

## Admiralty Trilogy System Change Log

This document lists changes to ATG game rules, combat and sensor models. It does not list errata, defined as errors or inconsistencies in the rules or annex information. Those are listed in separate errata files for each product, and are available for download on ATG's game support page.

Changes can be caused by new information, clarifications, expansions to cover new situations, refinements to combat or sensor models, or simplifications.

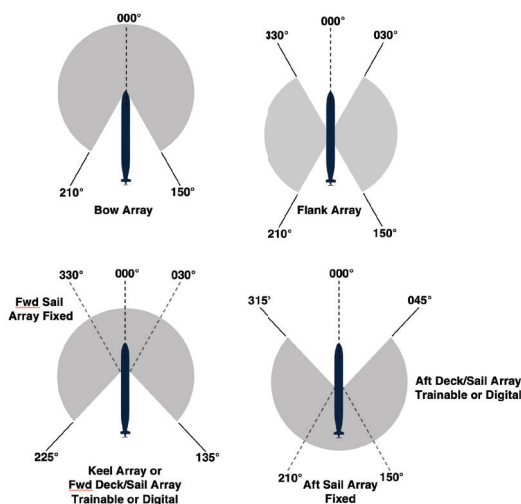
Each change will include the date of the change, a description, any references to supporting information, and which files or products are affected.

2 July 24: The Russian AK-630 30mm has a self-contained fire control system, so even if it is mounted on a ship with a Gen 2 or Gen 1 combat system, it should still have a Fire Control Modifier of at least 1.5. It can be higher, but 1.5 is the minimum. This change affects Master Ordnance Annex Ab Harpoon AA Calc (new formula), *Russia's Navy*, *High Tide 2nd edition*, *High Tide 2nd Forms*, and the Master Annex A.

19 July 24: In Annex K, sail-mounted sonars will have their mounting described as either "Fwd Sail" or "Aft Sail" This modified Annex K listings in *Russia's Navy*, *America's Navy*, *Commonwealth Navies*, and the *High Tide 2nd Edition Forms* book.

*Thanks to Andrew Haney*

19 July 24: In Harpoon 5th edition, on page 5-7, replace the baffle diagram with this new graphic:



additionally, change the description of sail-mounted sonars to:

- *Sail-mounted* sonars can be active or passive, and are positioned on a submarine's sail or fairwater. They can face forward or aft. If they are fixed, they cover an arc  $\pm 30^\circ$  of the sub's centerline. If the arrays are mechanically trainable or use digital beamforming (Gen 5+), they cover an arc  $\pm 135^\circ$  of the sub's centerline.

*Thanks to Andrew Haney*

19 July 24: In the Harpoon 5th edition rules, page 10-2, section 10.2.2 Non-homing torpedoes, change the second paragraph from:

To make a torpedo attack, the player must fire the weapons toward a point where the weapons will intercept the moving target. The intercept course will be figured automatically by the fire control system. The player can also pick the firing bearing himself, if he believes the target is going to maneuver. The course must be within the tube's firing bearing plus any offset (see 10.2.1 Torpedo Angle Offset).

to:

To make a torpedo attack, the player must develop a fire control solution (see 6.3). Torpedoes are fired in the Planned Fire Phase. The intercept course will be figured automatically by the fire control system. The torpedo's course must be within the tube's firing bearing, plus any offset (see 10.2.1 Torpedo Angle Offset).

*Thanks to Daniel Marlay*

10 Aug 24: Uploaded new version of Tattletail with added art for the helicopters from Alex Ramos.

13 Aug 24: Uploaded new version of Chinese-language Tattletail with added art for the helicopters from Alex Ramos.

13 Aug 24: Section 7.5.2 of the torpedo rules have been clarified, simplified and an enable point added (missing from the section):

To fire a tube-launched torpedo, the player must:

- Choose a firing bearing. This can be an intercept course (provided by the fire control system) or a bearing chosen by the player. Modern torpedoes can turn up to 120° from the direction of the torpedo tube at launch. If a torpedo has wire guidance, the weapon's course can be changed at the discretion of the player (see 10.2.5).
- Choose an enable point. If the torpedo has an active seeker, this is where it will activate and begin its search. If the torpedo's passive seeker detects something before then, the active seeker will activate then. The enable point can also be changed by a player if it has wire guidance.
- Choose a speed. Most torpedoes have two or even three speeds. This affects its range, and its detectability. Unless the player changes the speed via a wire, the torpedo will run until it acquires a target, when it will automatically accelerate to its fastest speed.
- Choose whether the torpedo will run out above or below the Layer. This is an important consideration, since the Layer will reduce the acquisition range of a torpedo if the target is on the other side of the Layer from the torpedo. The torpedo's depth can also be changed by a player if it has wire guidance.

Acoustic homing torpedoes can be fired **singly** or in spreads, but to avoid mutual interference, **active homing torpedoes must have at least 15° between the torpedoes' courses.**

23 Aug 24: Uploaded digital updates of *America's Navy*, *America's Aircraft*, *Russia's Navy*, *Russia's Aircraft*.

29 Aug 24: Clarified the text in section 8.3.4, attacks by Small Craft. The modifiers table has been rearranged, since the number of rockets fired is not a speed modifier.

#### Modifiers

- Less than 3 rockets in a salvo: -20% (applied before any speed modifiers)
- Shooter speed:
  - 16 - 25 knots: Halved base chance to hit
  - 26 knots or more: Quartered base chance to hit