

# Le Choc des Amiraux



Duché de Bicolline



®





## *Le Choc des Amiraux*

### *The ocean: the final frontier.*

*While the nations of Mundus have been vying for control of the Terres du Centre for generations, recent technological advances have enabled the construction of ships capable of sailing the high seas. The elven and norse peoples have claimed this mastery since antiquity. At the dawn of the second millennium, the race to build military and commercial fleets intensifies for fear of being left behind by progress. Meanwhile, navigators from maritime guilds embark on daring expeditions to uncover the secrets of the seas.*







## Fleet composition

Each fleet consists of :

- 1 Frigate (flagship)
- 1 Galleon
- 1 Caravelle



## Roles

- **The Admiral commands the frigate.**
  - Possesses special powers that can be assigned to the captains or the frigate.
  - Each ship can receive only 1 power at a time (hidden face down).
  - Once used, a power can be replaced.
  - If a ship is sunk, all its powers (even hidden ones) return to the Admiral.
- **Captains command their own ships**





## Game progress

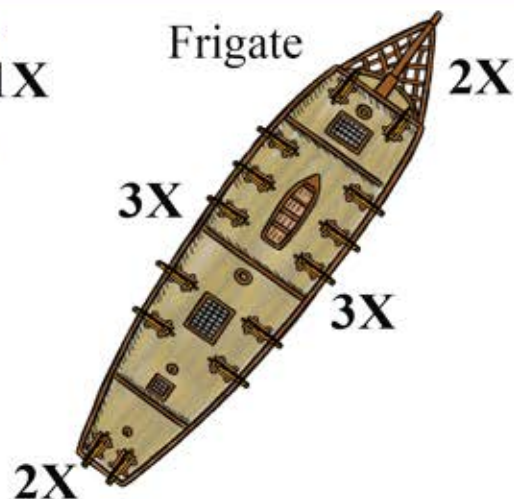
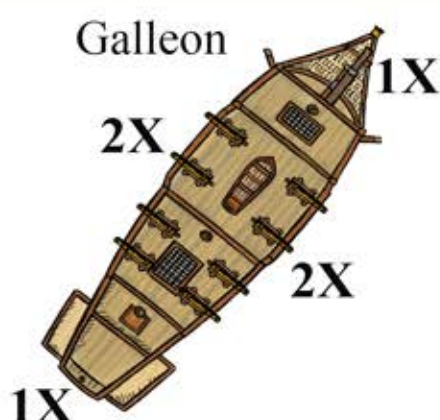
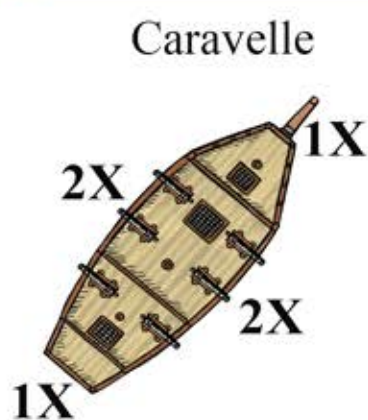
### Discussion phase

- Before each turn, players discuss their strategies. This is when the Admiral assigns (or does not assign) powers.

### Movement phase

- During the trip, **all communication between fleet members concerning travel is forbidden.**

| Ship      | Initiative | Speed  | Shots   | Structure |
|-----------|------------|--------|---------|-----------|
| Caravelle | 1          | Fast   | 2+2+1+1 | 10        |
| Galleon   | 2          | Medium | 2+2+1+1 | 15        |
| Frigate   | 3          | Slow   | 3+3+2+2 | 20        |



## Rules of Naval Combat

### Deployment

- Each fleet starts in one of the four equal zones on the board.
- The order of play follows initiative, moving clockwise.

### Initiative

- The ship with the highest initiative moves first.
- For each ship type, the order of movement is determined by drawing lots (e.g., caravels, then galleons, then frigates).

### Moving

- Ships may turn 30° (port or starboard) at the start, middle, or end of their movement.
- Minimum required distance: at least half their movement range. Movements are made from the base of the hull.







