



Admiralty Trilogy Group & 19th Century Naval Rules

*Larry Bond & Chris Carlson
Cold Wars 2015*

Admiralty Trilogy Seminar

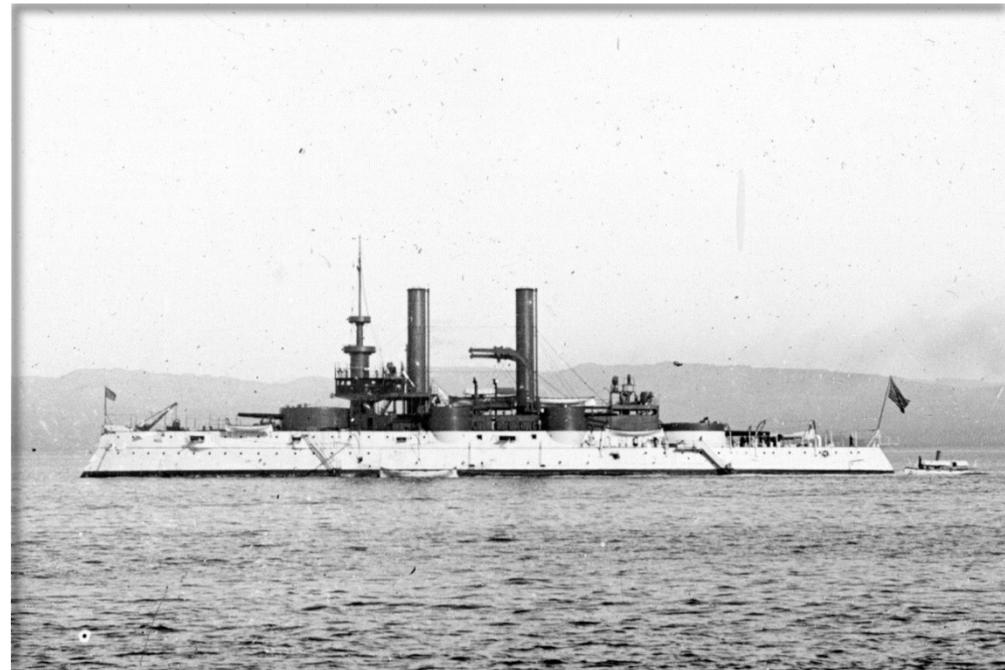


Outline

- ◆ **New Admiralty Trilogy Group**
- ◆ **Digital Production and Distribution**
- ◆ **ATG Website Launched**

- ◆ **19th Century Naval Rules**
 - **Title: *Dawn of the Battleship***
- ◆ **What's *NOT* in the game...**
- ◆ **Changes to Gunnery**
- ◆ **Changes to Torpedoes**
- ◆ **Changes to Damage**
- ◆ **Conclusions**

USS *Iowa*





New Admiralty Trilogy Group

- ◆ ***Admiralty Trilogy* trademark holders split from Clash of Arms**
 - An unfortunate, but necessary decision
 - Differences with Clash of Arms business practices
 - Issues have been unresolved for many years and we finally concluded that there was little prospect for meaningful change...so...
- ◆ **Admiralty Trilogy Group, LLC**
 - Formed on 10 February 2015
 - Larry Bond and Chris Carlson proprietors
 - Ed Kettler and Michael Harris – senior designers and board members
- ◆ **ATG Role, Mission, Way Ahead**
 - Publish *Admiralty Trilogy* games and products
 - Continue to produce comprehensive, historically accurate, miniature games at an affordable price
 - Expand the system into the latter part of the 19th century (more on that later) and ground combat



Digital Production and Distribution



- ◆ **ATG has expanded our relationship with the Wargame Vault to provide digital distribution services for our games and products**
 - Lower cost – on average about 50% lower than a printed version
 - No shipping costs – important for overseas customers
 - Watermarked pdf file – we’ve recently unlocked the file to allow copy & pasting, OCR word search, and highlighting
 - Working with Wargame Vault to establish a print on demand option for those who prefer a physical, hard copy document
- ◆ **Looking into the production of physical components in the future**
 - Counters and maps



ATG Website Launched

◆ The ATG website went live on 5 March 2015

- Amazing job by Bill Madison – Webmeister extraordinaire
- Multiple pages highlighting the core games, *The Naval SITREP*, and player support sections (recommended reading, presentations, useful links, etc)
- Direct link to the Wargame Vault to purchase *Admiralty Trilogy* products
- Take a look at: www.admiraltytrilogy.com

