

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

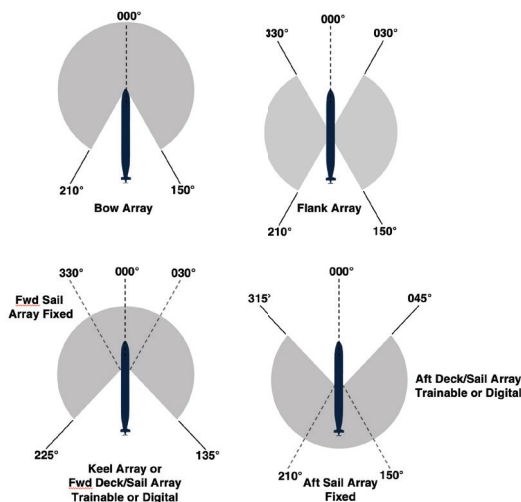
19 July 24: In *Harpoon* 5th edition, on page 5-7, replace the baffle diagram with this new graphic:

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:



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.**

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

15 Oct 25: From *Naval SITREP* issue 69 (October 2025): Altitude Bands and Flying Real Low

After considering numerous issues and questions raised by players, most of which dealt with altitudes that air-dropped ordnance can be released, detection, and rapid-fire guns in the VLow band, we are changing how we model aircraft flying close to the Earth-air interface.

- Low Altitude: 61 - 2,000 meters
- VLow Altitude: 21 - 60 meters
- Nap-of-the-Earth (NOE) over land
or Sea Skimming (SSkim) over water:
≤20 meters

Over land, the NOE and VLow altitudes represent height above ground level, and not a fixed height above sea level.

These changes will have considerable impact with both the *Command at Sea* (CaS) and *Harpoon* rules. The special flight condition of VLow/NOE flight (0-30 m) is replaced by a separate, thinner layer, "NOE/SSkim." This is where helicopters and some cruise missiles live.

VLow altitude is above NOE/SSkim, but still close to the surface, especially over (uneven) land. The key changes for CaS and *Harpoon* are:

Air-Dropped Ordnance

All aircraft-dropped ordnance is limited to a minimum altitude of VLow. Ordnance cannot be dropped from NOE/SSkim altitude, except for strafing and kamikaze attacks.

Helicopters

- NOE/SSkim: Daylight - no restrictions (don't have to make a die roll). Night - clear weather with Terrqin-Following (TF) radar, FLIR or NVGs.
- VLow: Daylight - no restrictions. Night - clear or poor weather with TF radar, FLIR or NVGs.
- Low: Daylight/Night - no restrictions.

Fixed-Wing Aircraft

- NOE: Not allowed for manned aircraft. Small, unmanned aerial vehicles (UAVs) can fly this low during daylight and clear weather, but must make the crash die roll every Tactical Turn.
- SSKim: Allowed during the day with clear weather conditions, but need to roll each Tactical Turn to see if the aircraft crashes. Night – not allowed for aircraft.
- VLow: Daylight, clear weather. Night - clear weather with FLIR, NVGs, or a TF radar. Poor weather requires a TF radar system. If you want to fly VLow in poor visibility, you need a TF radar system that automatically flies the aircraft. A Terrain Avoidance (TA) radar system is not good enough, because the pilot must manually make all the altitude and course changes. Strike aircraft with early TA radars were designed to penetrate at 200-500 feet (61-152 meters) altitude. Aircraft flying at TA-supported altitudes are treated as being at VLow for detection purposes, but Low for engagements.
- Low: Daylight - no restrictions. Night - must fly at 150+ meters or have a TA radar system.

All aircraft at NOE/SSkim or VLow altitudes are limited to FMP or 600 knots, whichever is less.

Aircraft and helicopters flying under TF control have a Maneuver ATA Rating of 0.5 and must move to the Low altitude band to use their full ATA value. Dogfighting is not allowed at VLow or NOE/SSkim altitudes.

Guns:

- Guns that can engage targets at SSkim altitude (SSC rating) can engage without penalty. Non-SSC guns have a -3.0 penalty. This penalty also applies to all aircraft guns (including helicopters) as well.
- NOE engagements always have a -3.0 penalty, even if the guns are SSC because of the higher clutter/interference and stuff getting in the way of the bullets. This also applies to all aircraft guns (including helicopters).
- There is no longer a penalty to fire into the VLow band for ground-based and naval gun systems. In CaS, the VT fuze modifier is no longer applied.

Missiles:

- Surface-to-air missiles (SAMs) that were rated as PVLow and VLow will be changed to "PSSC" and "SSC." This is just a nomenclature change and doesn't require any rule changes. It also gets rid of an annoying artificial distinction between guns and missiles. A PSSC missile is defined as having a minimum altitude of 20-30 m.
- NOE engagements for SAMs, even if a missile is otherwise PSSC or SSC, suffers a -4.0 penalty due to higher background clutter. The only exceptions are ground-fired MANPADs, which are looking up, and laser guided missiles (ground or air launched).
- There is no longer a penalty for missile fire into the VLow band.

