

ADMIRAL

RULEBOOK

Admiral the Board Game is a naval wargame which involves units represented by special cards showing their main characteristics.

Card units move and act on a 8x8-square battlefield representing the water surface of the sea where the clash is taking place.

The game uses some special dice, each allowing specific actions for each unit.

During the battle each player will launch 2 dice for each unit they control and will use their results to perform actions such as attacking or moving.

THE BATTLEFIELD

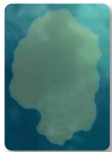
The battlefield is represented by an 8x8-square area and two dashboards with spaces for markers and card-units when they are not in use.

Before the beginning of the game, players can add scenery elements if they so wish.



Island card

The Island card cannot be crossed by units during their movements, and interrupts all lines of sight crossing it.



Shallow Waters card

The Shallow Waters card cannot be crossed by most naval units. Only Destroyers (DD) and surfaced Submarines (SS) can cross Shallow Waters. A Submarine can never cross Shallow Waters when it is submerged.



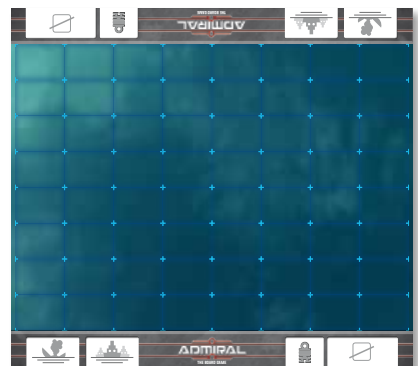
Bank of Fog

The Bank of Fog can be crossed by any type of units, but interrupts all lines of sight crossing it. If a unit enters a bank of fog, that unit must stop immediately. A Unit cannot attack or be targeted as long as it remains in a bank of fog and can only move one square away when leaving the bank. The submerged submarines are immune to Bank of Fog effects and can be attacked by Depth Charges as usual.



Sand Bank

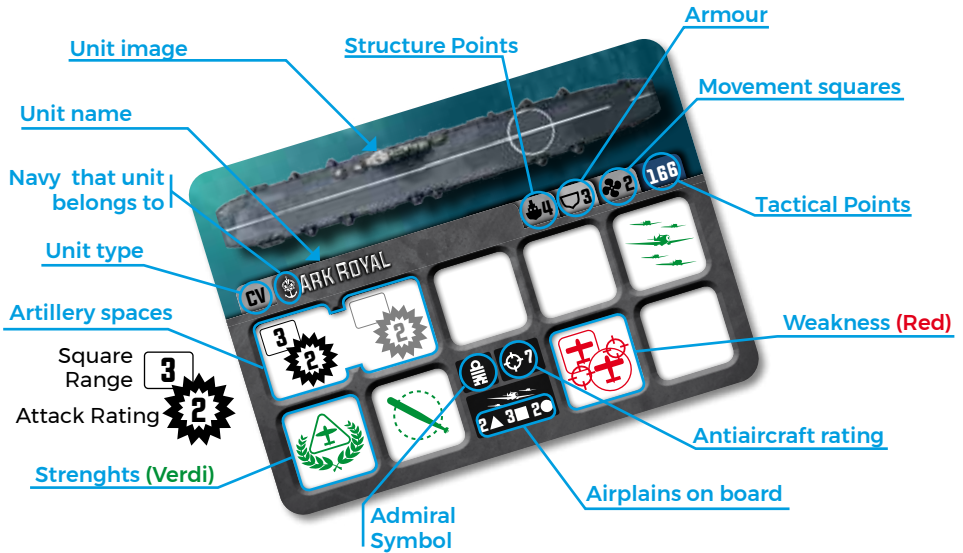
The Sand Bank cannot be crossed by any naval unit, but it doesn't interrupt any line of sight crossing it.



UNIT CARDS

Card structure

In *Admiral the BG* each unit is represented by a card showing all symbols and numbers relative to its features.



THE GAME

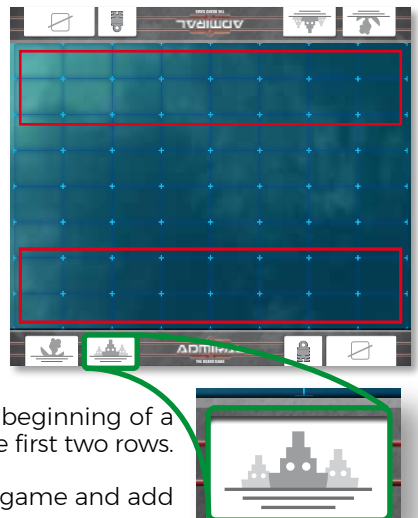
Setup

To play *Admiral the Board Game*, you must compose your own fleet first.