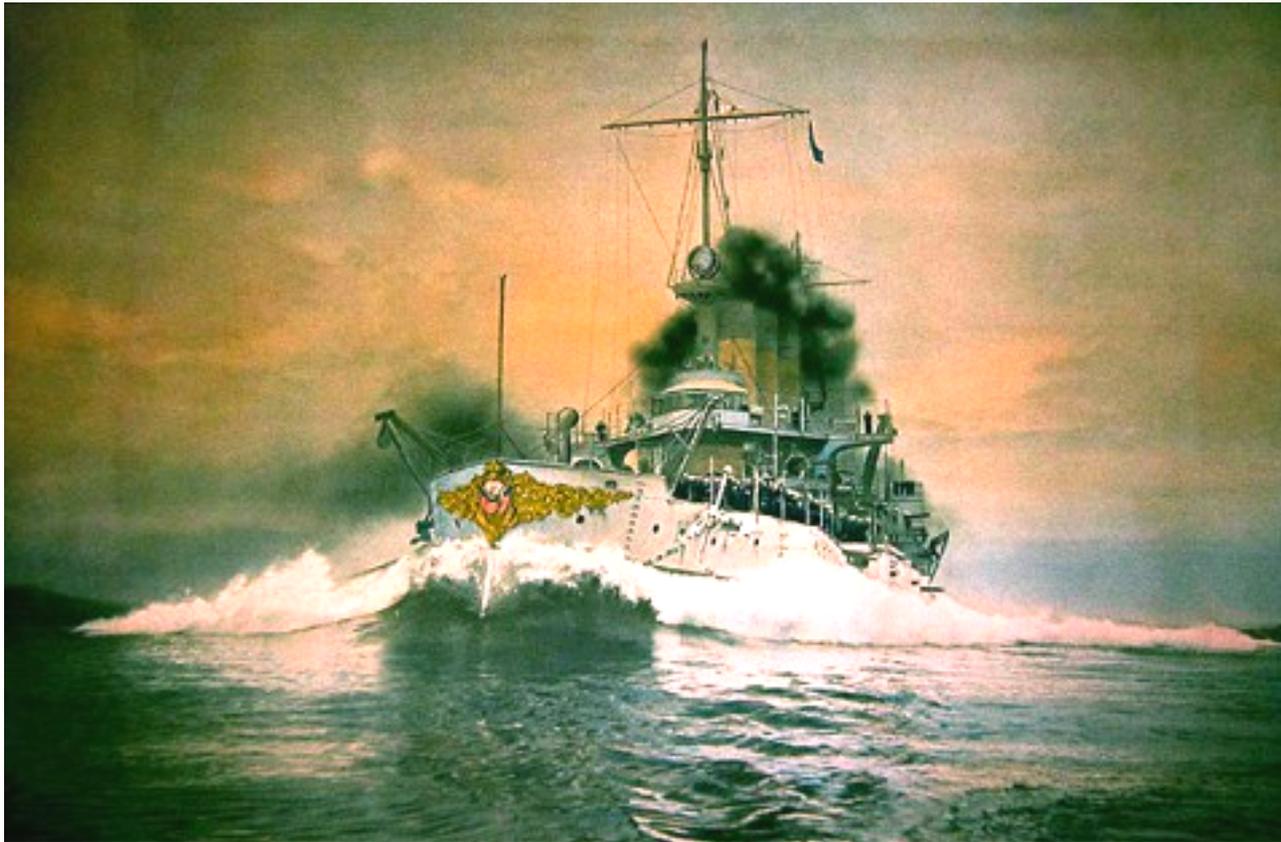
◆ Facebook page: <https://www.facebook.com/AdmiraltyTrilogy?ref=profile>

◆ AOL e-mail address: AdTrGroup@aol.com



19th Century Naval Rules

Dawn of the Battleship



An expansion of the *Fear God & Dread Nought* Rules



What's *NOT* in the game...

- ◆ A lot of platforms and systems common in the other *Admiralty Trilogy* games simply go way – the technology doesn't exist yet
 - No aircraft
 - No submarines
 - No radar, sonar, ESM, RDF
 - No radio/wireless
 - No optical rangefinders
 - No analog computers
 - No directors
 - No gyroscopes (torpedoes)
- ◆ Significant impact in rules design
 - 19th century rules cover about 1887 to 1902





Changes to Gunnery

- ◆ **The lack of range finding and fire control severely restricts the effectiveness of gunnery during this era**
 - **Sensor: Mk 1 Mod 0 eyeball**
 - **Fire Control: Gunner's Eye**
- ◆ **Engagement ranges are really, really short**
 - **Exercise ranges between 1,000 to 2,000 yards**
 - **Low probability of hit**
- ◆ **Smaller, rapid firing guns have a distinct advantage over larger, slower firing weapons**





