

# **Admiral of the Fleet: Carrier Battles in WW2**

**Sand Table Software**

February 1, 2021

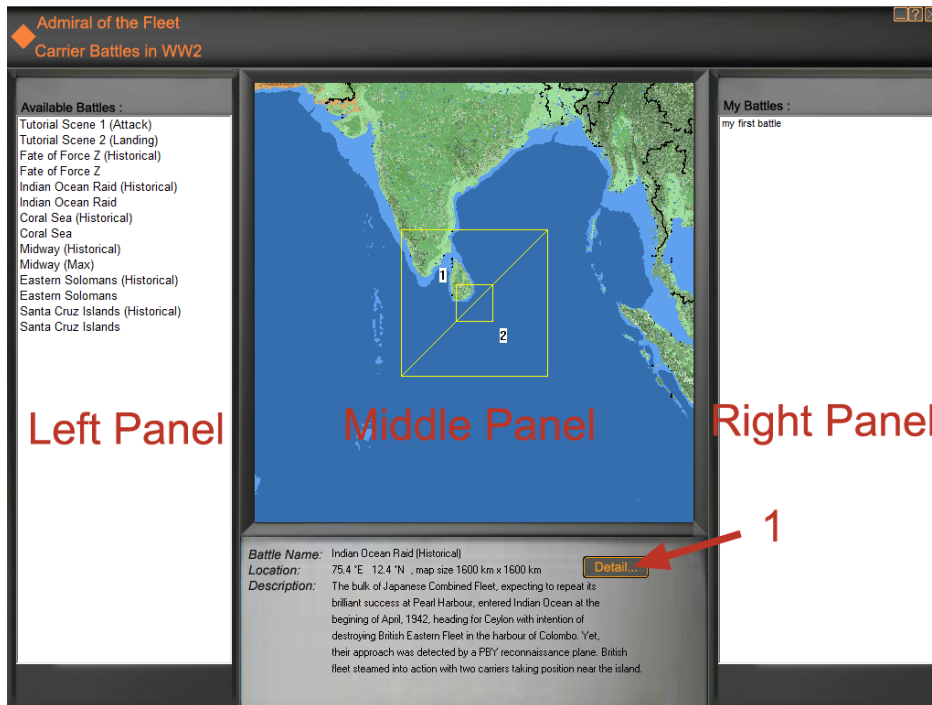
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## SUMMARY

This document is the operation manual for Sand Table Software game **Admiral of the Fleet: Carrier Battles in WW2**.

# 1 MAIN INTERFACE



**Left Panel** shows available battles. Left-click an item to see information of the battle. Double-click the item to launch the battle.

Right-click the item to see other options.

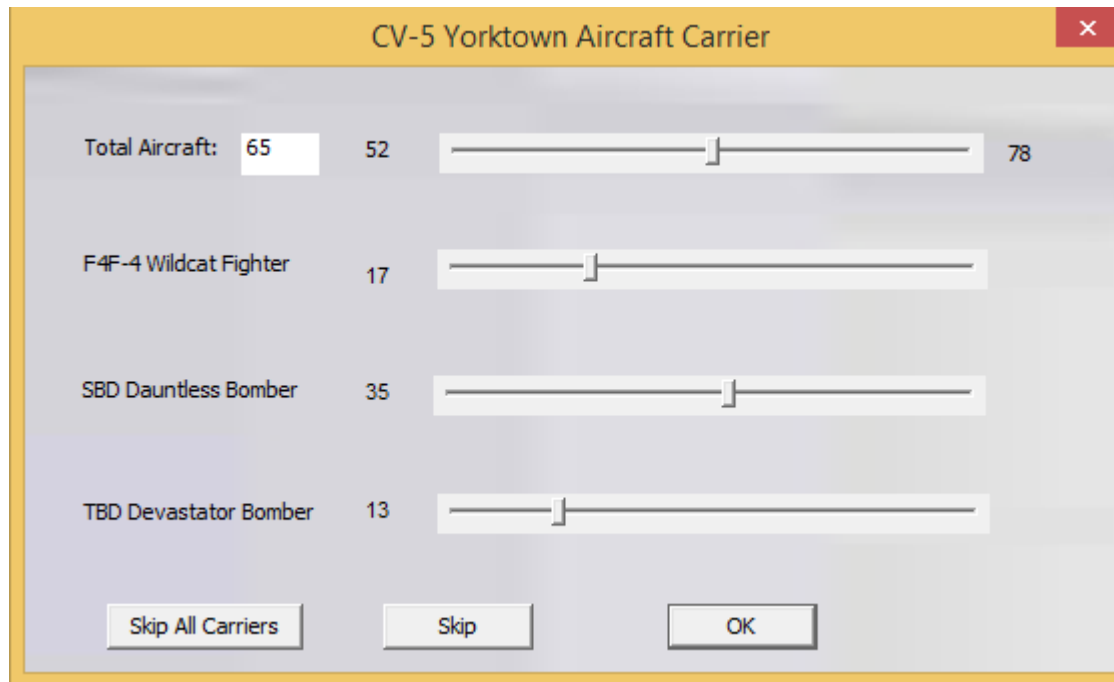
**Middle Panel** shows information about selected item in the Left Panel. Click the "Detail" button(1) to see more information.

**Right Panel** shows my saved battles. Double-click an item to launch the battle. Right-click the item to see other options

