship is moving at that time.
Course is crucial in the Movement Phase, as later explained, becouse in their moving units follow a linear course that can be modified only trought rotations (as better stated in che chapter related to *Movement*).
The course does not influence only the movement: depending from the four general views in wich the ship can be divided seen from the top (front, portboard, starboard and aft) it affects all of the situations in wich is important to estabilish the mutual position between a ship and another, base to several game effects.
For example, a ship can attack an enemy one with torpedoes only if the second is inside her side arc of sight, and it will be easier or

Course

In the example, based on the route of the Sharnhorst battle cruiser, the latter will be able to attack the Exeter only with his stern pieces and, based on the route of the Exeter, the latter will offer Sharnhorst his side.

harder to score a hit depending the ship pointing toward the enemy or being parallel to it.
Then it's important to estabilish wich course the two ships are following in that turn (see *"launching torpedoes"* paragraph).

ADMIRAL POINTS

In **Admiral** *units* can move or attack when they are activated during the *command sequence* (see "*Developement of battle*" section). These are actions that units can perform on a regulr basis and are part of the capacity of the units.
It's possible to perform some less usual actions, like setting a smoke screen or launching an aircraft squadron; to perform these *"special actions"* the player will have to use the so-called *Admiral Orders*, using the *Admiral Points* available to him.
These points are calculated at the beginning of each turn, as better explained in the *"Admirals Order"* chapter.

American admiral Chester William Nimitz (represented here in an oil on canvas by Adrian Lamb), commander-in-chief of US Pacific forces and Allied naval and air forces during the conflict.

UNITS MOVEMENT

When considering a ship\is movement it's impossible to ignore the element in wich the unit is moving in: a fluid and constanlty moving surface.
For this matter the player has to consider that it's impossible to stop its units suddenly on a spot, start at full speed or turn immediately like a vehicle on the ground.
Units in water can move or stop only gradually, and theyr ability to turn is strictly related to their displacement, lenght and speed.
The following rules are studied to simulate this fundamental tactical aspect of naval battles.

SPEED AND MOVING

Admiral indicates, for every naval unit, a *speed* value, indicated in the ship specific table in the *Fleet List*, expressed in knots (N). This is the maximum speed that the specific unit can reach (if proceeding full speed ahead) and, during the battle, this value can vary only remaining equal or lesser than the maximum value.
In game terms, the speed of a naval unit represents the movement in centimeters that this *unit* can perform in a single game turn: this means that a ship moving at 15 knots will move on the battle ground by 15 centimeters.
Every naval unit perform this type of movement on her *course*, meaning that the ship will move along an immaginary straight line. Speed changes, turn by turn, are performed trought *acceleration* and *deceleration*, while direction changes are performed trougth *rotations*.

Modifiyng the speed

At the beginning of the game naval units are always considered moving at a speed of two thirds of the maximum value, unless they act in formation (see *"Starting units conditions"* paragraphe).
When the ships are activated, the player can decide to mantain the speed or to vary it with an *acceleration* or *deceleration*, following his necessities, determinating the *speed* that the *unit* will keep during the current turn.
In **Admiral** a ship can *accelerate* or *decelerate* of a number of knots (cm) corresponding to one third of her maximum *speed*, approximated by defect with a minimum value of one knot (1 centimeter).

Example: *Prince Of Wales has a maximum speed of 28 knots: this means that she can modify her speed by maximum 9 knots (one third of 28 approximated by defect) more or less than her actual speed.*
Let's suppose that the speed, at the start of the turn, is of 18 knots: the player has three option:

1. *keep the speed unchanges, and move Prince of Wales of 18 centimeters on the game board.*
2. *increase the speed of the maximum allowed value (9), reach 27 knots and move the ship of 27 centimeters on the game board;*
3. *decrease the speed of the maximum allowed value (9), reach 9 knots and move the ship of 9 centimeters on the game board.*

Obviously *the acceleration/deceleration value is a maximum value, and the player can choose from time to time to increase or decrease the shpped of the ship within this maximum value*.

in this example, the player could have increased the speed from 18 to 20 knots/cm with an acceleration of only 2 knots.
Unttil the next activation the speed of the ship will be considered the same of the precious turn for every correlated game effect.

Reversing the course

During a fight the player can decide to reverse the course of the ship, making the unit proceed backwards. To achieve this is necessary to decrease the unit's speed to 0 knots, then the ship can move backwards.
The maximum speed for a ship moving backwards is equal to one third of the maximum speed approximated by defect.
Backwards movement follows all the rules ofregular movement, both for acceleration/deceleration (one third of the maximum backward speed) and rotations (as better explained later). It's possible to going backwards in the same turn in wich the ship reach 0 knots, if there are enough knots of acceleration/deceleration available.

Example: *the destroyer Dardo (maximum speed 38 knots, acceleration/deceleration 12 knots) is proceeding at 6 knots and decide, during the turn, to go backwards. The ship will decelerate till 0 knots, (decelerating by 6 knots). It's maximum deceleration capacity is 12, so there are 6 more knots available for going backwards. it's maximum speed backward is 12 knots, with a maximum acceleration/deceleration speed of 4 knots. During this turn, Dardo will proceed at 4 knots/cm backward.*

In **Admiral** the naval units are considered in play as long as their movement ends so that their tower is still in the field (even if the hull is partly out of it). It goes without saying that naval units that end their movement with the tower outside the battlefield are considered lost.

ROTATION

As it's been told, in **Admiral** movement are always along the ship *course*, so they follow always a straight line.
In order to change direction it's necessary to modify the course of the ship, and this can be achieved with a rotation on the spot.
Every ship can perform, during her movement, a maximum rotation on the spot of 22,5° every time that has moved by a number of centimeters equal to her lenght (the leftover movement of the last rotation of the previous turn will not be considered).

Example: *the destroyer Maori has a lenght of 7 centimeters. this means that every time that the ship moves of 7 centimeters it can rotate by 22.5°. If, in the turn, the speed is 20 knots, Maori can rotate one time after 7 centimeters and another time after 14 centimeters.*

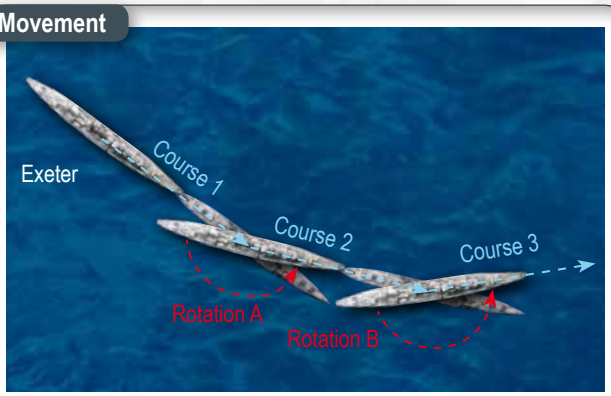
To perform *rotation* the player can use the round *template* included in the rule book; it has to be placed on the ship, with the center on the conning tower and with the bow of the ship corresponding to the one printed on the *template* itself. The maximum rotation angle is indicated by dotted lines printed on the template.
If the unit cannot perform the minimum movement to achieve a rotation chance, could however perform a rotation at the end of the movement.
For no reason a ship can overlap another one during rotation, even if the next movement would take the ship away from the other unit.

Yamato class super battleships were supposed to be three. The third hull was however converted in an aircraft carrier, the Shinano.

SLOW SPEED

In **Admiral**, if the unit is proceeding at a speed inferior to one half of her maximum speed (the one that is indicated at the start of the match, with no maluses due to damage ect) the straight movement that has to be performed before rotating is divided by two, approximated by defect.
Given the more navigation stability due to the slow speed the unit benefits of a +1 for artillery attack.

Movement



The example shows how the movement of a unit translates into a sequence of routes and rotations: the Exeter first of all performs a movement, equal at least to its length, along course 1, then it can perform the rotation A that will take it on course 2; at this point, making a new movement equal to the previous one but on route 2, it will be able to rotate again (rotation B) moving on route 3, and so on.