To do so, Players agree on an amount of Tactical Points for the battle and pick units for a total cost up to that amount. Players then take their units cards and place each of them face down on a different square in one of the **two closest rows** of the battle-field. When they both deployed their units, they flip the cards revealing their units and the battle begins.

If a player have more than 16 unit cards, they place the exceeding ones in the **Stand-by Area** on the game board. They can play them at the beginning of a later turn, when there is an available space in the first two rows. (e.g. an unit sunk or moved).

The player can choose which unit will enter the game and add to their dice pool two dice for this new unit.



GAMES RULES

Admiral the BG is played over a series of round, each subdivided into 5 phases:

- 1. Initiative
- 2. Action dice roll
- 3. Movement
- 4. Attack
- 5. Game effects resolution

1 - INITIATIVE

At the beginning of the round, each player rolls two dice for each unit they control that has the Admiral Symbol on its card. The player who gets the most Admiral symbols from this roll, can decide who will be the first player to move a unit in the following Movement phase. Players roll dice until a majority is obtained.

Important: *This roll doesn't contribute to the following Phases and the results obtained by these dice are discarded after the end of Initiative phase.*



2 - ACTION DICE ROLL

Each player assemble a dice pool with two dice per unit they control and roll them all. The symbols with this roll, will be assigned to specific units to make them perform actions.. Features of each unit are represented on its reference card by the same dice symbol, but in three different colors: black for basic features, Red and Green for special features. Assigning a die means to place it in a space on the unit's reference card showing the same symbol (or any other symbol if you are placing an Admiral Symbol. This will trigger the activation of that unit.. It is possible to assign more than one die to a single unit to activate different features, but you can place one die only to every space, except for the Torpedo space (you can place as many dice as the number printed on that space).

Symbol	Meaning
	Movement Symbol When assigned to a unit, that unit can move on the battlefield up to the number of squares shown on its reference card..
	Artillery symbol When assigned to a unit, it can use its artillery and open fire.
	Torpedo Symbol When assigned to a unit, it can attack an enemy using its torpedoes.
	Anti aircraft This symbol is used in case of attack by enemy planes (as better explained below).
	Depth Charge It allows to destroy a submarine that is on the same square of the unit the die is assigned.
	Admiral symbol It allows to activate any black Basic Feature or green Special Feature on one of your unit or any Red Special Feature on a enemy unit.

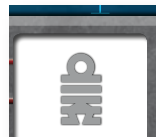
A die can show more than one symbol. You can't use both, you have to pick one.

Once you used a die, remove it and place it in the Exhausted Dice area on the game board. At the end of the turn all dice are considered Exhausted, you can't keep them for a future use.



Admiral symbol

When rolling the dice, place all the dice showing the Admiral symbol on the game board. These dice can be used to activate green Features on your own units' cards (positive effect) or the red ones on the enemy's cards (negative effect). Each one of these effects is explained at the end of this rulebook.



Comparison of results

Every time dice are rolled in a comparison (for example in a clash among airplanes) symbols have the following value hierarchy:

Admiral > Artillery > Torpedoes > Movement

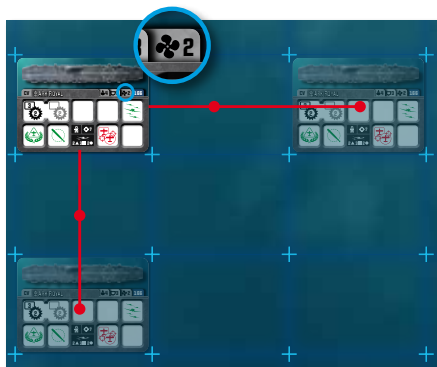
3 - MOVEMENT

Starting from the first player (chosen in the Initiative phase), players alternative to assign a Movement result to each of their units and move it.

Players alternate in assigning Movement results to their units and moving them. In this phase players can also activate Features that involve Movement (Smokescreen, Low draft and so on) if they have the needed Admiral Symbols.

Assigning a Movement symbol to a Unit allows you to move that unit of a number of squares equal or less to its Movement value on its reference card. Movement can be horizontal or vertical but not diagonal.

You can only spend one Movement die per turn on a unit (place the die on the picture of the unit as a reminder). Players can use as many Movement symbols they want, even none. All the dice that only show the Movement icon (used or otherwise), become exhausted as soon as you decide to not move a ship. Place them on the game board until next turn (but **one** Admiral symbol can still be used to make a Movement later during this phase).