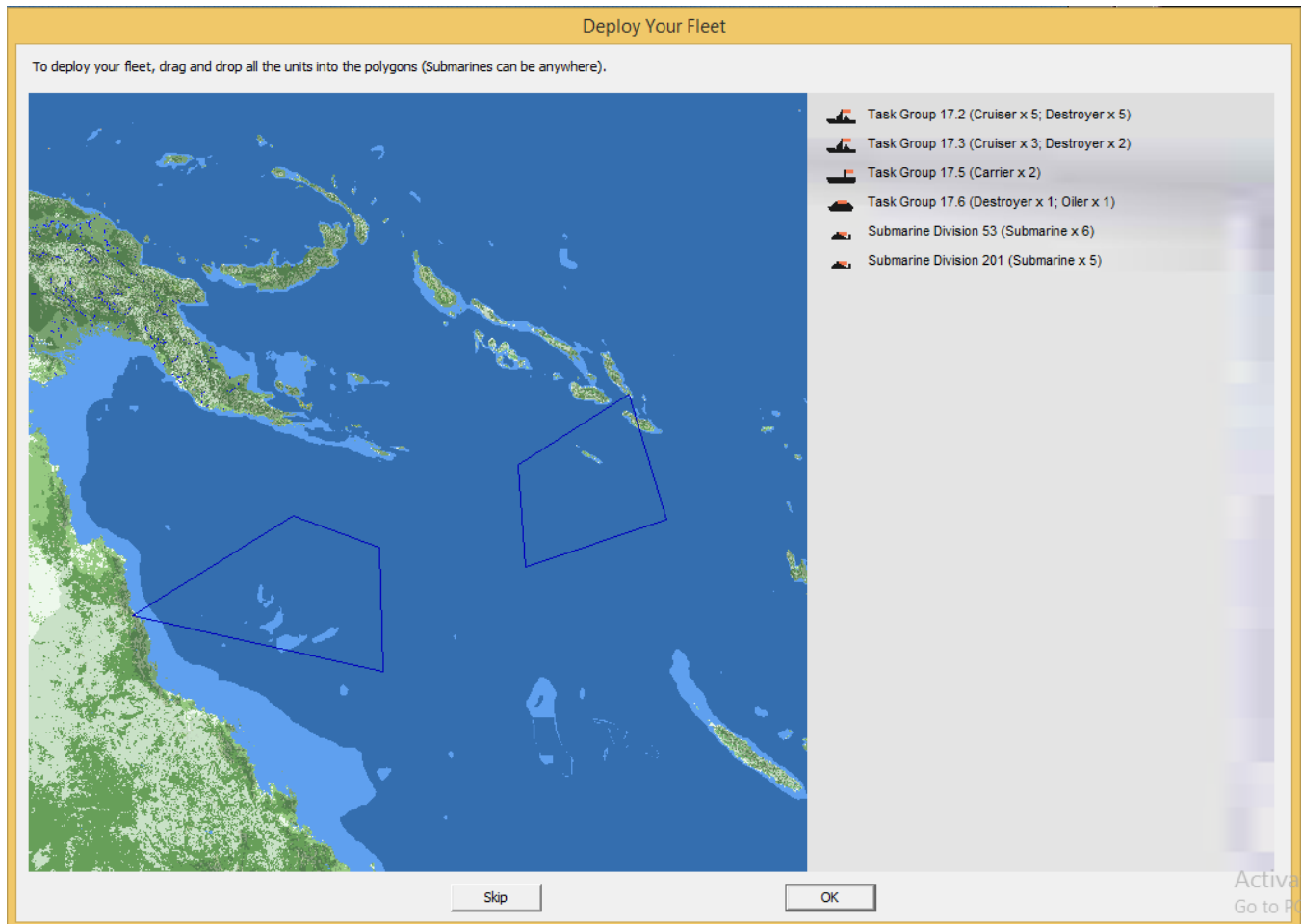
## 2 BATTLE SETTINGS

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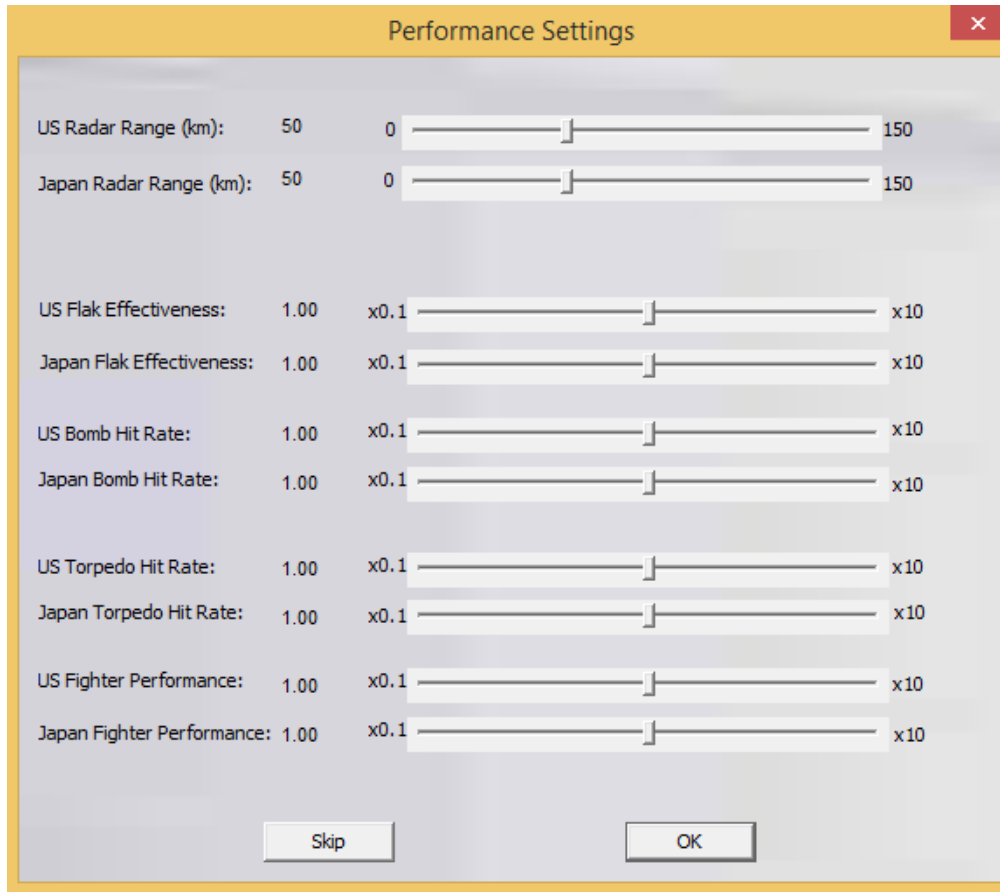
In some of the scenes, you are allowed to adjust one or more following settings, before the battle interface is launched:



Change the composition of the air wing on each carrier, to see how the proportion of fighters and bombers impact the outcome of the battle.



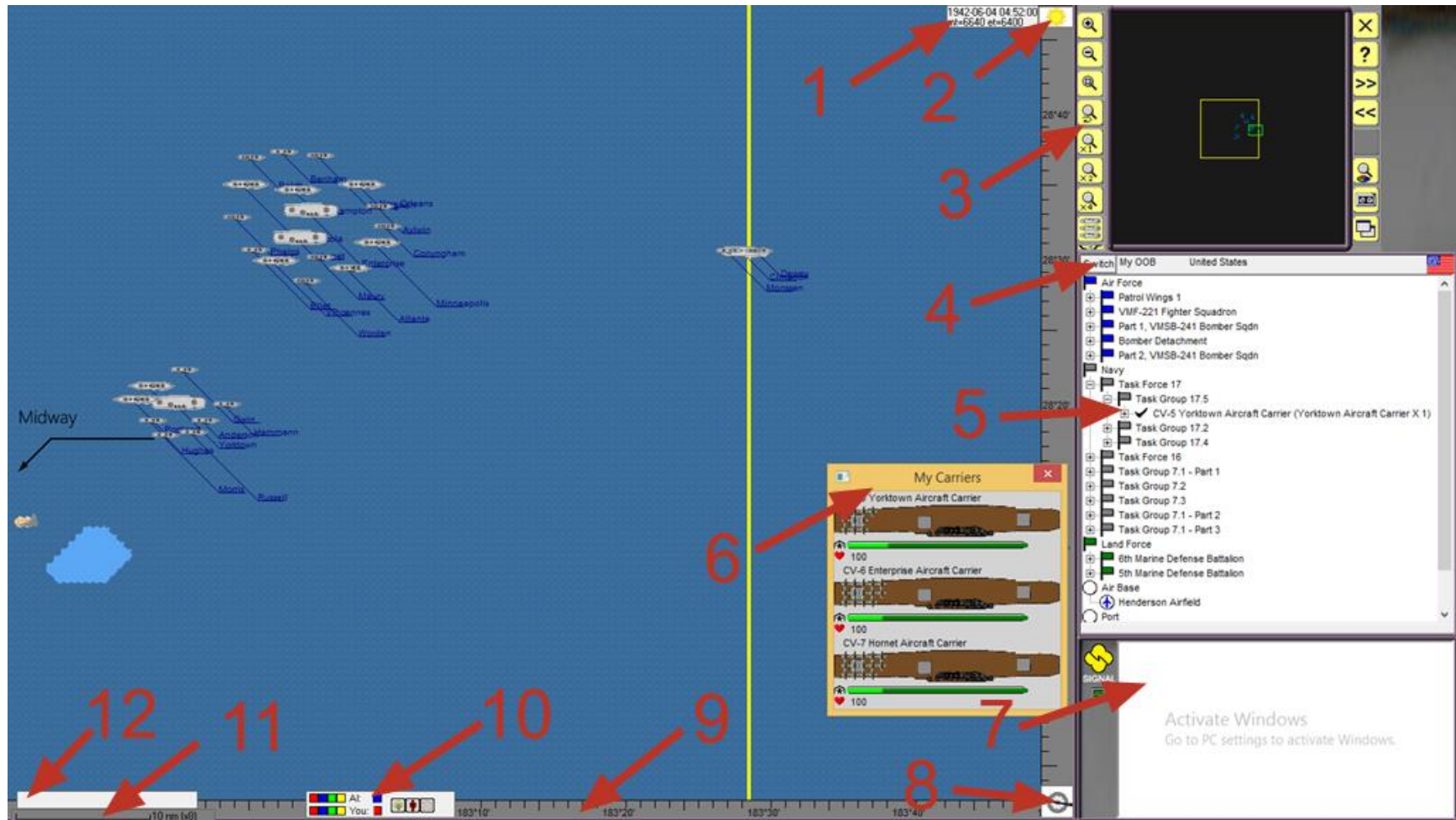
Deploy your fleet by dragging the ship groups into the designated areas.



Adjust the performance of the aircraft, equipment and armament.

Note that in history Japan didn't have their ships equipped with radars in early stage of the war. Let's assume they have in this battle.

### 3 BATTLE INTERFACE

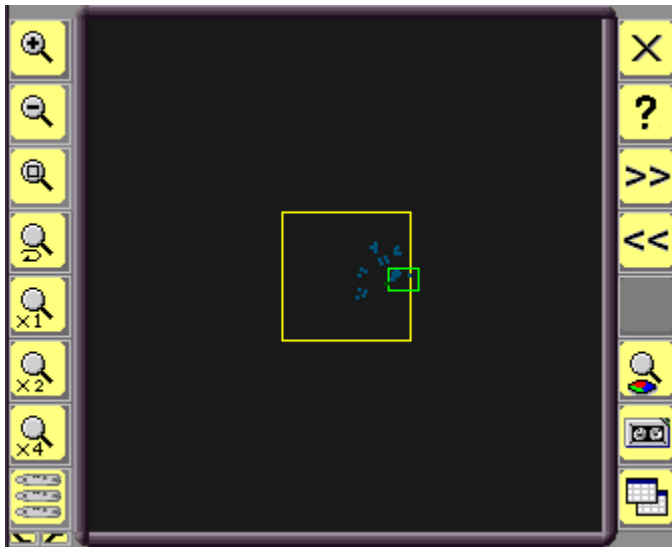




**1. Current Battle Date and Time**

**2. Current battle is in daylight or night**

**3. Control Panel**



**Left buttons from top to bottom:**

1. Zoom-in
2. Zoom-out
3. Draw a rectangular in the main window to zoom-in
4. Switch back to previous window

5. Show map at 1:1 ratio (1 pixel = 1 km)
6. Show map at 2:1 ratio (2 pixels = 1 km)
7. Show map at 4:1 ratio (4 pixels = 1 km)
8. Show/Hide **My Carriers** window.
9. Choose the line direction in displaying ship names