RAMMING

Given the peculiarity of the naval units movement and the impossibility of a sudden stop or turn is possible that two ships will collide. This situation is called *ramming*.
In **Admiral** ramming can not be volountary: every player has to move his ships doing his best to avoid collision.
In reality, save for some exceptional situations, no commander, even in the most desperate conditions, would have sacrificated his ship and crew in this way.
However in certain situations the ramming is unevitable, for example if the player has to move his ship due to an *automatic action* (better explained in *"Damage"* chapter), even if doing this will place the ship in a position in wich another one will ram her (but not in a position to ram another ship).
In **Admiral** the *ramming* angle has to be equal or more of 45° for the ramming to happen.
After the *ramming*, both ships will stop suddenly and will not move or open fire in that turn; moreover, if the *ramming* ship is moving at a speed of at least 20 knots both ships will inflict and sustain damage, the entity of wich depends by the armour of the ships involved in *ramming*.
Specifically, the ship with the **highest armour** value (*ramming* or *rammed*) will inflict to the one with lower armour value:

- a *Light Damage* if her armour value is lesser than the double of the armour value of the less armoured ship (in this case the critical damage is not considered);
- a *Sever Damage* if the armour value is equal or superior than the double of the armour value of the less armoured ship, but inferior than the triple of the value (in this case critical damage equals to the damage of a torpedo, as explained in the paragraph *"severe damage"* of *"damage"* chapter);
- no damage at all if the armour value is equal or higher of the triple of the value of the less armoured ship: in this case the less

armoured ship will be considered destroyed, will sink and will be removed from the game.

In this last case, if the surviving ship is the ramming one, the ship will continue to move across the rammed unit, but only by half of the remaining movement (decelerating as a consequence), while if it's the rammed one will not move for the rest of the turn, and from this moment till the next activation qill be considered with a speed of 0 knots. In both cases the surviving ship will open fire with a malus of -2.

Not every collision situation are considered ramming: sometimes ships collide, but due to the nature of theyr movement they simpli slide on each other with no consequences, except for a course change for one of the ship involved.

In **Admiral** a collision with an angle inferior of 45° is not considered *ramming*, and does not determine damage calculation.

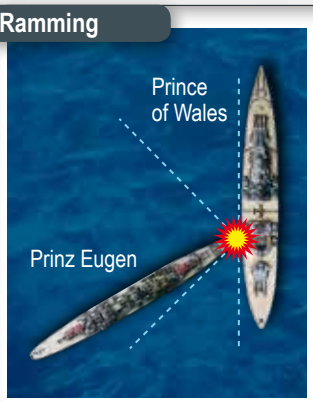
The two units will not stop and will not slow down, can move as usual and can open fire without malus. The bigger ship will maintain her *course*, while the smaller one will have to rotate with a forced rotation. If the smaller ship is moving, will simply continue her movement along the new *course*, while if the bigger ship is moving she'll continue her normal linear movement with no consequences.

If the two units size is equal, the moving unit will be considered as the smallest one, to determine wich one will rotate to be allineated with the other.

The size of the ship depends on theyr *Type*, or the amount of severe damage it can sustain before being *sunk*. The higer severe damage amount, the bigger the ship.

A rotation induced by a collision will be considered a *course* change by all means, and the unit that is forced to rotate will have to perform a linear movement equal to her lenght (regular rules apllies) before performing another *rotation* (this situation cancels the *Special Order "Planned veer"*, better explained in the chapter "*Admiral Orders*").

Ramming



In the example the German ship Prinz Eugen accidentally ram the British Prince of Wales.
The ramming is valid, having occurred within a 45 ° angle on the side of the British ship, so both ships stop.
The Prinz Eugen has a value of Armour of 2, while the Prince of Wales has 5. In this case the Prinz Eugen suffer a Serious Damage.

ATTACK AND DEFENCE OF NAVAL UNITS

Naval battles are not only peculiar becouse of the enviroment they are setted in, but even because the opponents are complex combat units, wich efficiency derives both from their technical complexity and the ability of the crew (much more during the second world war than today).

During an attack the guns are involved, along with fire directors and the ability of the gunners, while defending armour, speed and maneuvering ability are involved.

In this chapter we'll see how these aspects are summed up in **Admiral** Rule Book.

OPENING FIRE WITH BATTERIES

During the course of a battle it was rare that the commanders could have a clear vision of the entire battlefield. they can not know how ships too far from them were acting, even if they had the knowledge of the presence of the enemy. it was logical than the commander turned his attention to the immediate vicinity of his ship and to the nearest ships.

For this matter in admiral is assumed that a ship that is willing to pen fire during her turn will always choose **the valid target nearest to her at the moment of attacking**, with no consideration of dimension and offensive abilities.

For **valid target** is intended a ship in the line of sight, comprehendend in one of the four arcs of sight and situated at a distance inferior or equal to the maximum range of the battery in use. If the nearest target become unavailable, for the effect of a *Pre-Order* (see *"Admiral Order"* chapter), the attacking ship will have to choose another near target. once the nearest target is sunk, the attacker will open fire on another target with the remaining guns.

Attack and Defense

As already told, three kinds of batteries are considered in Admiral: *Primary Battery* (**P**), Secondary Battery (**S**) and Tertiary Battery (**T**) (for their definition we refer to what was said in the chapter "Units features"); each one has four arc of sight of 90° around the ship.

Naval unit can shot with every battery once for arc of sight during each turn during theyr *activation*.

They can shot before moving, during the movement or at the end

ov the movement and they can shot in any order: Starting with *primary*, then *secondary* and *tertiary*, or starting with *secondary*, then *primary* then *tertiary* and so on.
It's not necessary that all of the batteries open fire at the same time: the ship can decide to move and shot with the bow mounted primary, then move and shot with the stern primary and secondary and so on, in every possible combination.
In the tables within the Fleet List related to the various naval units battery values are written in a scheme that enhance the four coefficients depending from the orientation of the ship (to their arc of sights): Bow Coefficient, Stern Coefficient and the two (equale) side coefficients, as shown in the following extract.

These valuese represents the base-coefficients to consider when opening fire at a target situated within short range (internale values) and long range (external values)comprehended in that specific arc of sight; to these values the enemy speed malus and evenual taken damage are to be applied.
At the number obtained with this first calculation the result of an appropriate dice roll (d6, d8, d10 or d12), depending from the calibre of artillery and specified in the unit table, will be applied.
The result will be the Attack Value of the unit that is opening fire.
Il risultato ottenuto indica *Valore di Attacco* dell'unità che sta sparando:
Attack Value = battery coefficient (short or long range) - Malus (enemy speed or damage took) + 1dX (x varies with the calibre of the battery).

Different values of coefficients (bow, stern or side) depends by a ponderation upon the number and position of the guns on the ship. I Following this aspect, opening fire with a certain coefficient reduces, for that opening fire turn, the adjacent sectors coefficients: the entity of this reduction varies in base of the type of battery in use.

The *Primary Battery* was placed on the centerline of the ship, that means that shooting a full broadside would have left no guns to shoot fore and aft. At the same time, shooting fore or aft will reduce the side coefficient becouse part of the guns was already used to fire fore or aft.
In **Admiral** shooting using one of the primary battery coefficient determines, for that turn, a reduction of all of the coefficient (short and long range) of all the adjacent arcs of sight equal to the long range value of the section being used. If this reduction takes down **any of the coefficient** (short or long range) of a section at 1 or 0 the ship will not shoot anymore from that section for the rest of the turn.

Example 1: Bismarck has a bow primary coefficient of 4(long)/5(short), a stern one of 4(long)/5(short) and the two side coefficients of 8(long)/10(short)
This means that, if the ship is shooting one of the bow coefficients (long or short) for that turn the side coefficient would decrease to 4(long)/6(short) (8-4 for the long and 10-4 for the short), being adjacent at an already used section. If during the turn, he also used the stern one, the side coefficients would suffer a further decrease going down to 0. At this point the Bismarck could no longer shoot, for that turn, even with the side coefficient, because it is too low, even with the short-throw coefficient.

Example 2: *Graf Spee has a bow primary coefficient of3/4, a stern one of 3/4 and the side ones of 5/6. If during a turn the ship open fire with the entire side coefficient, than it can not fire with the bow or stern ones, becouse for the enunciated rule theyr coefficient would be zero (or under zero)*.

Unlike the *secondary* and *tertiary* batteries, the *primary* can not shoot with her full side coefficients simultaneously from both opposite sides of the ship: if the whole port side coefficient is used, the starboard coefficient cannot be used and vice-versa, even if they are not adjacent.
In the second example, Graf Spee would consume her *primary* firepower for that turn using one of the side coefficients.

Secondary and *tertiary* batteries were placed along the sides of the ship, so even in **Admiral** their behaviour is the same; for those batteries the primary batteries rules apllies, except for the following:

- the value to be subtracted to the adjacent coefficients of the attacking one is the 50% approximated by excess of the value of that *coefficient*.
- they can shoot in the same turn full broadside both on starboard or portboard.
- they can shoot even if the coefficient decrease to 1.

