

The Admiralty Trilogy

The *Admiralty Trilogy* is a family of related simulations that covers tactical naval warfare in the 19th, 20th and 21st centuries. This three-time award-winning family includes, *Dawn of the Battleship*, *Fear God & Dread Nought*, *Command at Sea* and *Harpoon V*. These four wargames form the central foundation upon which numerous supplements and a biannual magazine, *The Naval SITREP*, are designed and supported.

The principal goal of the *Admiralty Trilogy* is to allow a player to experience naval history as never before with an easy to use miniatures game. By using a common game structure, with well-researched information, the trilogy system faithfully illustrates how naval warfare has developed over the past 135 years.

The *Admiralty Trilogy* games place the player in the role of a ship or formation commander in a realistic tactical environment. Each game presents the player with the same kind of tactical problems, based on the same data, that a naval commander faces while employing his forces. Victory depends on knowing your own capabilities and those of your opponent, and making the right decisions at the right time.

The *Admiralty Trilogy* is more than just a series of games. They are an accurate simulation of over a century of naval warfare. The combat models that make up the heart of the trilogy are based on accurate technical data combined with extensive engineering and operational analysis. Tactics that were successful throughout history will also work in the games.

Drawing on extensive wargaming, technical, and naval experience, the designers of the *Admiralty Trilogy* have accurately captured the feel and flavor of commanding a ship that intentionally sails into "harm's way." Are you ready to accept command? If so, join us as we seek a willing foe and sea room to maneuver.

Warning Signs

Prelude to a Gathering Storm

Just like there are warning signs for an inbound tempest or hurricane, there were indications leading up to World War I that a major sea change was looming and with it the ugly potential for a massive conflict between maritime nations.

- Some examples of these warning signs were:
 - Changes in alliances: England and Japan, England and France, England and Russia
 - Territorial changes: Austria seizing Bosnia and Herzegovina, France occupies Morocco, Bulgaria declares independence from Turkey, and the formation of the Balkan League.
 - Smaller wars with key players: Italo-Turkish War and the First Balkan War.
 - Advances in technology: Submarines, naval aviation, and the *Dreadnought* revolution.
- Multiple crises arose across the world that turned the heat up under an already boiling pot.
 - Colonialism 1905-1911
 - Italo-Turkish War 1911-1912
 - First Balkan War 1912-1913

All contributed to setting the powder keg that would explode with the beginning of World War I in 1914.

- Four navies that feature prominently during this time will be briefly discussed, including: Austria, France, Germany and Greece.
- A summary of the 30 scenarios to be included in the new *Admiralty Trilogy Group* supplement, *Warning Signs*.



Greek ironclad *Psara*

Questions or comments on the Admiralty Trilogy can be sent to:

ATG E-Mail: AdTrGroup@aol.com

Website: <http://www.admiraltytrilogy.com>

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

Products in the Admiralty Trilogy line:

Fear God & Dread Nought 2nd ed	\$18.00
High Seas Fleet 2nd ed	\$17.00
High Seas Fleet Data Annexes	\$17.00
Dawn of the Battleships	\$12.00
Monroe's Legacy	\$16.00
In Mahan's Wake	\$18.00
Dawn of the Rising Sun	\$14.00
Dawn of the Rising Sun Annexes	\$4.00
Command at Sea 5th ed	\$18.00
Birth of the PLAN	\$16.00
Rising Sun 3rd ed	\$15.00
Steel Typhoon	\$16.00
Supermarina I	\$14.00
Supermarina II	\$14.00
American Fleets	\$15.00
Arctic Fleets	\$15.00
Emperor's Fleet	\$15.00
Gruppe Nord	\$16.00
Home Fleet	\$16.00
La Guerre Navale	\$16.00
Mediterranean Fleets (5th ed Standard)	\$14.00
Bywater's War	\$16.00
Shattered Armada	\$16.00
Mighty Midgets	\$16.00
Clear the Coast!	\$18.00
Harpoon V	\$20.00
Harpoon V Player's Handbook	\$4.00
America's Navy/Aircraft	\$16.00 ea
Russia's Navy/Aircraft	\$16.00 ea
China's Navy	\$20.00
Commonwealth Navy/Aircraft	\$16.00 ea
Japan's Self-Defense Forces	\$16.00
Tattletail: An Introductory Scenario for Harpoon	\$3.00
Naval SITREP (#14 - #70)	\$3.00 ea
South Atlantic War 3rd ed	\$20.00
High Tide 2nd ed	\$20.00
High Tide Forms	\$25.00
Modern Chinese Maritime Forces 2nd ed	\$50.00

All games are available in digital and print on demand format at the Wargame Vault. (Listed prices are for digital products only.)

Admiralty Trilogy Group
 5242 Port Royal Rd
 PO Box 1372
 Springfield, VA 22151

HISTORICON 2026

Thursday, 16 July 2026

Rebellion at Sea: Blockade Busting

Event: 398

Game Rules: *Dawn of the Battleship*

Location: FD-2, Federal A&B

Time: 2:00 PM

Remarks: 250 years after the failed Colonial Rebellion, the Dominion of America tries again. A French convoy is en route, but a British blockade is in the way. Can the Allies bust the blockade? Or will Royal Navy power prevail yet again?