15 Oct 25: From *Naval SITREP* issue 69 (October 2025): CaS 5th Rule Change: Aircraft Ready Times

4.5.3 Launch. During launch operations, planes were brought up from the hangar and packed tightly as far aft as possible. The forward part of the deck was kept clear to provide space for a takeoff run.

Planes have to be armed and fueled for launch. Each group of 12 aircraft takes **30 + D10** minutes. A carrier can only arm 12 aircraft at a time because the ordnance elevators limit how fast weapons can be brought up from the magazines. A small group of 6 or less planes can be armed in 9 minutes.

Example: A 40-plane strike must be readied. It will take 3×30 for three groups of 12 planes, plus 9 minutes for the remaining four, or **99 + 4D10** minutes to arm and fuel the entire strike.

4.10 Ready Times. Aircraft must be prepared for flight. The Ready Times table shows the times required for certain preparations for an aircraft before it can be launched.

An armed aircraft has bombs or other ordnance loaded on it. Unarmed cargo aircraft may need cargo loaded. This takes the same time as arming. Aircraft which have no weaponry need not be armed. A fueled aircraft has its fuel tanks filled. An alerted aircraft has its preflight checks performed and its crew briefed. A crewed aircraft has its flight crew physically on board and prepared to operate the aircraft. Aircraft are normally in a fueled, but uncrewed, unalerted, unarmed condition. A ready aircraft is armed (if necessary), fueled, alerted and crewed; considered on +5 status (ready for launch in 5 minutes).

Pilots and aircrew can remain at an Alert +5 status for at most one hour (two Intermediate Turns).

Aircraft Ready Times (Minutes)

<i>A/C Size:</i>	<i>Small</i>	<i>Med</i>	<i>Large</i>
To Arm			
gun ammo only	15	30	60
Unguided ordnance	30	30	180
Guided ordnance	30	60	60
ASW ordnance	20	60	60
To Fuel:	15	30	90
To Alert:	15	30	60

To catapult launch: 2 minutes per plane per catapult

Helicopters halve the time to Alert

Aircraft can be fueled and armed simultaneously, using the longest time for ordnance loading or refueling. Once completed, the aircraft can then undergo preflight checks, be manned, and the engines started. This is the time needed to bring the aircraft to alert status.

Aboard an aircraft carrier or other aviation ship, only one 12-plane squadron can be fueled and armed at once. Times can be changed if information on specific aircraft types and ordnance loads is available, as long as all players agree.

15 Oct 25: From *Naval SITREP* issue 69 (October 2025): New Battery Discharge Rates for *Harpoon V* and *CaS* 5th ed.

The revised tables below replace those in *CaS* 5th edition and while I'm at it, I've added minor corrections for *Harpoon V* table.

Command at Sea 5th Edition

<i>World War II Era Traditional Submarine Designs</i>		
<u>Speed (kts)</u>	<u>Units/Int Turn</u>	<u>Units/Tac Turn</u>
4	2	0.2
5	3	0.3
6	5	0.5
7	9	0.9
8	18	1.8
9	40	4.0
10	60	6.0
11	80	8.0
12	100	10.0
13	120	12.0

<i>World War II Era High-Speed Submarine Designs</i>		
<u>Speed (kts)</u>	<u>Units/Int Turn</u>	<u>Units/Tac Turn</u>
4	2	0.2
5	3	0.3
6	4	0.4
7	5	0.5
8	6	0.6
9	8	0.8
10	15	1.5
11	24	2.4
12	32	3.2
13	38	3.8
14	48	4.8
15	60	6.0
16	76	7.6
17	94	9.4
18	122	12.2
19	144	14.4
20	168	16.8
21	196	19.6

CaS Battery Charge Rate

Units/Int Turn	<u>0-70%</u>	<u>71%+</u>
Charge Rate	10	5

Harpoon V

<u>Spd (kts)</u>	<u>Units/Int Turn</u>		<u>Units/Tac Turn</u>	
	<u>pre-1970</u>	<u>1970+</u>	<u>pre-1970</u>	<u>1970+</u>
4	2	2	0.2	0.2
5	3	3	0.3	0.3
6	4	4	0.4	0.4
7	5	5	0.5	0.5
8	6	6	0.6	0.6
9	8	8	0.8	0.8
10	15	10	1.5	1.0
11	24	12	2.4	1.2
12	32	16	3.2	1.6
13	38	19	3.8	1.9
14	48	24	4.8	2.4
15	60	30	6.0	3.0
16	76	38	7.6	3.8
17	94	47	9.4	4.7
18	122	61	12.2	6.1
19	144	72	14.4	7.2
20	168	84	16.8	8.4
21	196	98	19.6	9.8
22	240	120	24.0	12.0
23	294	147	29.4	14.7
24	328	164	32.8	16.4
25	384	192	38.4	19.2

Harpoon V Battery Charge Rate

Units/Int Turn	<u>0-70%</u>	<u>71%+</u>
Pre-1970	10	5
1970+	16	8