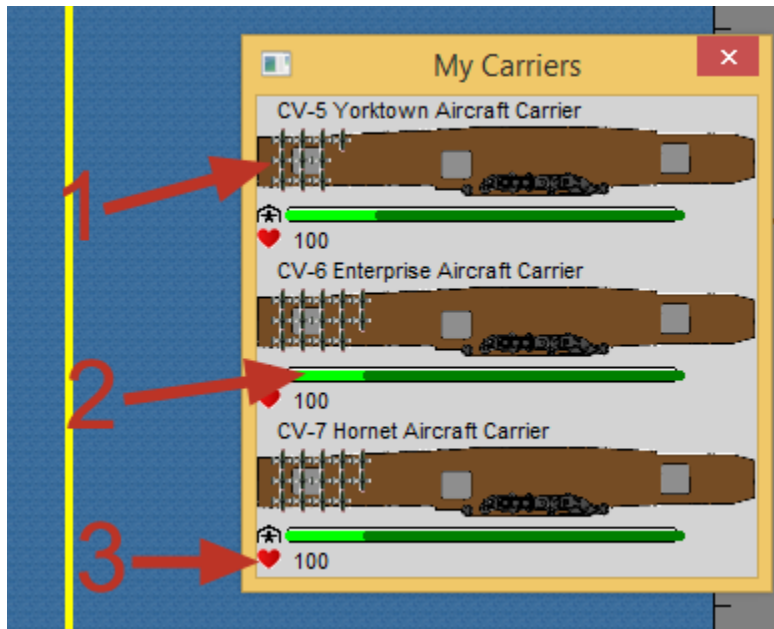
**Right buttons from top to bottom:**

1. Exit the battle
2. Show help information
3. Make the clock go faster
4. Make the clock go slower
5. Show display settings
6. Save current battle status
7. Show statistics report of this battle

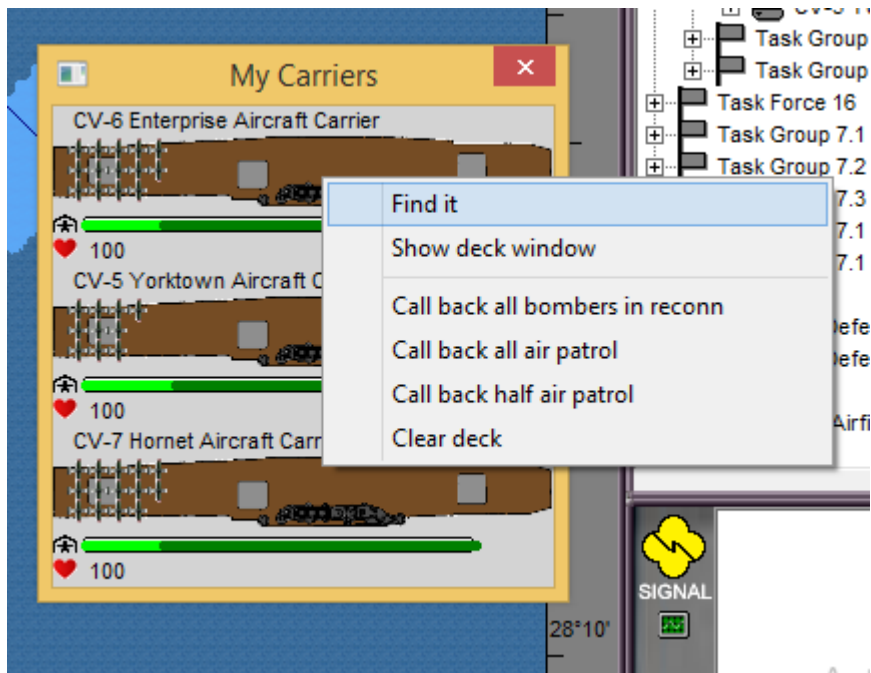
**4. Switch the unit tree between my units and enemy units**

**5. Click the unit to find it in the main window**

## 6. My Carriers Window



1. Aircraft on deck
2. The indicator for aircraft in the hangar (light green means fighters; dark green means bombers)
3. Carrier overall health indicator (from 0 to 100)



**Click an aircraft carrier to display the pop-up menu**

- Find it: Locate the ship in the main window
- Show deck window: See Chapter 4 "Deck Management"
- Call back all the bombers in reconnaissance mission
- Call back all the fighters in Combat Air Patrol
- Call back half of the fighters in Combat Air Patrol
- Try to clear the deck ASAP in order to receive the aircraft for landing

**7. System message screen**

**8. Show wind direction (Carriers automatically move windward at maximum speed in order to launch aircraft)**

**9. Longitude and latitude**

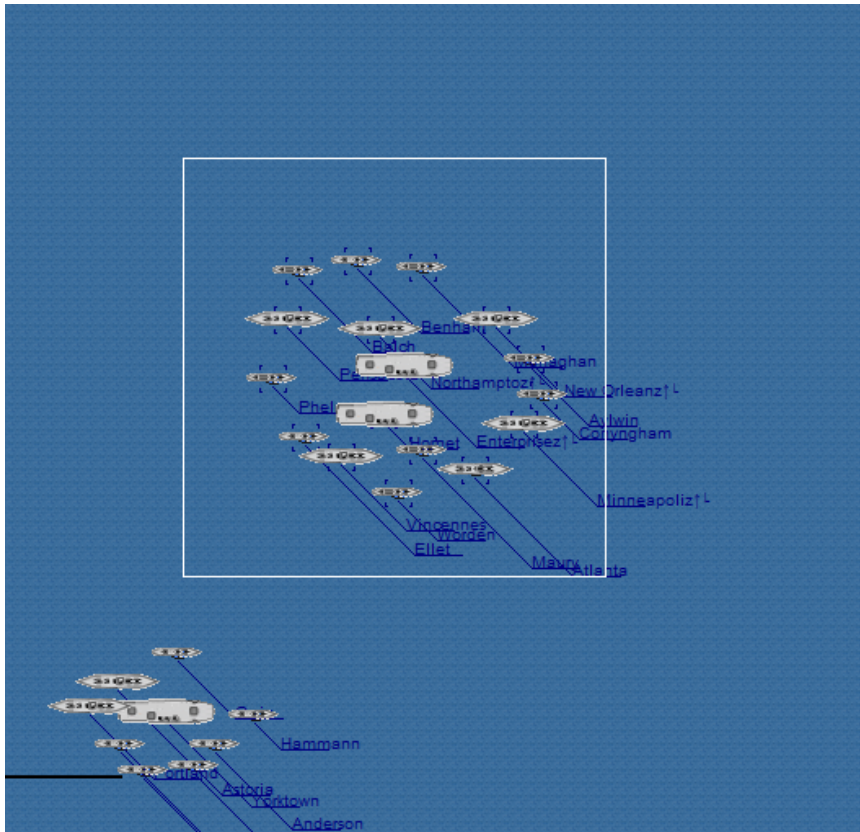
**10. Adjust how terrain and land units are displayed**