Example 1: *Bretagne has a bow secondary value of 3/4, a stern value of 3/4 and a side (left and right) of 4/5.*
If Bretagne shoots a bow broadside in that turn her side coefficient will decrease of a value equal to 50% approximated for excess of her bow coefficient, thus the side coefficient will decrease by 2 (3:2=1.5, approximated to 2) reaching 2/3.

Example 2: *IVittorio Veneto has a secondary value of 2/3 for the bow, 2/3 for the stern and 2/3 for left and right side. If Vittorio veneto shoots a broadside from her right side, bow and stern will decrease of 50% approximated by excess of the used coefficient, decreasing to 1/2*
Vittorio veneto could, in the same turn, decide to open fire with her left side coefficient, causing a furter decrease of bow and stern co-

efficients: they would decrease to 0, so the ship could not use the bow and stern coefficient for that turn.

N.B.
Values to be subtracted are always referred to the values printed in the ship card, with no consideration for eventual operational degradation by critical damages.

Once the value of the coefficient is estabilished, eventual maluses and the result of the dice roll are added and the Attack value is determined, the target ship will have to perform a dice roll, and the defence coefficient will have tio be added. Defence coefficient varies depending of the exposed ship's section, as stated in the *Military Technology* of this rule book, in order to obtain a *Defence value*.

Valore di Difesa = Section defence coefficient + 1D8

While for the attack value the dice to be rolled depends by the caliber of the battery and is stated in the unit table, to determine the defence value the dice is always a D8, with no bonuses or maluses.
In order to score a hit on the target the *attack value* will have to be **superior** to the *defence value*; if the *attack value* is inferior to the *defence* one the hit will be missed.
If the target is hit, the damage inflicted will be determined following the rules of the *Damage* chapter.

Maluses to attack value

During an attack the unit could be in different situations, that can interfere with the capacity of directing the fire and attacking wiht success.
in Admiral the influence of these situations in represented by numerical values that has to be subtracted or added to the attack value.
It has to be considered that during the second world war the modern fire direction systems were not available, and the sharpness of shooting depended on the human factor of gunners and gun directors.
The following are the factors that can interfere with the chance to hit the enemy:

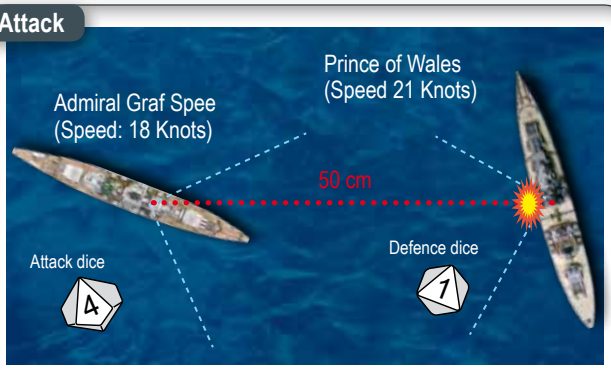
Size of target
A battleship or a battlecruiser is easier to hit than a light cruiser, or a destroyer. This feature is included in the unit defence value.

Distance of target
When the ship was close, the fire could be more effective than at greater distance; For this matter **Admiral** considers two different attack coefficients per section, one for the targets within half of the maximum range (short range) and one for the other half (long range).

Speed of target
A higher speed, for a ship, was even a higher manouvering capability, thus was harder for the enemy to score hits on her.
In **Admiral**, for every 10 knots/cm of speed, the attack value has a -1 malus (for example, if the enemy ship is proceeding at 24 knots the malus will be -2).

Orientation of the target
It's different to open fire on a ship that is parallel to yours than on a ship directing to you. The figure that can be hit is, in the second case, smaller than the first and it's harder to direct the fire on target. For this reason the defence coefficients of a ship are different wether the target is showing the side or stern(bow).

Attack



In the example, the Admiral Graf Spee fire the Prince of Wales from a distance of 50 cm with its primary battery.Its frontal attack coefficient is 3, so its attack will be equal to: 3 - 2 (because target speed is 21 knots) + 1D10 (referring to the caliber of its guns, as reported in its features). The defense roll of the Prince of Wales will be 3 (his defense factor on the flank) + 1D8. The first scores a 5, while the second scores a 4. The attack is greater than the defense, so the Graf Spee manages to hit the Prince of Wales.

LAUNCHING TORPEDOES

Even if gun batteries were the most important attack capacity, several units had a more discrete weapon: torpedoes.
While in submarines torpedo tubes were integrated in the ship's structure, on surface units they were mounted on deck and can be pointed only towards targets on the flank of attacking ship.
In **Admiral** a ship can launch torpedoes only against targets situated in their side's 90°.
Torpedoes have a range of 20 cm, and when a ship attacks using torpedoes is assumed that all the torpedoes of that side are used; once torpedoes are launched they are considered empty and cannot be used for the rest of the game.
The ship can always use the remaining ones on the other side of the ship, if available.
In the *Fleet Lists* the values printed in the section *"torpedoes"* represents the number of torpedo tubes per side that can be used during a turn.
If that value is in brackets it means that the tubes are mounted on the centerline, so if they are used on the right side they cannot be usded on the left side and vice versa for the rest of the game.
For every torpedo tube that launches a torpedo against the target 1d10 has to be rolled. Torpedoes will hit the target if the result of the roll is 1.
Unlike the batteries, that has an attack value that is determined by several factors and is opposed to a defence value, for the torpedoes a "success range" is estabilished, with no chance for the target to set defensive actions. The chance to hit is very low (1) but if we think about hitting a target with flying projectiles would be hard, let's imagine how hard it was to score a hit with a torpedo that has to navigate in water and thus needed more accurate calculations and timing. However this success range can be modified with bonuses and malues depending from various situations, as explained in the next paragraph.

Torpedo laungh bonuses and maluses

Size of the target
Launching a torpedo against a battleship was easier than scoring a hit on a light cruiser or a destroyer. For this reason in admiral the following bonuses has to be applied.
+3 (bonus) if the target is a BB, BC or CV;
+2 (bonus) if the target is a PB, CA, CVL;
+1 (bonus) if the target is a CL , AKo CVE;

Distance from the target
If the ships were very close, the torpedo had a shorter run to perform, and it was easier to estabilish the correct time to launch. For this matter in **Admiral** is assumed that launching a torpedo against target within a 10 centimeters range give a bonus of +1.

Speed of target
A higher speed, for a ship, was even a higher manouvering capability, thus was harder for the enemy to hit her with a torpedo.
In **Admiral**, for every 10 knots of speed the attack value has a -1 malus (for example, if the enemy ship is proceeding at 24 knots the malus will be -2)
Against a standing target, or with reduced maneuvrability (for example, a ship with a damaged rudder) the score range receive a 1 bonus.

Orientation of target
It's different to launch torpedoes on a ship that is flanking you than one that is pointing towards you.
In **Admiral** launching a torpedo against a a ship that is showing her side (use the direction template to check if the ship is giving her side or not) give a bonus of +1.

Example: *Destroyer Dardo has two torpedo launch stations on the centerline. It reach swiftly the side of the british battleship Prince of Wales, that is going at 21 knots at a 15 cm distance and decide to launch her torpedoes.*
Having 2 torpedo launching stations Dardo rolls 2 d10, and needs to obtain 1 on both dices to score a hit.
to this value the following bonuses and maluses have to be added and subtracted:
+3 becouse Prince of Wales is a battleship (BB)
+1 becouse Dardo is within the 9° of prince of wales (it's flanking her)
- 2 becouse Prince of Wales is going at 21 knots.
The result of the D10 dice roll will have to be:
1 (base value) + 3 (target size bonus) + 1 (target direction bonus) - 2 (target speed malus) = 3.
in this case, the player will have to obtain a result of 1-3 on a d10 to score a hit on the ship.

DAMAGE

Once the *attack* scored a hit it's necessary to estabilish what damage the target substained. A damage is determined for every scored hit, confronting the attack dice roll result and the armour value of the target. Only the dice roll result is to be considered, with no consideration for bonuses and maluses and attack coefficients, and the armour value, without considering the *defence* dice roll.