Repairs

During the Movement phase, players can exhaust Movement and Artillery results to regain Structure Points for their units. For each pair of Movement and Artillery spent, a unit can regain 1 Structure Point.

Protection screen

During Movement phase, an aircraft carrier can exhaust an Admiral die to launch up to 3 air squadrons they have on board to protect specific units (even the carrier itself) for the turn. Place the Squadron tokens on the unit cards to protect them.

Squadrons that are not assigned to a unit as protection screen can be placed on

any square of the battlefield and used in the following phase to attack one or more enemy unit. At the end of the Turn, all aircraft that are not destroyed, land on their aircraft carrier automatically, but if the carrier is destroyed, they are destroyed with it and removed from the battlefield.

4 - ATTACKS

Both players assign their Artillery/Torpedoes/Depth Charge/Admiral dice to their units at the same time.

The effects of all actions performed during this turn will be resolved during the following phase (Resolution). For example, if an attack sinks a unit, that unit can still attack: it will be taken off the battlefield only during the Resolution phase. Only aircraft attacks are resolved during the attack phase.

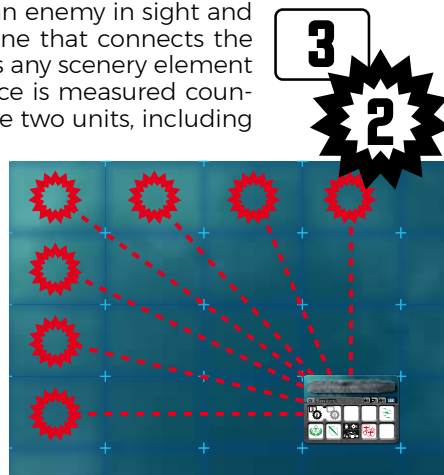
Artillery

Using an Artillery symbol, a unit can target an enemy in sight and in range. The line of sight is an imaginary line that connects the center of the two cards and it must not cross any scenery element nor unit that can conceal the target. Distance is measured counting the number of squares that separate the two units, including the target square.

The dimension class of each unit corresponds to the number of Structure Points on its reference card. A unit conceal other units with equal or less Structure Points. An attack is considered "effective" if its value is equal or greater than the Armor Value of the target.

Usually each Artillery has two spaces on a reference card: if you assign an Artillery die to both of them the Attack value doubles. Important: range will be unaffected. If one of the dice shows an Admiral symbol, the attack can be split: you can target two different units, if you wish, but the attack value will not double.

If the attack is effective, the attacker places a Critical Damage token on a black or green feature of the target, disabling it for the next round. If the Attack value **exceeds** the Armor value, the target will also lose a Structure Point. When a Unit loses its last Structure Points is Sunken and will be removed from the battlefield during the Resolution phase..



Torpedoes

Torpedoes can attack only a flanking unit (torpedoes have range 1 and can't be launched from bow or stern).

Torpedoes always cause a Critical Damage and the loss of a Structure Point regardless of the Armor Value of the target. The number that appears in the Torpedo space on the card represents the total number of torpedoes the unit can use during all the game. You can assign more than a die to Torpedoes during an attack but you can never exceed this value and once you have used all torpedoes, you cannot use them for the rest of the game (Torpedo symbols will be ignored from now on). If you use an Admiral symbol on Torpedoes you can split the attack on different units (up to one per die).



Depth Charges

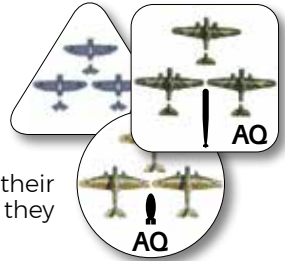
Depth Charges are used to sink a submarine directly beneath the attacker (in the same square).



Aircraft attack

Any Aircraft Carrier can use an Admiral symbol to take off a maximum of 3 squadrons once per Turn (who have not yet done so in Movement phase) to attack one or more enemy units at the same time.

Aerial attacks are the only ones that are resolved immediately, instead of waiting for the Resolution Phase. At the end of the Turn, all aircraft that are not destroyed, land on their aircraft carrier automatically, but if the carrier is destroyed, they are destroyed with it and removed from the battlefield..



Anti Aircraft

As early told, ship units have a Antiaircraft rating that they use to defend from an aircraft attack. In case of air attack, you add the Anti Aircraft values of all involved units (depending on the plane that attacks) and roll the same amount of dice. Destroy a squadron for every AA symbol.



Dive Bomber attack

Dive Bomber squadrons attack units on their own square. The target unit and all the adjacents ones can fire their anti-aircraft artillery before the attack (See AA above).