**11. Distance marker (nautical miles)**

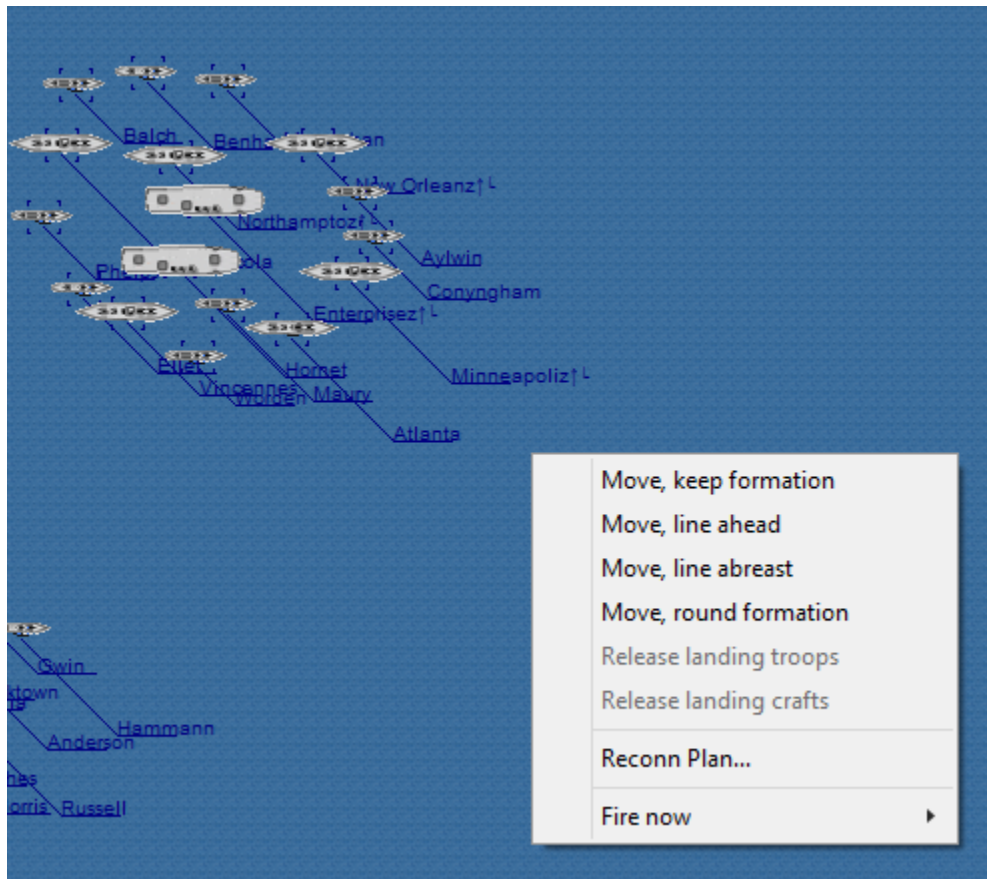
**12. Main screen status**

## 4 SHIP MOVEMENT

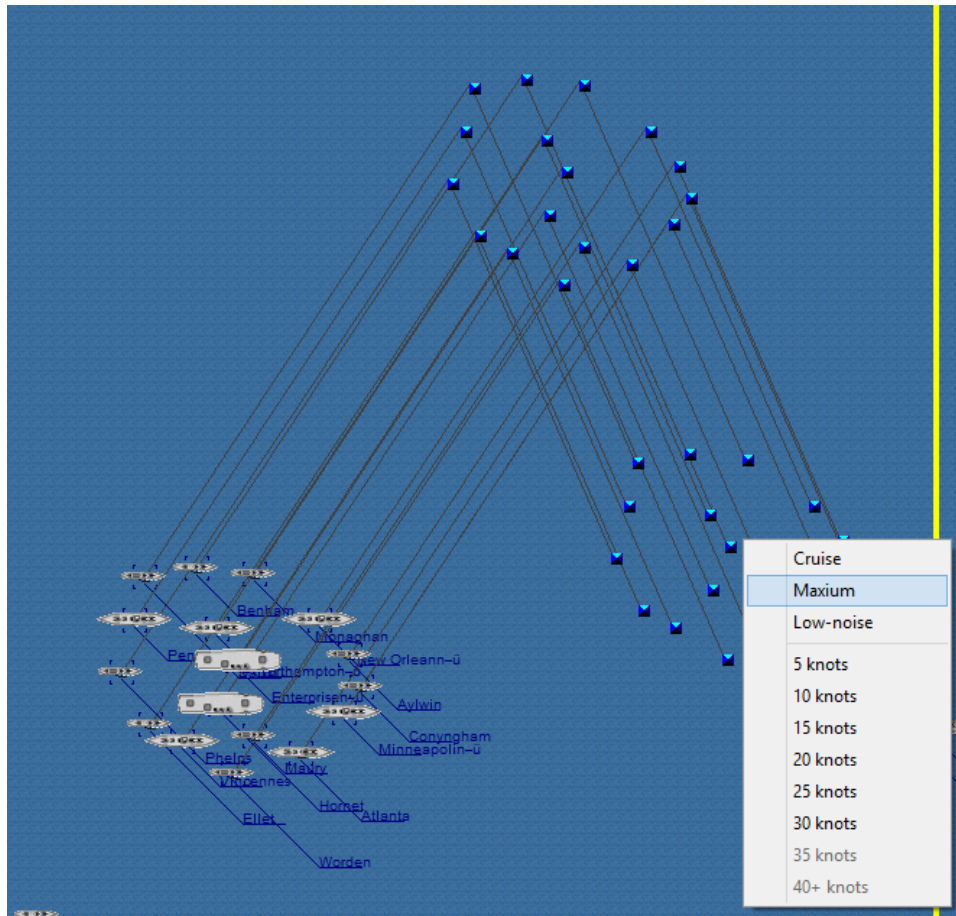
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In the main window, draw a rectangular to select the ships you want to manoeuvre



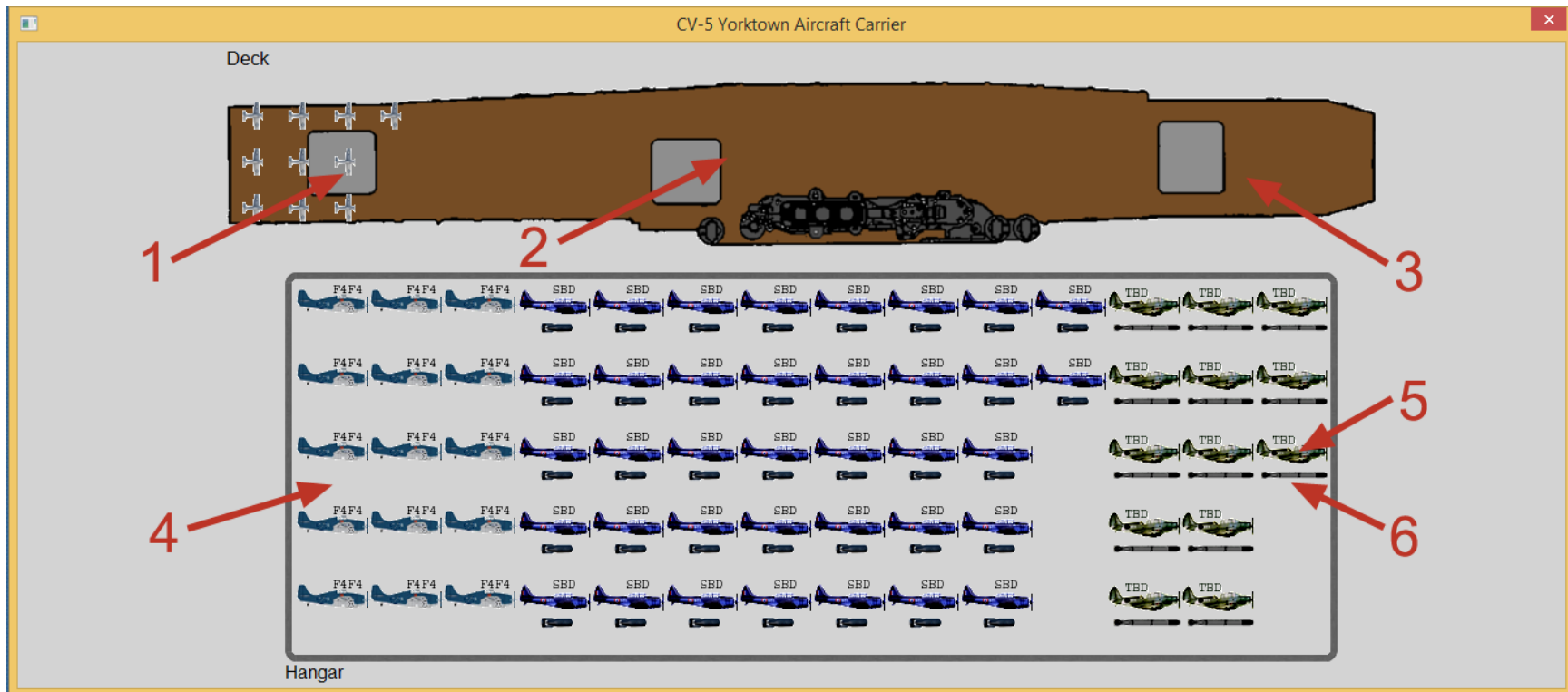
In the pop-up menu, select the formation of the ships in manoeuvring



Click the window to define routes and set speed for each stretch.  
Once finished, right-click to set more options and send the command.