Friday, 17 July 2026

Rebellion at Sea: Cable Station Oz

Event: 419

Game Rules: *Dawn of the Battleship*

Location: FD-2, Federal A&B

Time: 2:00 PM

Remarks: 250 years after the failed Colonial Rebellion, the Dominion of America tries again. American, French and British teams will purchase forces using Ship Combat Values to attack/defend a critical island cable station.

Saturday, 18 July 2026

Warning Signs: Prelude to a Gathering Storm

Event: 293 - HMGS War College Seminar

Location: WC-1, Montgomery House Level 3

Time: 1:00 PM

Remarks: While WWI is the hallmark for naval gaming battle ideas for that time period, the years leading up to 1914 are opportunity rich as well. Join Mike Harris for a synopsis of that tumultuous decade that spanned the globe. Some of the navies and battles that featured prominently during this time are in the upcoming *FG&DN* supplement *Warning Signs* which covers 1905-1914. Following the presentation, Larry Bond and Chris Carlson will discuss upcoming ATG products and answer questions.

Battle of Pagan Island

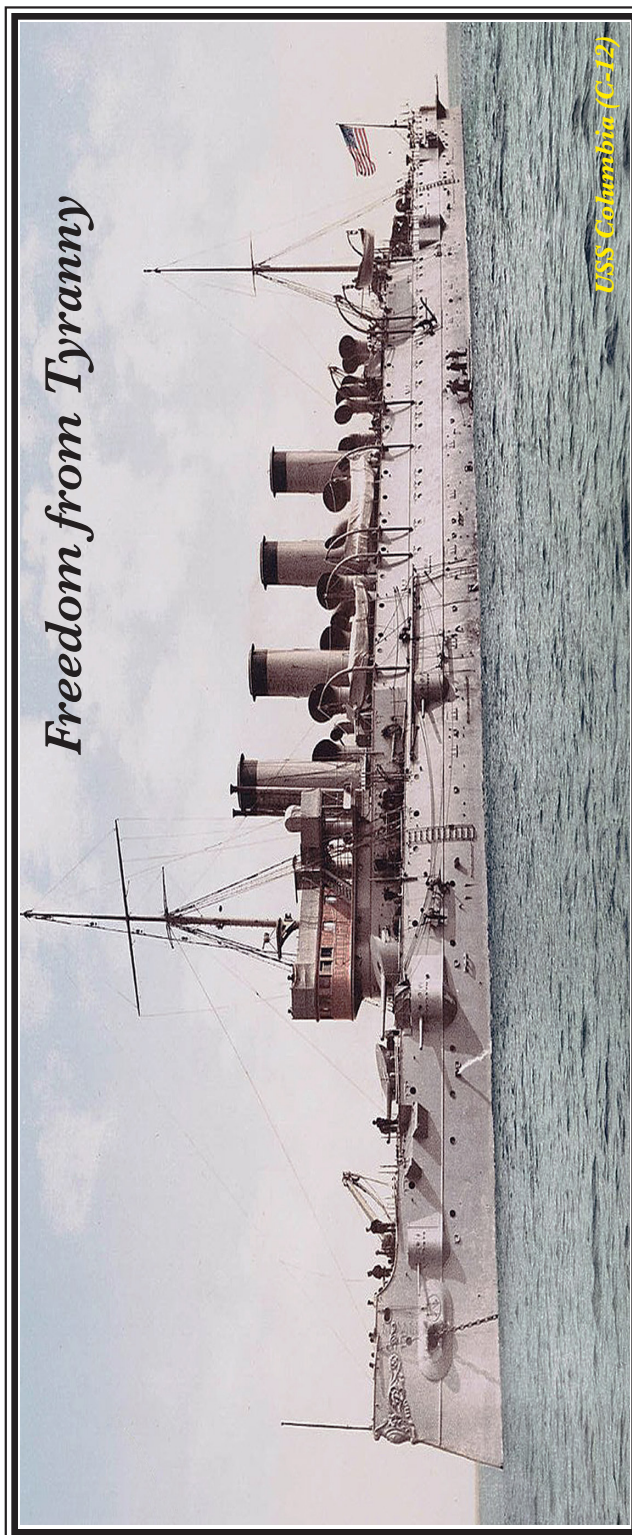
Event: 334

Game Rules: *Fear God & Dread Nought*

Location: FD-2, Federal A&B

Time: 3:00 PM

Remarks: Early WWI and the German East Asia Squadron turns back to engage the Japanese Navy busy seizing undefended German colonial islands. Can Von Spee strike a blow for German honor? Or will Japan defeat another European Navy?



HISTORICON 2026

16 - 19 July 2026



Admiralty Trilogy

**Tactical Naval Warfare in
the 19th, 20th, and 21st
Centuries**

*Presented By
Admiralty Trilogy Group*