Adjacent units can only add their firepower if they aren't being attacked as well.

The surviving bombers can then attack separately or sum their attack value to inflict more damage to their target. Each squadron has an Attack value of 2 and follows the Artillery rules.



Torpedo bomber attack

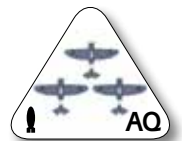
Torpedo bombers attack a unit from an adjacent square. They must suffer the sum of anti-aircraft ratings of the targeted unit and all units adjacent to their square (unless they are themselves under attack). Each squadron that survives the antiaircraft fire (see above), inflicts a Torpedo damage to its target.



Protection screen

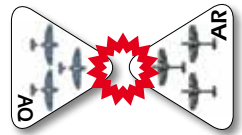
If one or more aircraft squadrons are employed as a protection screen on a unit, they activates as soon as that unit is attacked by enemy aircrafts. The aerial battle must be resolved before the Anti Aircraft roll to determine how many enemies che pass through the screen.

A squadron only attacks once per turn. Fighters in a Protection Screen must attack enemy fighters and then, if there are squadrons left, they can engage other kinds of units.



Dogfight: Fighters versus fighters

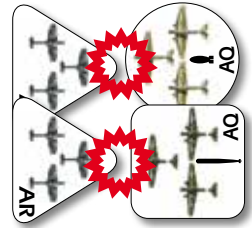
When a fighter squadron engage another one, both players roll a die: the most powerful result wins the battle and destroys the enemy squadron (see "Comparison results"). Even if a fighter destroys its enemy, it cannot attack another squadron during this turn.



Dogfight: Fighters versus other type of aircraft

When a Fighter engages another kind of aircraft, only the attacker rolls a die. To destroy a Torpedo Bomber a Fighter must obtain an Artillery symbol. To destroy a Dive Bomber a Fighter must obtain a Movement symbol.

Important: symbols can be shown along with others on a die face.



SUBMARINE

Submarines are a special kind of unit that operates in a different way: their reference card are front and back: their behave differently when surfaced or submerged. A surfaced submarine is like any other naval unit, while a submerged one has very different movement, attack and special features.



Deploy

Submarine unit cards are deployed only once both fleets are revealed. They start submerged, in any square in the player's half of the battlefield, even if it contains another unit. The first player deploys its submarines first. A square can never contain more than one submarine.

Submerged submarines

Unlike surfaced units, submerged submarines can both move diagonally and into a square occupied by any non-submarine unit of any faction. A submerged Submarine

- can attack with its Torpedoes any enemy units adjacent to its square but cannot attack one on the same square.
- cannot be attacked by surfaced units except with Depth charges (see below).



Torpedo Recharge

Submarines have a lot of Torpedoes on board and even after launching them all (see reference card) they can still use 1 torpedo per turn until the end of the battle..

Attacking a submerged submarine

To destroy a submerged submarine, a unit that shows a Depth Charge Feature (🌀) on its card-reference must move on the square occupied by a submerged submarine and, in the Attacking phase, use a Depth charge symbol.

SPECIAL FEATURES

Green Special Features



Superior steel: improve the Armor value of 2



Low draft: this unit can cross any Shallow Waters Card.



Armored Fighters: in a dogfight, if enemy wins they must re-roll its dice: however if they lose, none will be destroyed.



Superior fighters: They win in the event of a tie.



High rate of fire: at half range the Attack value of the unit increased by 1.



Protection belt: in case of Torpedo damage the unit suffer only the Critical Damage without losing the Structural Point.



Advanced Damage Control: The unit can repair 2 Structure Points instead of 1.



Smoke generators: during the Movement phase this unit can exhaust an Admiral Symbol to place a Smoke screen token on all its movement squares. These squares interrupt all lines of sight until the end of the turn..



Torpedoes recharge: the unit regain a Torpedo.



Excellent torpedoes: the range of torpedoes increases by 1



Aiming system: the range of Artillery increases by 1



Magnetic Detonator: this units avoids the effects of a Protection Belt.



All or Nothing: this unit doesn't suffer Critical Damages (it can still lose Structure points).

Red Special Features



Olt Attack Planes: in an Anti aircraft roll, the defender can re-roll all its failures.



Weak Damage Control: this unit can't regain any Structural Point.



Obsolete unit: If this unit is targeted from beyond the enemy's artillery half range or it is attacked by a Dive Bomber, its armour value decreases by 2.



Without Radar: When firing beyond the artillery half range, this unit Attack value decreases by 1.



Malfunctioning torpedoes: one Torpedo has no effects.