LIGHT AND SEVERE DAMAGE

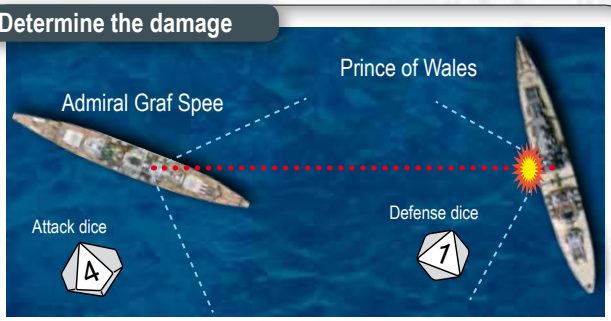
During an attack two kind of damage may be inflicted:

Light Damage: It's inflicted when the attack value (the result of the dice roll) is **lower** than the armour value of the target. Light damage does not affect the ship structure and is considered repaired at the end of the turn. It can cause a *Critical Damage* at the superstructures and activates some *automatic actions* for the target unit, as better explained later;

Severe Damage: it's inflicted when the attack value (the result of the dice roll) is **equal or higher** than the armour value of the target. *Severe damage* causes the loss of a *Structure Point* and it cannot be repaired automatically at the ened of the turn, but requires a dice roll for *Damage Control* to recover the loss *Structure Point* (see the dedicated paragraph).

Critical Damage: it's a direct consequence of the previous kind of damage and represents an operational degradation for the target ship.

Determine the damage



In the previous example we saw that the Admiral Graf Spee manages to hit the Prince of Wales.
However, the result of the attacker's unmodified attack roll is less than the target's armor value (5), so the Prince of Wales collects only a Slight Damage.

CRITICAL DAMAGE

Once a light or severe damage is inflicted a new dice is rolled to determine the critical damage. If the damage inflicted is a light one 1d6 has to be rolled, while if it's a severe one 2d10 will be rolled.
The result of the dice rolls will determine the kind of operational degradation to be inflicted to the unit.
Each unit cannot take the same critical damage more than one time, except the cumulative ones (wich sums their effect every time and are indicated in the following tables).
If a unit withstand the same critical damage already received, or a damage it cannot receive (for example, a battleship that receives the light critical damage with 3 on a d6) it's assumed that for that hit no critical damage applies.

Critical Light Damage Results

1D6	Effect
1	The damage do not cause operational degradation
2	Torpedo tubes hit (cumulative) - all of the nex torpedo attacks will have a -1 malus
3	On deck aircraft hit (cumulative): a squadron that has not took off is destroyed.
4	Comunication tower hit: ship's radar is destroyed, with a -1 malus for long range attack; radio is destroyed too, the ship can not give or receive Admiral Orders, unless the other unit is within a 30 cm range and inside her line of sight. this distance has to be calculated from the point the admiral order is given.
5	Conning tower hit: the operating chamber of the ship is shattered by the hit, and for the next activation could only open fire in the last target ship (or ships, if she was shooting at more than one) even if it's not the nearest target; if for any reason that target is not available anymore the ship will not shot to other targets. In her next activation the ship will not rotate for any reason, and will have to keep unmodifyed her speed.Moreover, the ship will not receive or give any admiral order. In the activation after this one the ship will start to act normally again.
6	Anti Aircraft batteries hit (cumulative). The hit destroyed part of anti aircraft artilleries: a degradation factor of -1 will be applied to the anti aircraft coefficient.

Critical Severer Damage Results (in the official version only).

TORPEDO DAMAGE

When a torpedo hit a ship a breach in the hull occurs. certain operational degradation can not be applied (it's impossible to hit the conning tower with a torpedo). For this reason in **Admiral** a torpedo always generate a Severe damage with a critical damage to be determined using the following table: **(in the official version only)**

AUTOMATIC ACTIONS

The image of the brave commander, a contemptous sea dog who proceed bravely towards the enemy until death is very romantic and fascinating.In reality a commander, of a destroyer or of a battleship, had to report his acting to a higher command, had to follow strategic needs and was responsible of the life of his men and of the economic value of the ship he was leading.
That said, is evident that a commander under enemy fire tired to act in order to protect the ship, to minimize the risk of damage and to achieve a less exposed position.
This aspect in Admiral is reassumed in some *automatic actions* that the ship will have to perform in the activation after having received a damage.

When the unit receives a **light damage** will have, during the next activation (even if it occurs in the next turn) to turn as soon as possible to gain distance from the attacking ship and other near enemy units. The ship will not accelerate or decelerate, and if it's an aircraft carrier it cannot launch or recover aircrafts. During this phase the ship can still shoot, but her attack value will have a -2 malus..

When the unit receive a **severe damage** will have during the next activation (even if it occurs in the next turn) to turn as soon as possible to gain distance from the attacking ship and other near enemy units. The ship will not accelerate or decelerate, and if it's an aircraft carrier it cannot launch or recover aircrafts. during this phase the ship cannot shoot.

These automatic action will affect the ship only in the activation following being hit; after that the ship will start to act normally again, if another damage is not received.
Automatic actions are not cumulative; even if the ship receives several severe damages the automatic action will be a single one and wwill expire after the activation.
If the unit receive both a light and severe damage the automatic action related to the severe one will prevail upon the one related to the light one, without summing.
The ship will have to veer even if this would take her outside the battlefield, (being therfore removed from the game) or on the course of another ship that could ram it.
However, the ship can not ram another one and will have to try to act in order to avoid ramming other units.

Example: *The light cruiser Cadorna shoots against the aircraft carrier Ark Royal, scoring a severe damage with her primary battery and a light damage with her secondary one.*
The Aircraft carrier, at her next activation, will have to keep her speed and veer as soon as possible to gain distance from the Cadorna or any other enemy unit.
The Ark Royal will not launch or recover any aircraft, and will not shoot; if no more damage are taken, the Ark Royal can, in her next activation, start to act normally again.

Automatic actions are subject at the effects of the critical damage substained by the unit; if, for example, the boiler of the ship is destroyed reducing her maximum speed at 5 knots, the unit will not keep her current speed, even if imposed by the automatic action, but will have to decelerate of the maximum available.
Light and *severe damage* tokens are posed on the unit as soon as it's hit, and will be removed once the unit performed the *automatic actions* that is subjected.

DAMAGE CONTROL

Naval units was complexe realities in wicht the crew performed various task, that guaranteed a certain grade of self-sufficiency at sea.
Between these tasks the one described here is the damage control team tastk; those teams tried to repair and limit the damage that the unit substained during a fight; most of the times these riparations was made in a hurry, and were due to keep the ship afloat.
In Admiral every unit has a *Damage Control value* (D.C.) that represents the number of damage control teams available. **(in the official version only)**

ADMIRAL ORDERS

Admiral orders are "special" orders that is possible to impose to the units in game and that are, in a certain way, different from the common attack and defence actions normally performed by the ships during the battle. To give these orders is necessary spending the so called *Admiral Points*.
Admiral points are not a given and fixed value, but are determined at the starting of every turn as the sum between the highest *Admiral Value* and the initiative roll of the oplayer (see *"battle preparation"* chapter in the *"Play Admiral"* section).
The result represents the *Admiral Points* that the player can spend during that turn. During the *cronometric phase (see below)* the points not used are lost.
Every *Admiral Order* costs *1 Admiral Point*, that has to be spent in the turn in wich the order is given. Every naval *unit* can perform every *admiral order* only once per turn; this means that is possible giving two or more *admiral orders* to a ship, but the same admiral order cannot be given more than one time.
The following are the *admiral orders* that is possible to give to the units: **(explained in the official version)**

MOVEMENT RELATED ORDERS

Engine power at 110%

Evasive maneuvering

Planned Veer

ATTACK RELATED ORDERS

Specific target

Barrage fire

Splitted fire

DAMAGE RELATED ORDERS

Defending fire

Immediate Orders

AIRCRAFT OPERATION RELATED ORDERS

Landing

Take off

TACTICAL ORDERS

Smoke screen

Mine Field

Torpedo barrage

Protection screen (aircraft)

Movement in formation

PREORDER

Preorder is a very peculiar type of *Admiral Order:* being quite complex and bound to the game mechanic and sequence will be covered in the *"Play Admiral"* section.".

PLAY ADMIRAL

GAME SETUP

FLEETS

Before starting the battle, the forces that will be used in the field must be determined: each player, therefore, chooses the naval units that will be part of his fleet using the appropriate fleet lists and compiling the ship cards (which we will see in the "Fleet list "). If a battle is played within the missions provided, the composition of the fleet will be specified for each mission in a more or less precise way; in case you want to reconstruct a historical event that does not appear among the missions provided, the history books will tell which units were involved and how; if the battle is fictional, players can freely agree on the units to be used.