## 5 DECK MANAGEMENT



Click a carrier in "My Carriers" window and choose "Show Deck Window" to display above window

**1. Aft Deck:** The area for launching aircraft.

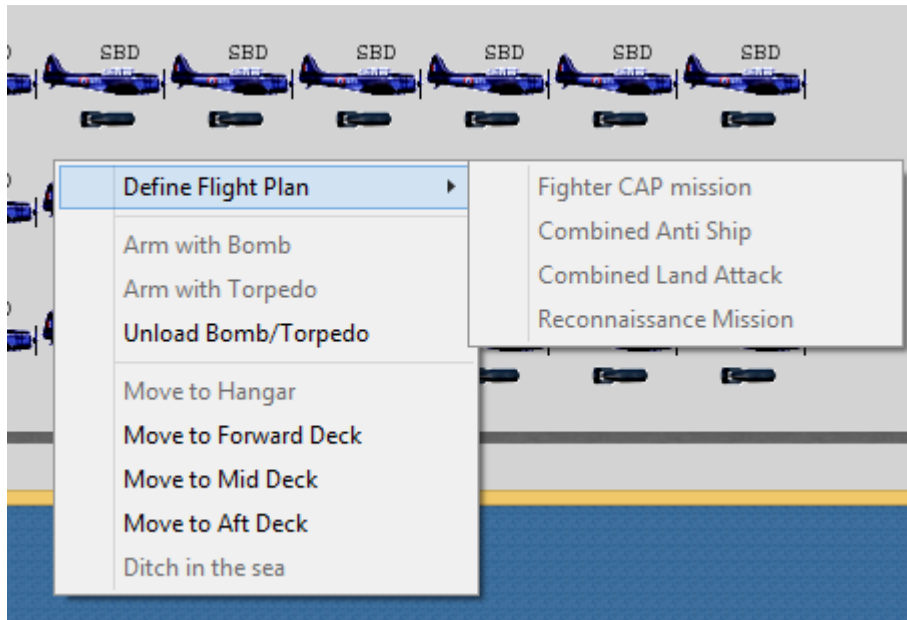
**2. Mid Deck:** Only fighters can be launched for this area. (Some carrier decks are too short to have this area)  
The carrier can receive some aircraft when this area is occupied.

**3. Forward Deck:** For receiving aircraft only.  
The carrier can NOT receive aircraft if the aft deck is occupied.  
The carrier can NOT launch aircraft if this area is occupied.

**4. Hangar**

**5. Aircraft in the hangar**

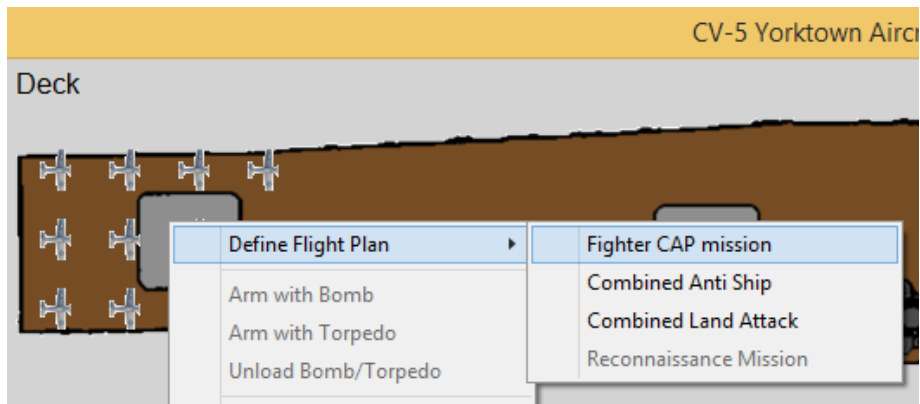
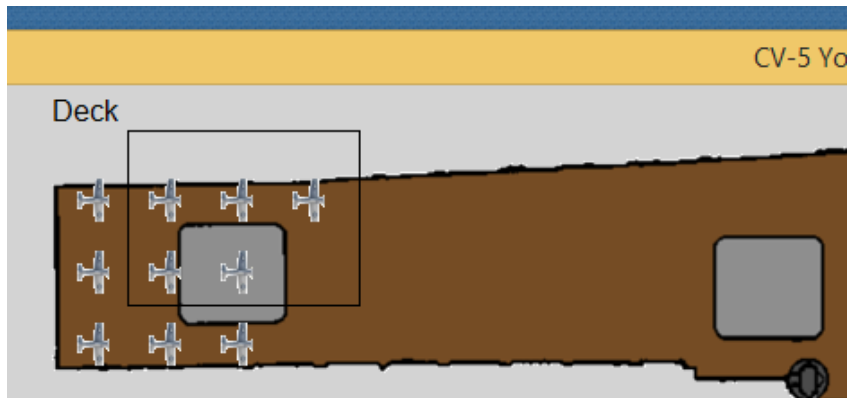
**6. Loaded weapon in each aircraft**



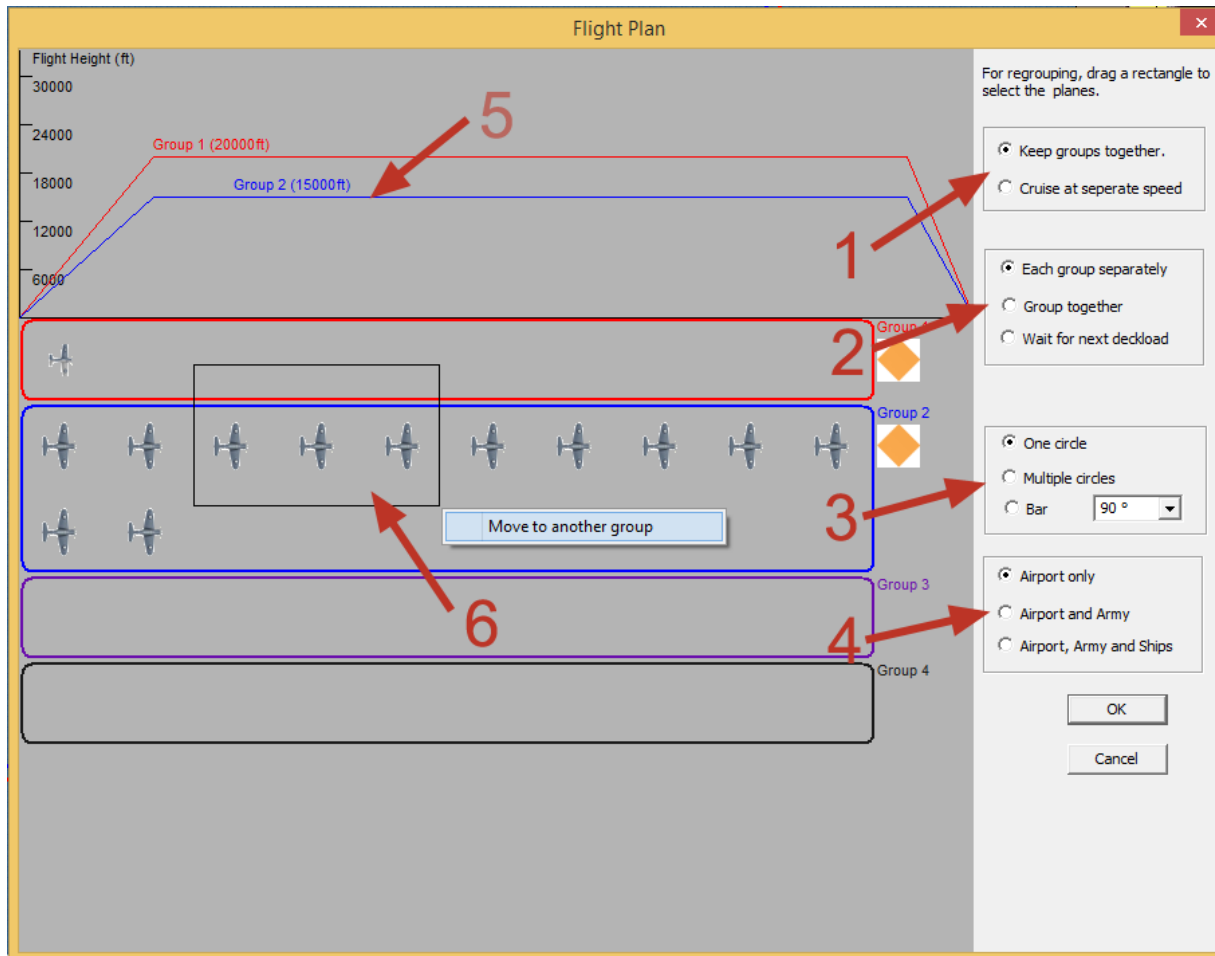
Draw a rectangular in the hangar or deck to select the planes and see the operations available for the selected planes. Define Flight Plan is only available for planes on the deck and ready for launching.

## 6 COMBAT AIR PATROL (CAP)

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Draw a rectangular on the deck to select the fighters and then choose "Fighter CAP mission" in the pop-up menu.