Changes to Gunnery

- ◆ **Will continue to use four range bands**
 - **Probability of Hit drives the range band boundaries**
 - **Actual gun range *not* an important factor**
- ◆ **Ranges are really, really short**
 - **Short: Out to 1,000 yards**
 - **Medium: 1,001 – 2,500 yards**
 - **Long: 2,501 – 4,500 yards**
 - **Extreme: 4,501 – 7,000 yards**
 - **Greater than 7,000 yards...Forget it!**
- ◆ **Probability of Hit isn't great either**
 - **Best case has a base Ph of 20% to 30%**
 - **Considerable changes in modifiers**
 - **No evasive steering...not thought of yet**
 - **Aspect modifiers are backwards**

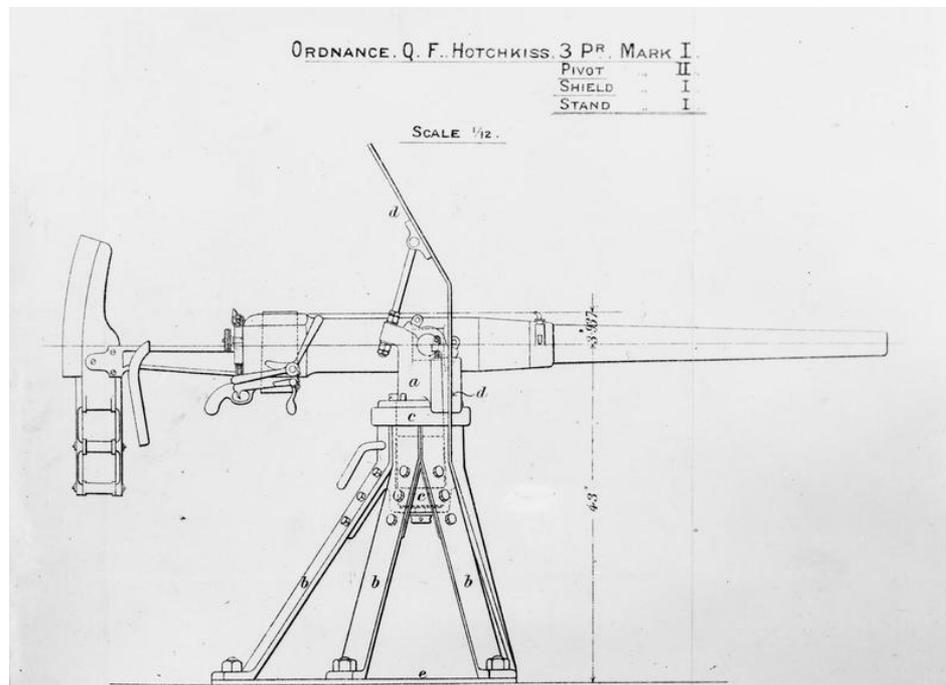
U.K. 12-pdr Mk I QF



U.S. Mk3 10in/40



Changes to Gunnery



- ◆ **Gun rate of fire plays a much bigger role**
 - **Some of the larger guns will only be able to fire once every two or three Tactical Turns**
 - **Rapid fire guns can potentially inflict more damage**
 - **Historically, faster firing, medium sized guns were the weapons that had the greatest impact during battle**



Changes to Gunnery

- ◆ **Our armor model required some modifications**
 - Only way some scenarios can be played...play balance consideration
- ◆ ***Admiralty Trilogy* armor model basically makes a “yes” or “no” determination on penetration**
 - If a gun exceeds a ship’s armor rating, penetration is automatic
 - Not quite correct
- ◆ **The Navy Holing Limit is a probability function that defines the necessary velocity at impact that results in a 50% probability of penetrating the armor**
 - New model allows the possibility of penetration for shells that have an armor penetration rating close, but not greater than, a ship’s armor
 - Price: An extra die roll to determine if the armor is penetrated



Changes to Torpedoes

- ◆ **Torpedoes of this era do not have gyroscopes**
 - Maintaining ordered course is somewhat problematic
 - Especially when fired from above water tubes by fast moving ships
- ◆ **“Cold” propulsion plants only – compressed air**
 - Very short ranges – typically 500 to 800 yards
 - Rather slow – about 25 knots
 - Need to get really, really close for any chance of a hit – 300 yards