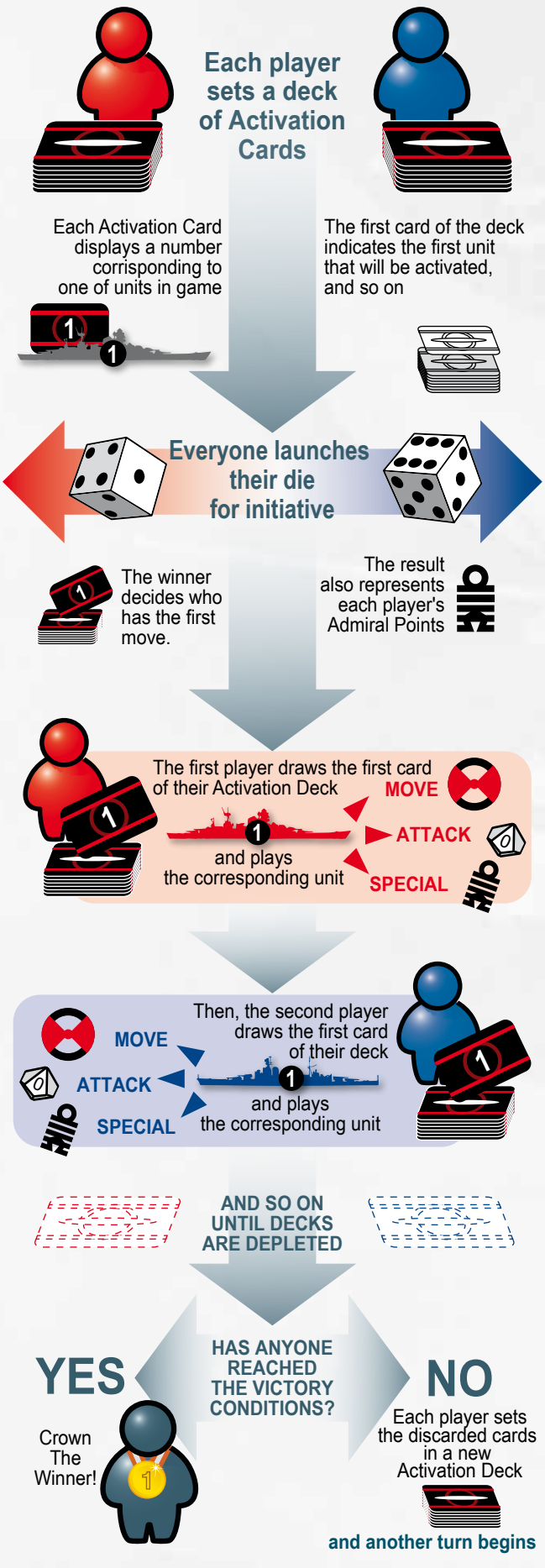
It is not possible to deploy ships of the same name, not even if they are different players, unless they belong to a different nationality or to a different type: thus, for example, the famous American aircraft carrier may be present on the field , and the English light cruiser Enterprise, but two Bismarcks will not be present, even if they belong to two different players.

BATTLEFIELD

In Admiral the naval battles take place on a table measuring 180x240 cm or 120x180 cm depending on the type and extent of the collision.
Moreover, despite a naval battle taking place in the sea or in the oceans, flat boards without hills or valleys, it is however possible that the fleets do battle at a short distance from coastal areas, islands, rocks and shoals. As we have seen, these geographical elements have certain rules that will influence the performance of the clashes together with the meteorological conditions in which the ships will find themselves.
In each missions supplied with Admiral, the geographical elements

Many sources describes the amazement of german officers towards the luxury and attention to detail on board of italian ships and submarines.

THE GAME



present on the battlefield and the meteorological conditions are specified in a special section of the card, so it will be sufficient to follow the instructions given mission by mission.
In the case of reconstruction of a battle not present between the missions, it will be the search for the players on the real conditions of the battle that will determine the presence of islands or coasts, shoals or rocks, storms or calm sea.
In a fantasy battle, on the other hand, players will be able to "build" the battlefield by freely establishing the degree of density of the scenic / geographical elements present, as well as the weather conditions in which the battle will take place, or they can use the following tables which , based on the result of a dice, they will determine the type of scenic present in the field and the weather conditions.
(see official version to see the appropriate tables)

CHOOSING FLAGSHIPS

Once the battlefield has been prepared and the weather conditions have been established, the players will have to proceed to determine the extent of the Command values referred to the respective flagships.Each player will have to roll 1D10 for each of his flagship that is part of the fleet; compared the results with the table Command values and established the level of each Admiral, he will proceed to assign the values to the flagships. Note: Command values are assigned after being determined, 1D10 is not rolled for a specific ship. Thus, if, for example, the admiral ships are 3, the player will launch 3D10 comparing the value with those shown in the command values table, then he will decide which ship to assign the individual *command values*.
The *flagship* to which the highest *command value* is assigned is automatically the fleet *flagship*; if there are more ships with the same value, the player will decide which fleet flagship to elect.
The Command Value must be shown on the card of each flagship in the appropriate space at the top right.

NUMBER THE UNITS

Each player assigns a progressive number to each vessel that makes up his fleet and returns it to the corresponding card; each number will be associated with an activation sequence card.

INITIAL PLACEMENT OF THE UNITS

Generally the units are placed according to what is established in the *missions sheets*.
In the case of a pure fantasy battle, proceed as follows.
Each player rolls 1D6 and whoever gets the highest value decides whether to place one of his units on the battlefield or leave it to the opponent.
Players place their units one by one alternating until both units have run out. Use activation cards with the corresponding numbers facing down to place his units. The direction must correspond to that of the silhuette shown on the back of the card (the red arrow represents the bow) and the center of gravity of the ship must correspond to that of the card itself.

Once all the cards are placed, the players discover them and place in each of them the ship that is identified by the corresponding number on the card.
All the ships that, following the placement, come to be 5 cm or less from each other (considering the distance between the hulls) are considered to begin the battle in formation (see "*Movement in formation*" among the *"Admiral Orders"*).

INITIAL CONDITION OF UNITS

Unless otherwise specified by the missions, at the start of the battle it is assumed that the units are moving at a speed equal to 2/3 of their maximum speed (rounded down by default). Thus, for example, the Prince of Wales (maximum speed 28 Nodes) would be considered moving, at the beginning of the battle, at a speed of 18 knots.
Units entering battle in *formation* are considered to be moving at a speed equal to 2/3 of the maximum speed of the slowest ship that is part of the formation.
This is the only effect that the *formation* brings: during the turn the ships that compose it can move freely and even move away from each other as during the turn, the formation is considered "dissolved" and does not generate further effects. For the purpose of the turn, the units behave exactly as if they were in a normal turn: they will have to make a certain shift before turning. It will however be possible, only for this turn, to play a *Rotation Planned Admiral Order*, which will have the immediate effect of immediately allowing a unit to rotate, as if in a previous turn it had moved the space necessary to execute it.

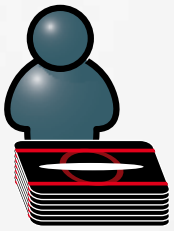
THE TURN

As we have already explained, the turn is the time frame in which all the units involved in the collision are activated in sequence and all game effects are resolved and each player activates his units one at a time alternating with the opponent. The Turn is subdivided into Phases which allow the strategic management of combat.

TURN PHASES

Each *Turn* is divided into 3 Phases:
- Tactical Phase
- Operational Phase
- Chronometric Phase

Tactical Phase



Tactical Phase begins the current *Turn*.
First, each player secretly establishes an activation sequence for his units, in other words the order in which these units will be activated during the *turn*.This order is established by stacking, in a deck for each fleet, the cards that represent the units, with the numbers facing down, and so that they are in ascending order with respect to their activation (with the topmost card representing the first unit that will be activated and then the following one until you reach the one lower which will be the last unit of that fleet activated in the *turn*).
Once the *activation sequence* has been set, the players launch, each, 1D6 and add the highest *Command value* of their fleets.

The resulting sums represent the *Admiral Points* available to each player for that turn. This throw is also called an *Initiative Throw* since the player who scores the highest sum has the right to decide whether to have the first *hand* or leave it to the opponent.

In the event that these sums turn out to be the same, a new die roll will be made until different results are obtained but the number of *Admiral Points* available to the players will remain the one determined by the first throw.