Set the flight plan in the next dialog:

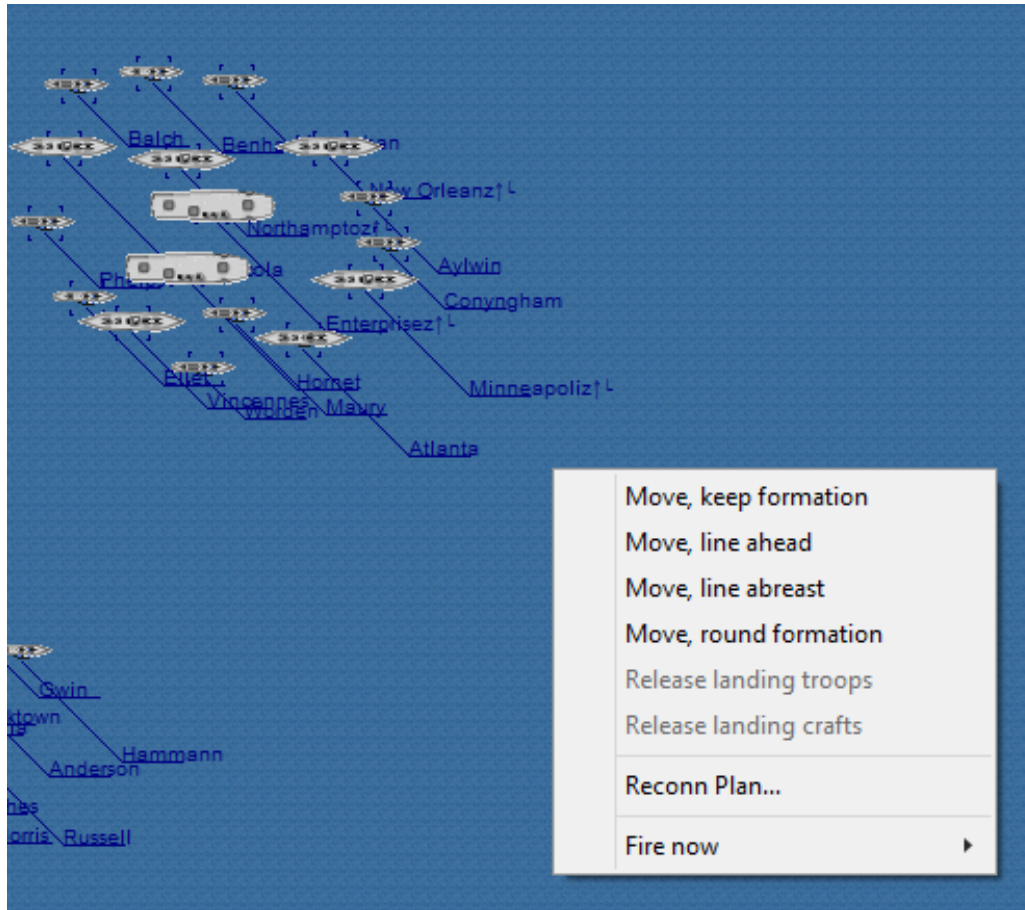
1. The fighters fly in 3-plane sections or as individual planes.
2. The sections fly to the target separately or together in groups or circling in the air to wait for next deck load.  
(Enabled only for anti-ship or ground attack missions)
3. CAP types
4. Targets (Enabled only for anti-ship or ground attack missions)
5. Flight Height (Click the diagram to adjust the heights)
6. Flight Group (You may draw a rectangular to select the planes and move them into another group)

Once finished, press OK and now you can define the flight routes, and launch the planes immediately.

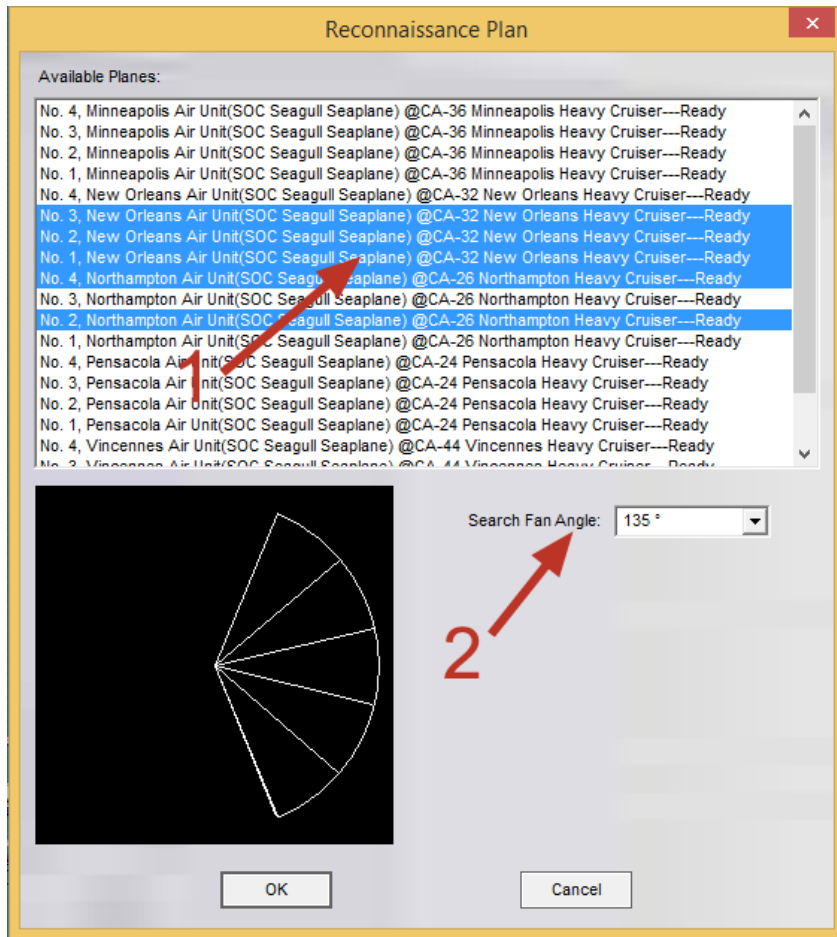


## 7 RECONNAISSANCE PLANNING

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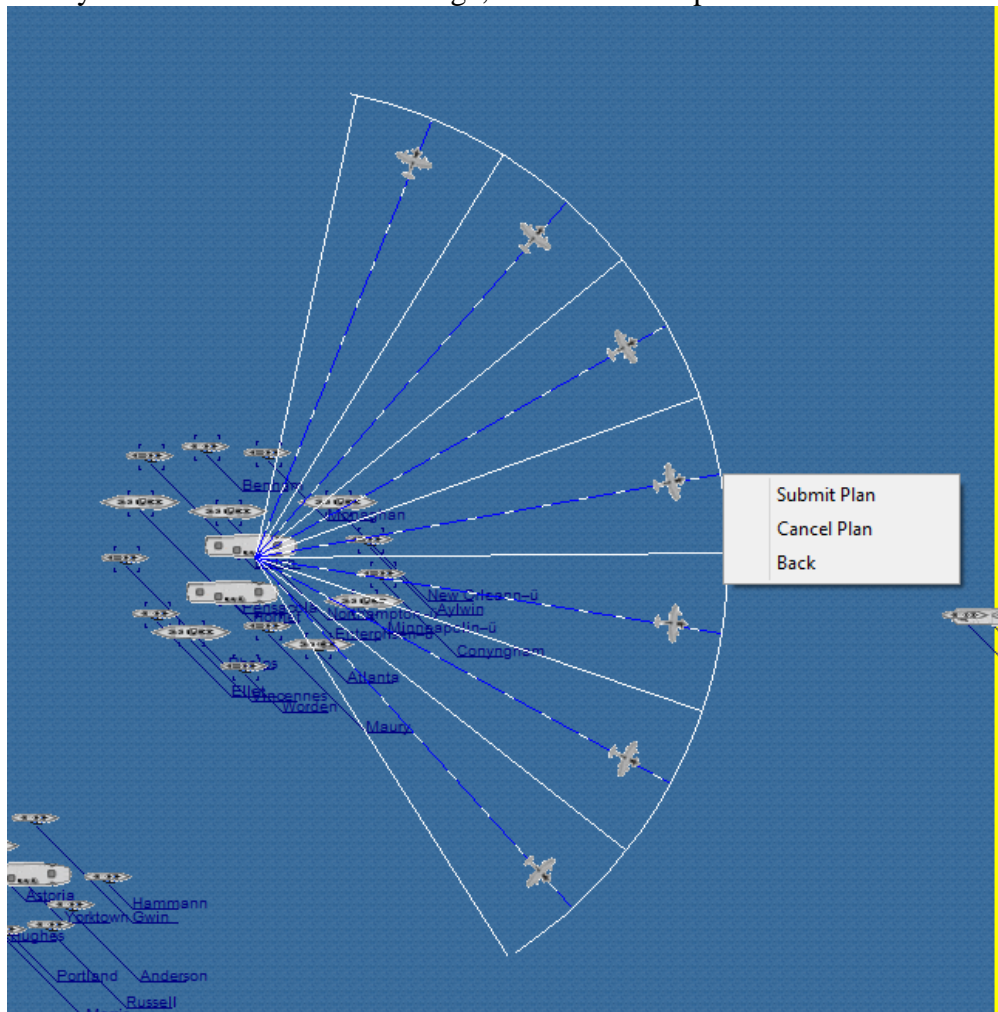
In the pop-up menu for selected the ships, choose "Reconn Plan...", and see the next dialog.



1. Available planes for reconnaissance mission. Select one or more from them.
2. Adjust the search fan for selected planes.