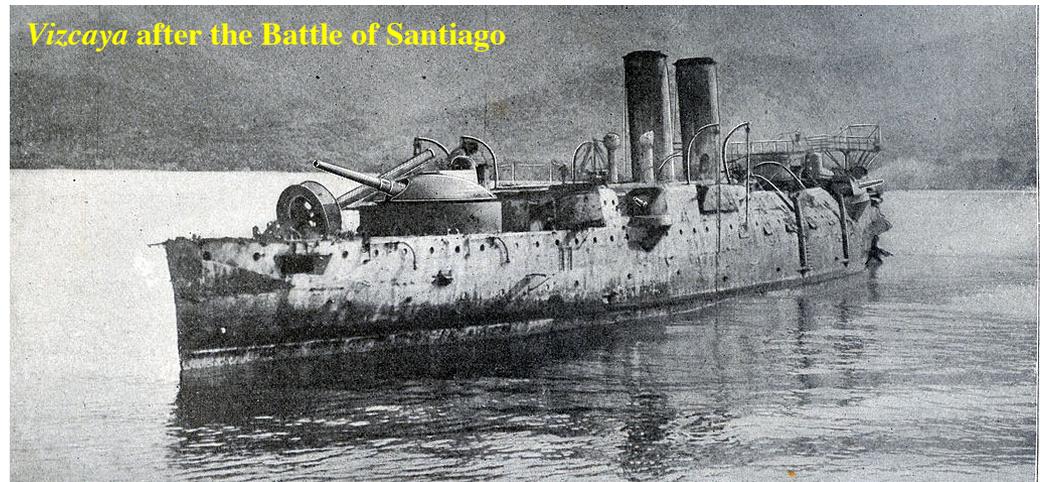
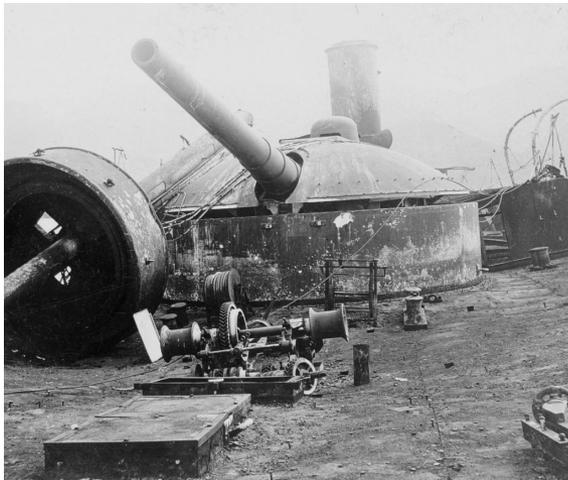
U.S. Mk I Howell Torpedo





Changes to Damage

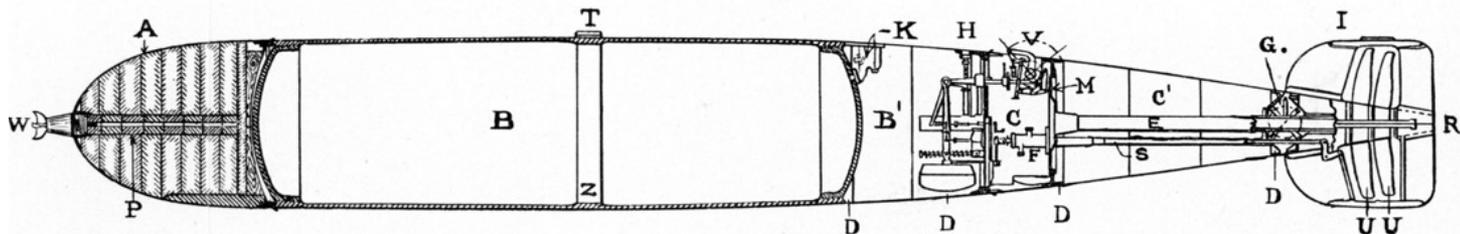
- ◆ **Damage control is very limited**
 - Removing wood before battle to reduce fire hazards
 - Flooding often dealt with by running the ship aground
- ◆ **Ship design practices of the era didn't help**
 - Large portions of the ship were essentially unprotected
 - Rather large compartments, limited drain capacity
 - Tumble home hull designs - poor damaged stability
 - A single torpedo/mine hit would likely be fatal





Conclusions

- ◆ Significant differences in technology demanded major changes to the models and rules
 - The only sensor was the human eye, fire control was the mind of an experienced gunnery officer/senior enlisted
 - Gunnery and torpedo capabilities force *extremely* close engagements
 - Ships had little ability to absorb and contain damage
- ◆ Many tactics of the 20th Century won't work, or weren't even thought of back in the late 19th Century
- ◆ Radical paradigm change required by players to fight naval battles in the early days of the battleship era



Whitehead Mk I Torpedo



Questions



USS Texas

Colorized by Irotooko_jr