Example: *player A has, within the fleet, a Admiral of Good level (+1 on the die roll) while Player B has one of the Poor level (-1 on the die roll). Both players roll 1D6: player A gets a 3 for a total Initiative value of 4, while player B gets a 6 for a total Initiative value of 5. B can then decide whether to act first (to be Hand) or let his opponent act first. He will also have 5 Admiral Points to spend on Admiral Orders for that turn, while A will have only 4.*

Operational Phase

The *Operative Phase* consists of the alternation of the players' hands: a player's hand consists in making a unit of his fleet move and shoot. In particular, when a player is activating a unit, he draws the top card of his *activation deck*, shows the number to the opponent and activates the corresponding *unit* making it move, shoot and perform all the actions that are allowed by any *Admiral Orders*; once this is done the hand pass to the opponent who will draw the top card of his *deck*, show it to the opponent and activate the corresponding *unit,* and so on, until the all the units on the field are activated.

Example: *player A is activating his unit; first he draws the top card of his fleet activation deck, shows the number to his opponent and goes on to activate the unit bearing that number marked on the card that represents it. Player will be able to move this unit, have it fired and have it execute any Admiral Orders (paying the cost in Admiral points). After that the hand will go to the opponent who will become the hand player, and so on.*

The tragic ending of the Matapan battle was not due to the use of the RADAR from the royal navy: the radar was, in fact, at it's firs stage of developement and was unreliable. The identification of the italian ships was made by eyesight from Frigate Captain Power.

Chronometric Phase

The *Chronometry Phase* closes the current *turn*. In this phase are considered all those game effects that are resolved in a certain number of turns and all those units that suffer effects due to certain conditions.

In particular, during the chronometric phase:

- the units with 2 or 3 structure points sunk during the turn are removed, and those with 4 structure points sunk during the previous turn;
- air squadrons that do not have a unit suitable to shelter them within their range of action are removed;
- the *Barrage Torpedo* markers launched during the turn are removed;
- the *Smoke Curtain* markers removed during the previous turn are removed (if the unit that laid them out has been destroyed);
- the landed *Air Squadron* tokens are turned over after making an attack in the previous turns, on the side that has torpedoes / loaded bombs.
- Attempts to repair a *Serious Damage* per unit are made through a *Damage Control* roll.

Unequal clash

Some clashes had reports of the forces in the field decidedly unbalanced. In **Admiral**, to avoid downtime during the game and give the minority player the chance to have more tactical options, it is possible, for every 2 units of difference, to add to his *activation deck* a "Pass" card with white back, with which the player simply passes the turn to the opponent without acting. If the player had a pre-order card, he does not have to pay the upkeep cost in *Admiral Points* on his "Step" turn. During the fight, at each turn, the "Pass" cards vary according to the disparity but the player cannot have more than 10. The "Pass" cards cannot be pre-ordered, not being units.