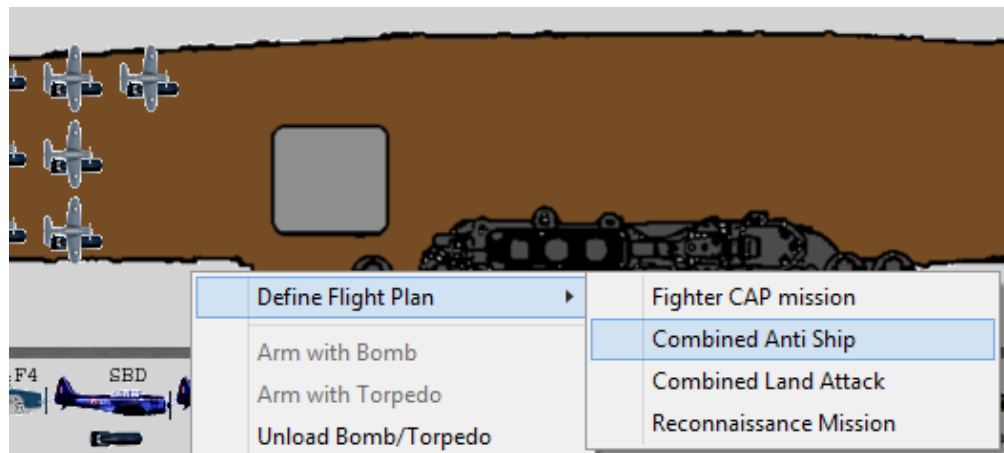
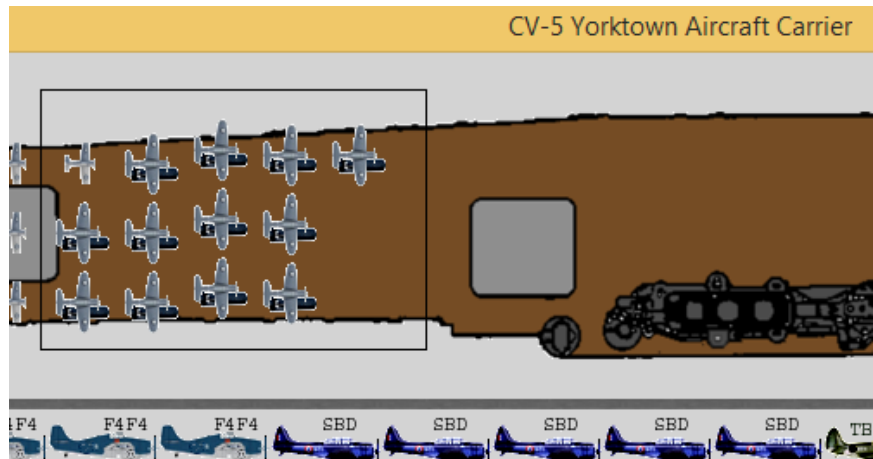


Now you can define the search range, and submit the plan.

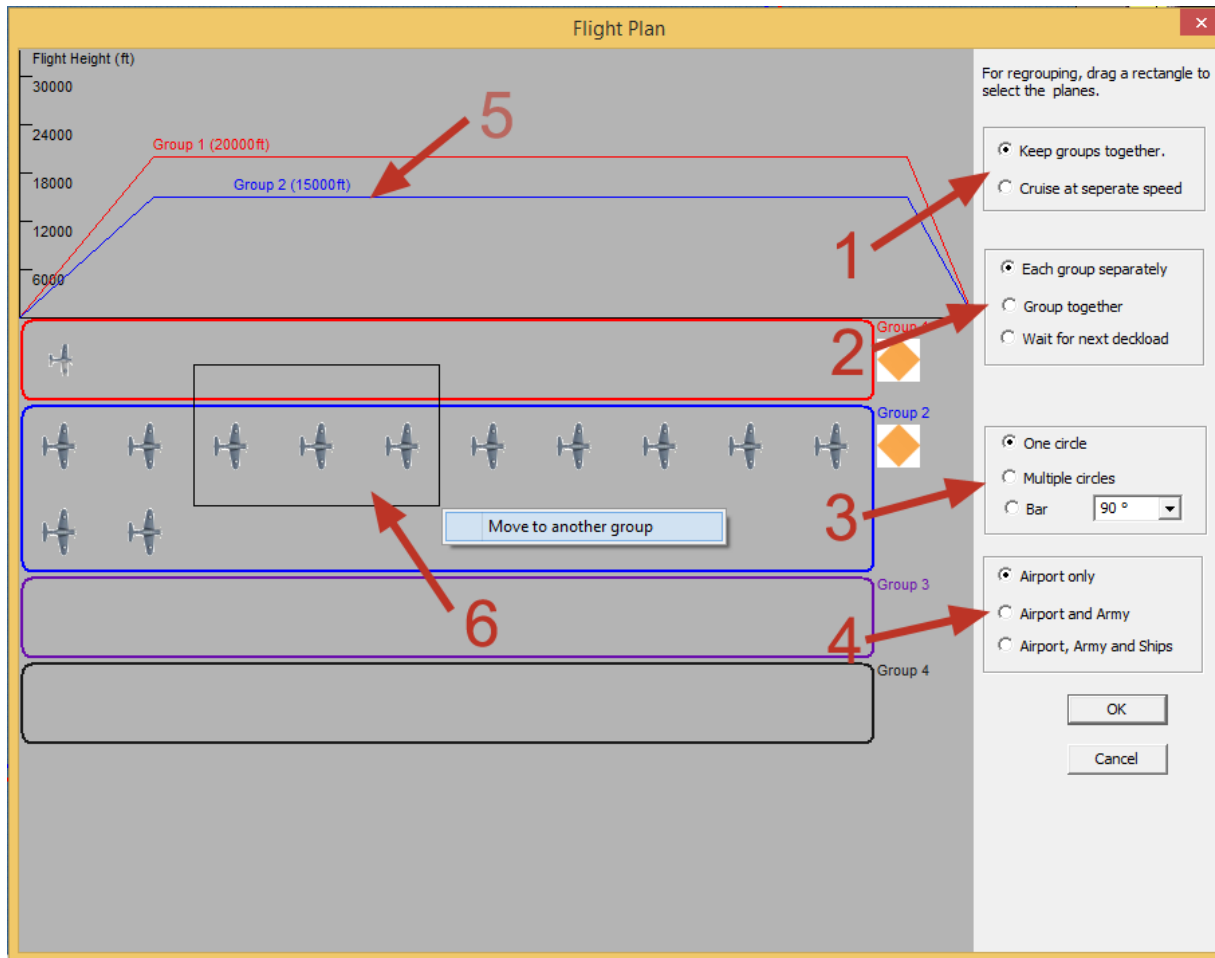


## 8 AIR STRIKES

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Draw a rectangular on the deck to select the bombers and escorting fighters then choose "Combined Anti Ship" in the pop-up menu.



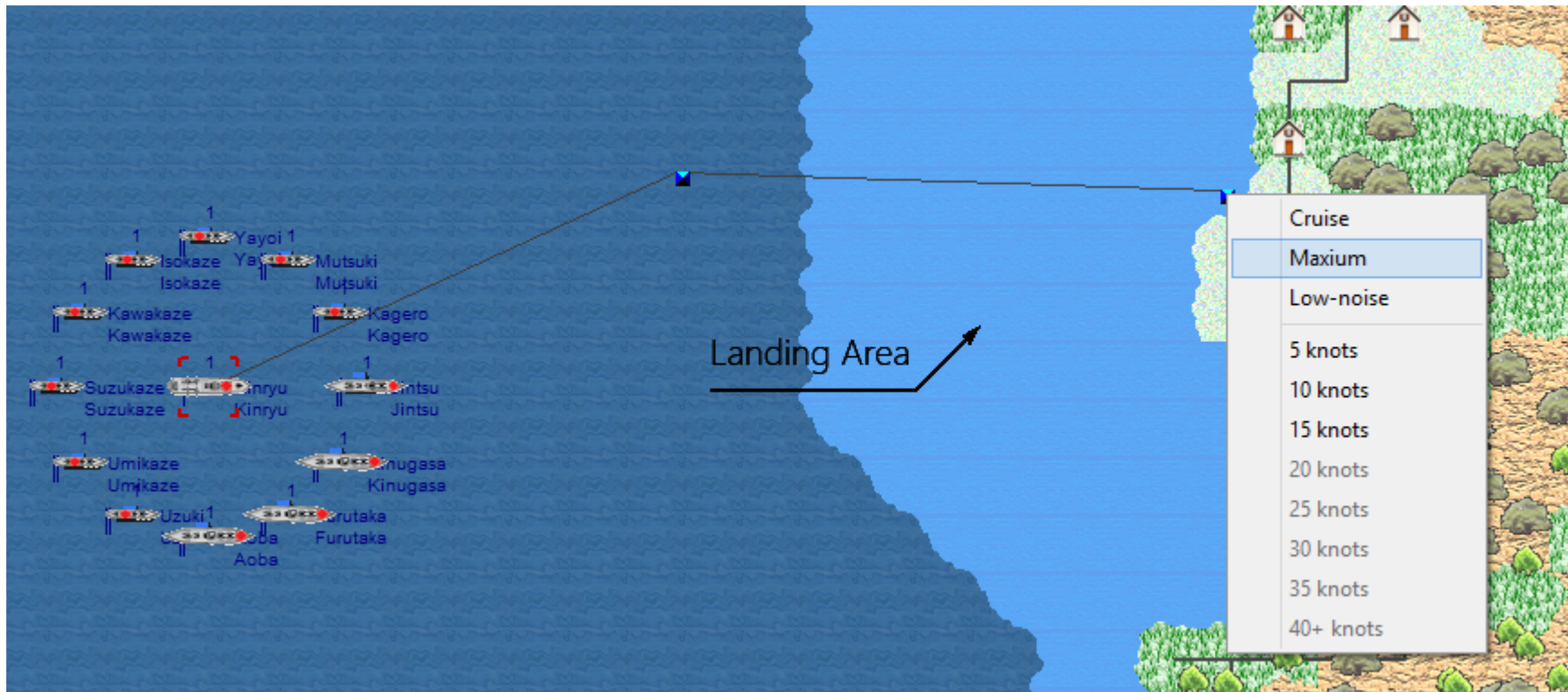
Set the flight plan in the next dialog:

