DOB/DORS Form 1 Instructions

One of the daunting tasks in preparing an Admiralty Trilogy game is preparing the ship data forms. To help you with this, we are providing some modifiable .pdf forms that will give you a standard format for your ship forms to help you prepare the forms in a format that you can save and reuse. We have also automated some of the calculations (although not all) to save time and effort.

We recommend that you use the forms as follows:
Download the .pdf and store it locally.

> The .pdf readers associated with some browsers do not allow the use of .pdf forms on the web. However, if you download the form and open it locally with a standard .pdf reader such as Acrobat reader, you should be able to use and fill in the form without problems. Make sure that your security settings allow scripts to run or the form will not function.

Create and save separate version of the form for each ship class.

> You can then load this form, change the ship name, and print it out for your battles without having to reenter everything.

To help with your data entry (which is essentially the process described in section 2.1 of the rules) we provide the following features and calculations. Note that when a field modification causes a calculation change, the calculation usually does not take effect until the field being changed loses "focus" (you tab off the field or click on another field with your mouse).

1) Validation Dropdowns

> Where there are several valid values for a particular item, we provide the valid values in a selectable dropdown (examples:Propulsion, Type, Size Class).

2) Speed and Maneuvering Data

> As described on page 3-2 of the rules, ship size, speed, and class determines acceleration, deceleration, and turning abilities. Note the checkbox near the top of the Form labeled "Calc Maneuvers?". This is checked by default, and causes the form to automatically fill in all of the maneuvering data based on the rules on page 3-2 after you select the ship class, size, and speed. If you uncheck this box, you must select these values individually, but in most cases the default will probably be fine.

3) Searchlight Data

As per rule 4.4 on page 4-5 of the rules, the technology base and searchlight diameter determines the searchlight effectiveness at different ranges. The ranges are filled in automatically after you enter the technology base and diameter.

4) Gunnery Standard

There are two gunnery standards in use for this period: “0” and “0*”. These have different values for the range bands in the gun data. The gunnery standard dropdown above the gun data sets the “ship-wide” gunnery standard, which is used for most of the batteries. However, smaller guns on 0* ships will often use the 0 standard. Under the comments field on each gun data line is an “Alt GS” dropdown, which allows you to set the gunnery standard for a particular battery. Note that later changes to the ship-wide gunnery standard will be propagated to all of the gun lines, and will override previous alternate GS settings, so you may need to redo changes you have made if you change the ship-wide setting.

5) Armor Penetration and shell type.

As described in rule 6.1.4, shell-type determines penetration effectiveness against face hardened armor. While we don’t have all of the gun types from Annex C in the form, we do have a dropdown for two types of shell for each gun line. The penetration for the guns at each range are expressed as normal/face-hardened. If you enter the penetration into the upper left box, the face-hardened penetration will be be calculated automatically.

6) Damage points and percentage

Enter the maximum damage points in the 100% box and the form will calculate the various percentage levels. Note that the speed values in this section are also calculated when you enter the ship max speed near the top of the form.

7) Tumblehome

Ships with “tumblehome” suffer worse flooding effects (6.1.2, 6.2.1). Use the tumblehome checkbox to indicate this.