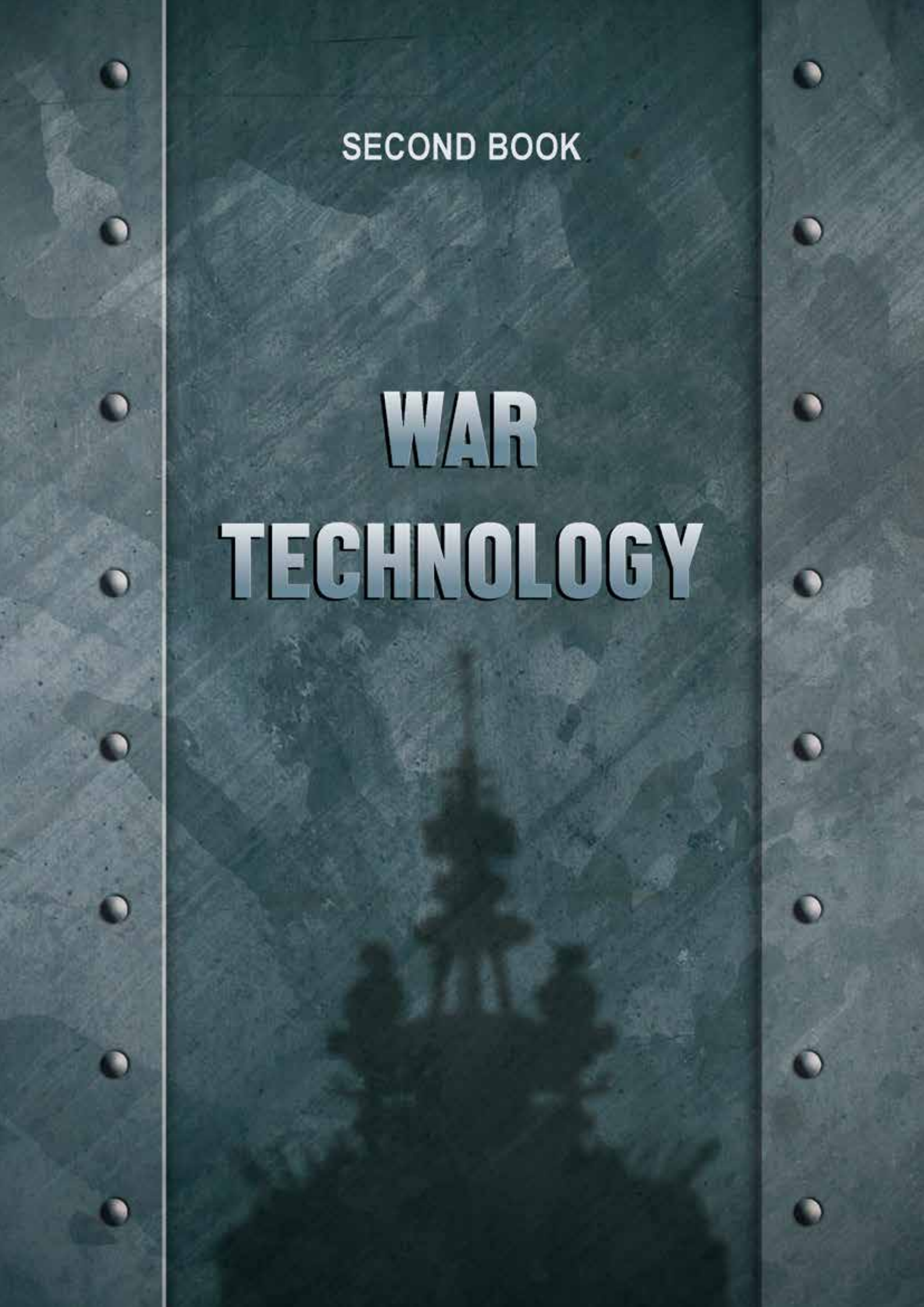
Victory conditions

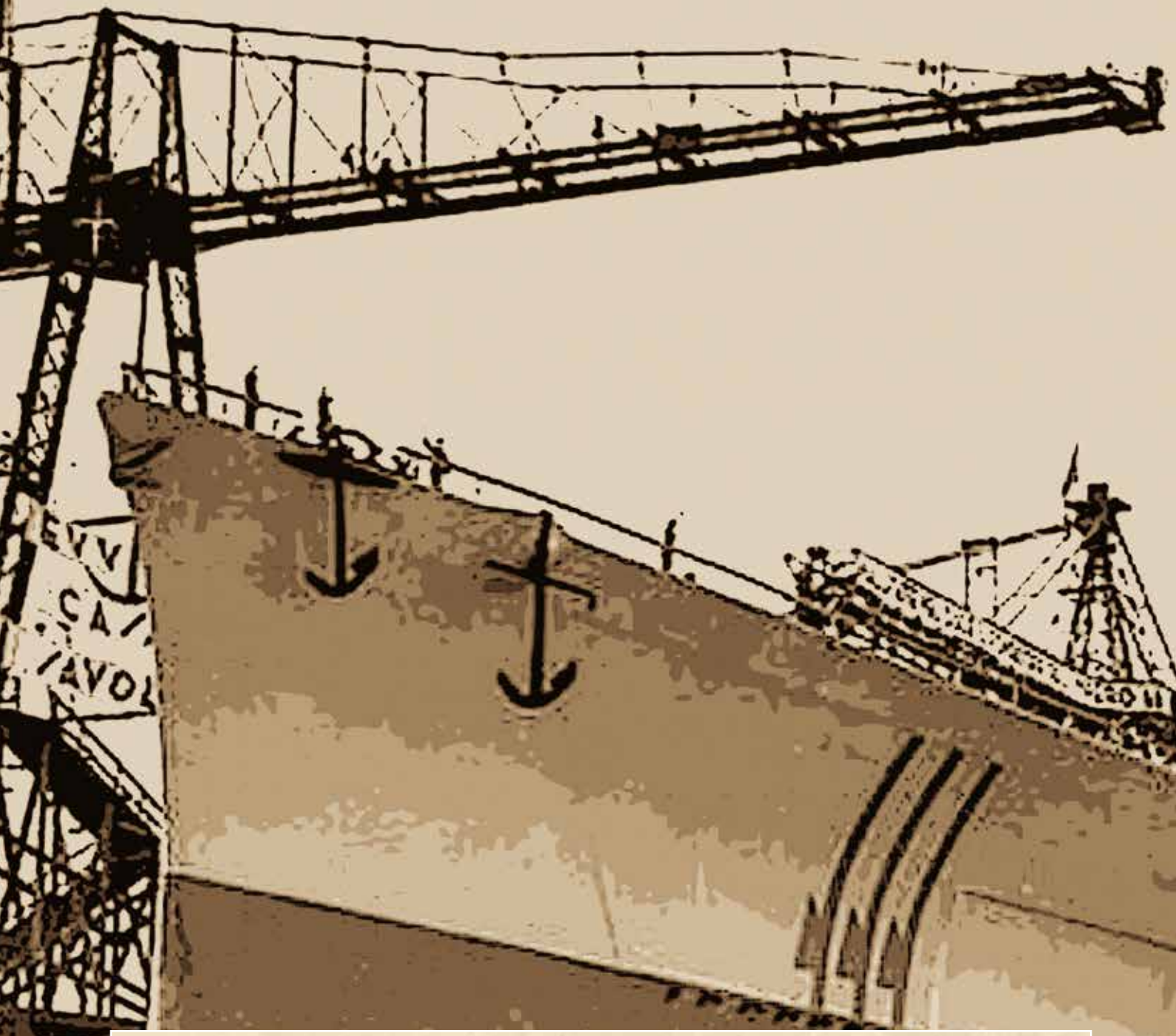
Generally the victory conditions are determined by the mission you intend to play, or by the historical goals of the battle you want to rebuild.

In all other cases, those who succeed in reducing the number of opposing flagships to less than half their number at the start of the battle are considered victorious.

SECOND BOOK

WAR TECHNOLOGY





SPECIAL RULES

Smoke projectors

The destroyers were equipped with nozzles that projected a dense chemical smoke capable of concealing even the largest ships.

A unit with this characteristic is able, using 1 *Admiral Point*, to spread a smoke screen along its navigation path. All *lines of sight* crossing this smoke screen suffer a -1 to attack roll for each smoke screen that stands in the way of the target. The curtain will fade at the end of his next shift.

Malfunctioning torpedoes

At the beginning of the conflict, many units mounted torpedoes whose effectiveness had not gone much further than those of the First World War or which were even too sophisticated.

The torpedoes mounted on the unit are very delicate and may malfunction; once the target is hit, the attacker rolls 1D6: with a result of 6+ the torpedo does not cause any type of damage (neither structure nor critical points).

Magnetic Head

They were still experimental and not substantially used by the conflict navies.

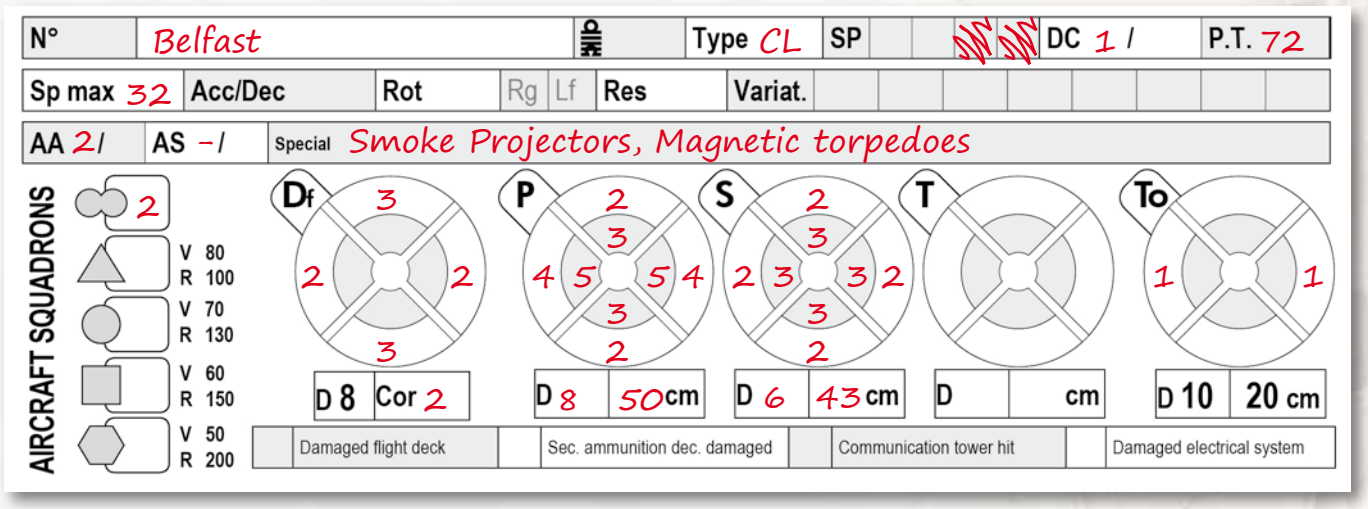
The unit can use magnetic torpedoes that cancel the effects of the protection belt and cause double damage compared to normal torpedoes (2 structure points but only one critical damage, and their use is declared at the time of the attack, but before solve it). Being very delicate, however, there is the possibility that they do not cause any damage: once the target is hit, a D6 must be thrown (before launching that of the critic) and, with 5-6 the torpedo does not deal any damage (nor structure points nor critic).

(Other options are provided in the official version)

UNIT SCHEME

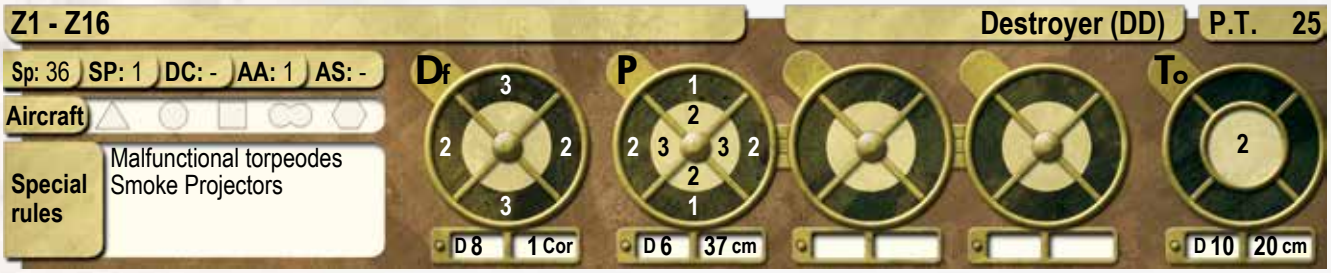
1) Name:identifies the unit within its Class;
2) Type: indicates what type of unit is the one considered;
3) Tactical Points (P.T.): it represents the tactical value of unity in battle and is useful for calculating balanced battles between fleets.
4) Speed (Sp): indicates the maximum speed, in Knots, of the unit;
5) Structural Points (SP): how much *severe damage* the unit can sustain before being declared *sunk*;
6) Damage Control (DC): how many recovery attempts PS can make;
7) Anti Aircraft Factor (AA);
8) Anti Submarine factor (AS);
9) Aircraft: Fighters △, Dive Bombers ○, Torpedo Bombers □, Spotter ⊂⊃ and Tactical Bombers ⬡ unit has;
10) Special Rules: the special features the unit has;
11) Defence factor (Df): the values are reported according to the section (the upper bow; in the Obsolete Units the values with short range are also reported). In the boxes below the porthole the nut (D) used and the value of Corazza (Cor) are shown.
12) Primary Battery (P) / Secondary (S) / Tertiary (T): The values are shown at short range (light area) and at long range (dark area) depending on the section (the bow is at the top): if the value is "0" no die modifier is given, if it is not no value present then you can't shoot from that section. In the boxes below the porthole the nut (D) used and the value of Maximum range (in cm) are shown
13) Torpedoes (To): position of the stations is indicated; if the value is only one, in the space at the center of the porthole, it means that the torpedoes have only central positions. In the boxes below the nut (D) and the value of Range (in cm) are shown.