1. The fighters fly in 3-plane sections or as individual planes.
2. The sections fly to the target separately or together in groups or circling in the air to wait for next deck load.
3. CAP types (Enabled only for CAP missions)
4. Prime target types
5. Flight Height (Click the diagram to adjust the heights)
6. Flight Group (You may draw a rectangular to select the planes and move them into another group)

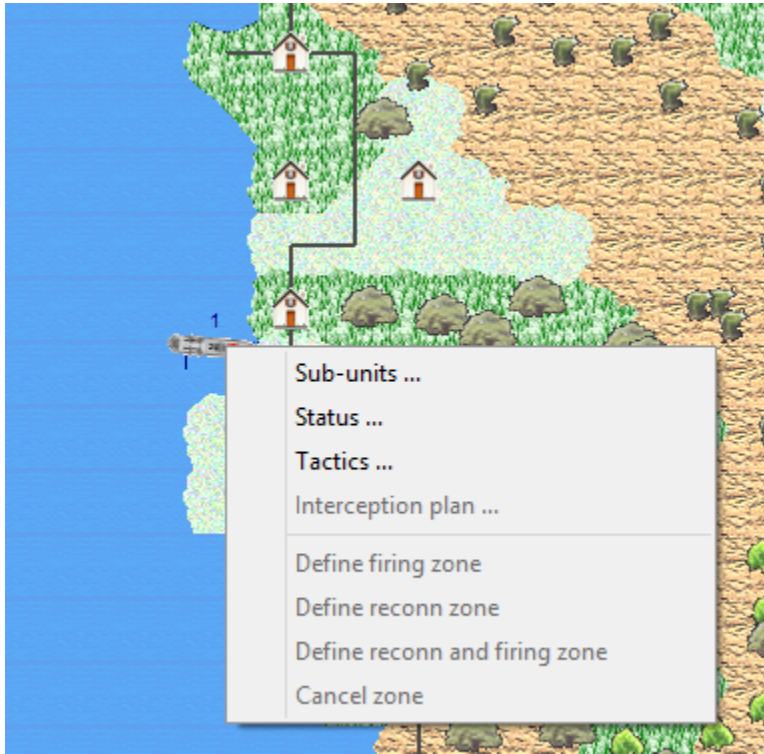
Once finished, press OK and now you can define the flight routes, and launch the planes immediately.



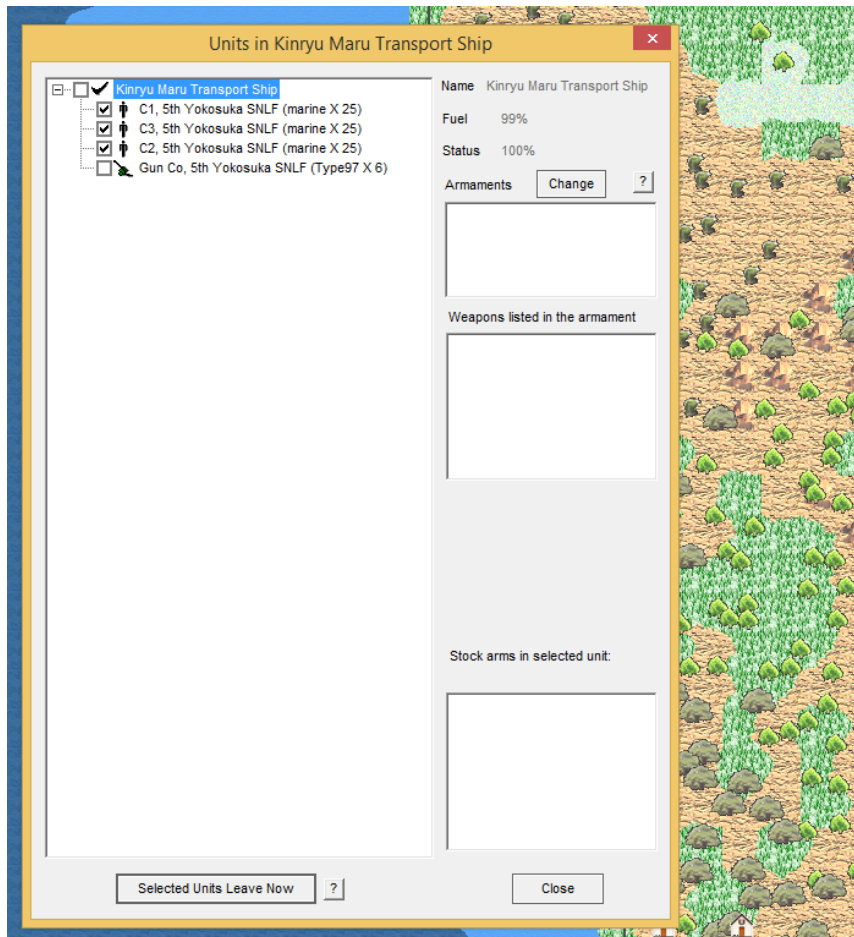
## 9 AMPHIBIOUS ASSAULT



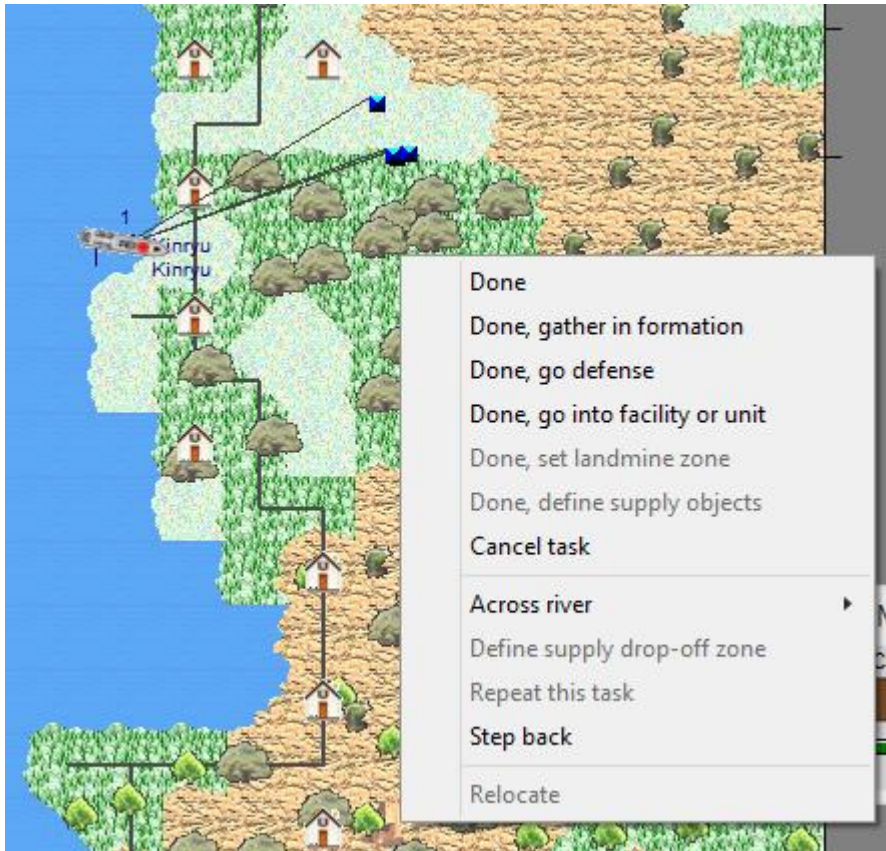
Manoeuvre your landing ship to a place next to the beach.



Click the landing ship and choose "Sub-units..." in the pop-up menu.



Select the landing troops in the unit tree, and press "Selected Units Leave Now"



Define the routes for the landing troops, and choose "Done" types to send the command.



## **APPENDIX**

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This section will contain additional information.