FOLLOWING AN EXAMPLE OF COMPILING A UNIT CARD



FORCES INVOLVED FOR DEMO VERSION

KRIEGSMARINE



ROYAL NAVY


Demo Scenario
ROYAL NAVY
1.Light Cruiser Belfast; Destroyers Crusader and Firedrake(A-F Class)
KRIEGSMARINE
1.Light Cruiser Nurnberg Destroyers Z1 and Z2 (Z1-Z16 Class)
ATLANTIC
31
METEO-TELEX
Calm Sea Conditions
ROYAL NAVY ORDERS
Destroy all enemy units.
'39-'45
This i s only a demo scenario without historical confirmation.
KRIEGSMARINE ORDERS
Destroy all enemy units

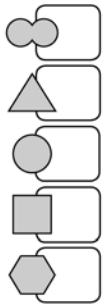
Fleet | P.T. | Player

N° | Type | SP | DC / | P.T.

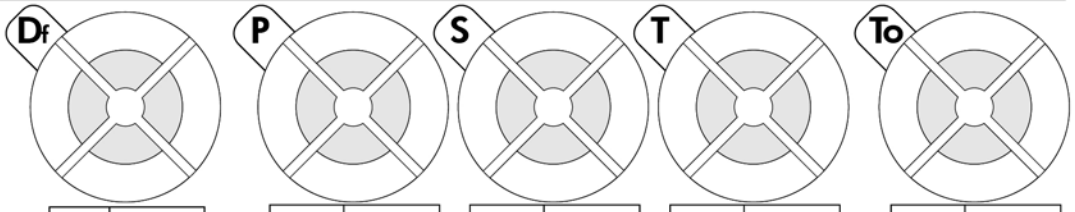
Sp max | Acc/Dec | Rot | Rg | Lf | Res | Variat.

AA / | AS / | Special

AIRCRAFT SQUADRONS



V 80 R 100
V 70 R 130
V 60 R 150
V 50 R 200



D 8 Cor | D cm | D cm | D cm | D 10 20 cm

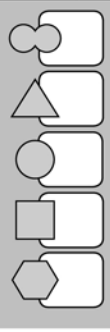
Damaged flight deck | Sec. ammunition dec. damaged | Communication tower hit | Damaged electrical system

N° | Type | SP | DC / | P.T.

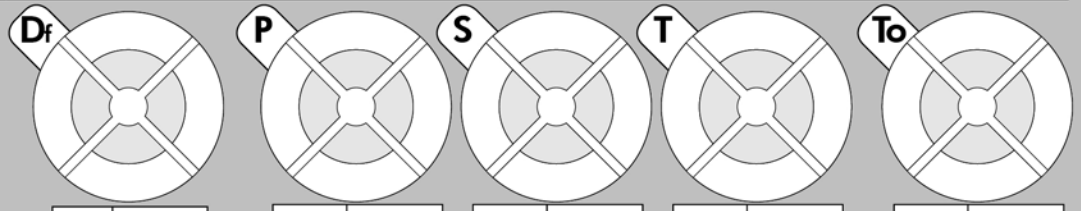
Sp max | Acc/Dec | Rot | Rg | Lf | Res | Variat.

AA / | AS / | Special

AIRCRAFT SQUADRONS



V 80 R 100
V 70 R 130
V 60 R 150
V 50 R 200



D 8 Cor | D cm | D cm | D cm | D 10 20 cm

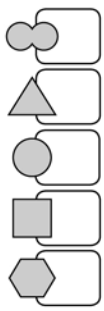
Damaged flight deck | Sec. ammunition dec. damaged | Communication tower hit | Damaged electrical system

N° | Type | SP | DC / | P.T.

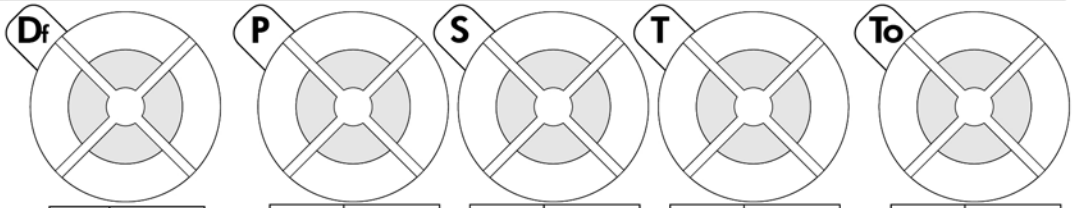
Sp max | Acc/Dec | Rot | Rg | Lf | Res | Variat.

AA / | AS / | Special

AIRCRAFT SQUADRONS



V 80 R 100
V 70 R 130
V 60 R 150
V 50 R 200



D 8 Cor | D cm | D cm | D cm | D 10 20 cm

Damaged flight deck | Sec. ammunition dec. damaged | Communication tower hit | Damaged electrical system

N° | Type | SP | DC / | P.T.

Sp max | Acc/Dec | Rot | Rg | Lf | Res | Variat.

AA / | AS / | Special

AIRCRAFT SQUADRONS

V 80 R 100
V 70 R 130
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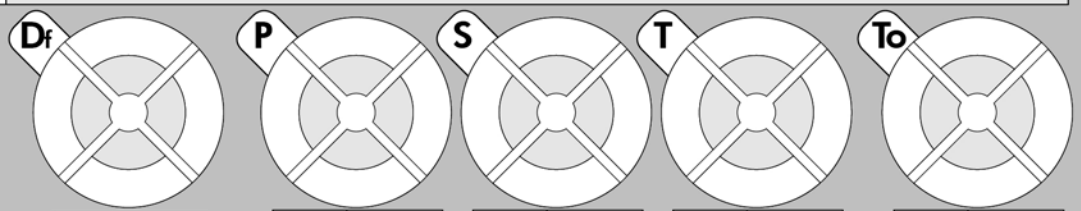
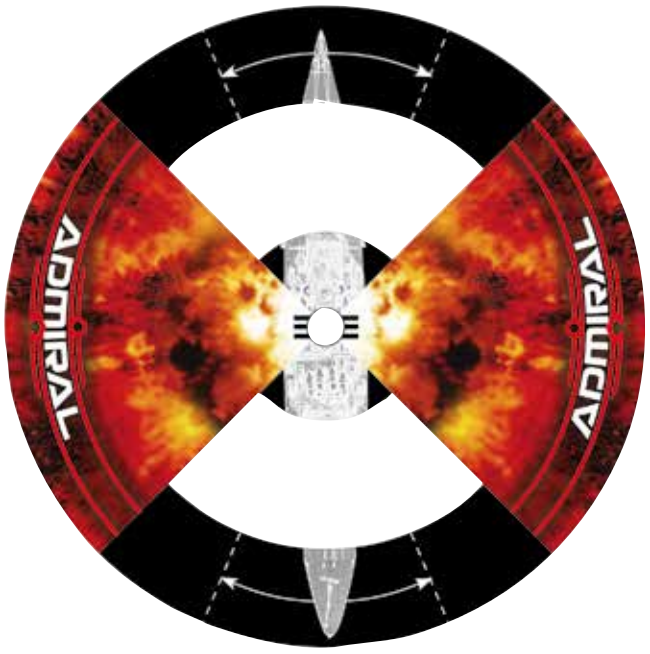
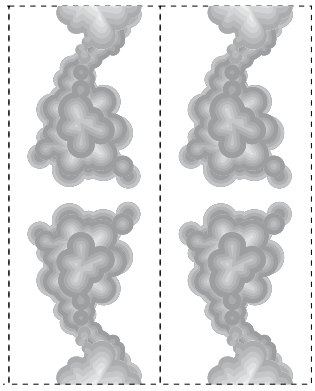
V 50 R 200

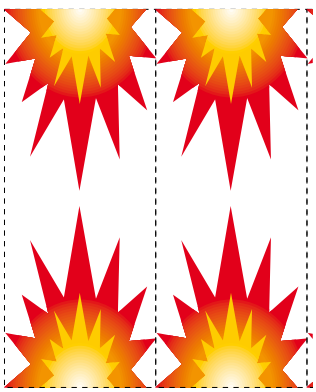


D 8 Cor | D cm | D cm | D cm | D 10 20 cm

Damaged flight deck | Sec. ammunition dec. damaged | Communication tower hit | Damaged electrical system







A-F Class

Z Class