## Ramming

- If the ship moves more than half its distance: 2 damage points are inflicted.
- Less than half: 1 damage point is inflicted.
- The ship being rammed is moved 1 inch. The ramming occurs as soon as the model comes into contact with the enemy model.

## Boarding

- If two ships are side-by-side, a boarding is triggered:
  - 1 damage point to each ship.
  - They may still fire.
  - Ships engaged in a boarding action cannot move until one is sunk. For a boarding action to succeed, a ship must move directly toward its target and then pivot a maximum of 30° to press its hull against the target's side.
  - A ship that sinks an opponent using a boarding maneuver recovers any treasures that were onboard.

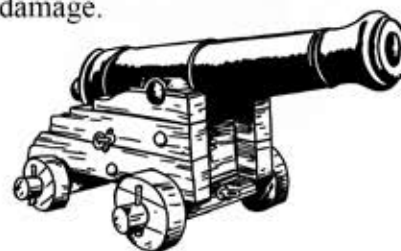


## Shots

- The firing order is determined randomly. The entire fleet fires at the same time.
- Firing is simultaneous: a sunk ship can still fire.
- Shots are fired from the hull at the base of the model, centered for the sides.
- Firing angle: 15°, using a template. A shot is valid if the template touches a visible portion of the target model, without obstruction.
- A ship sunk by fire loses its accumulated treasure.
- Range: on a roll of 1d6
  - Short: hit on 3+
  - Long: hit on 5+
  - A 6 inflicts 2 damage.

## Collision

- Collision with a reef (table edge) or an allied ship: 1 structure point lost.
- The ship ends its movement, but may reorient itself by 30°.







## Boarding phase

- Each side rolls 2d6 and adds its structure points (remaining fighters).
- The difference is the amount of damage inflicted on the loser.
- The winner receives half the damage dealt (rounded down), limited to the loser's remaining fighters.



## Admiral's powers

| Name                  | Type     | Effect                                                                                                                                                                                    |
|-----------------------|----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Potion d'héroïsme     | Boarding | Double the ship's strength.                                                                                                                                                               |
| Tromblons à ferraille | Boarding | Double the boarding dice.                                                                                                                                                                 |
| Baril explosif        | Combat   | Inflicts 5 damage to adjacent ships when destroyed.                                                                                                                                       |
| Ancre                 | Movement | Allows a <b>180°</b> turn before or after the movement.                                                                                                                                   |
| Grande voile          | Movement | Allows a <b>second move</b> .                                                                                                                                                             |
| Réparation de fortune | Movement | Repairs <b>5 points</b> (without exceeding the maximum).                                                                                                                                  |
| Canon à chaînes       | Shooting | Immobilizes a <b>short-range</b> ship for the next turn.                                                                                                                                  |
| Manœuvre d'évasion    | Shooting | Cancels <b>all shooting damage</b> for the turn.                                                                                                                                          |
| Salve de l'amiral     | Shooting | Double the salvo of a ship.                                                                                                                                                               |
| Pacte des brumes      | Movement | Exclusive to the Admiral: Ceasefire with another Admiral for one turn (no boarding, firing, or ramming). The two Admirals involved may not take any offensive actions against each other. |

**Note:** If the frigate is sunk, all unassigned powers are lost.  
Powers already in play may still be used.







## Victory conditions

- Last fleet still afloat with at least one ship.
- If multiple ships are still afloat:
  - Number of remaining structure points.
  - War Trophy: Sinking a caravel yields 2 points, a galleon 4 points, and a frigate 6 points.
  - If still tied: the Admiral with the most powers in hand.

## Earnings

- Each participant receives 5 exploits.
- The winning team earns 20 additional exploits.
- Treasure on a ship that has not been sunk. Each treasure is worth 50 solars.







## *The clash of the Admirals*

# Deployment

4 Fleets of 3 players

Galleon / Frigate / Caravelle

Galleon / Frigate / Caravelle



Caravelle / Frigate / Galleon

Caravelle / Frigate / Galleon



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## *The clash of the Admirals*

# Deployment

3 Fleets of 3 players

Galleon / Frigate / Caravelle

Galleon / Frigate / Caravelle

Caravelle / Frigate / Galleon



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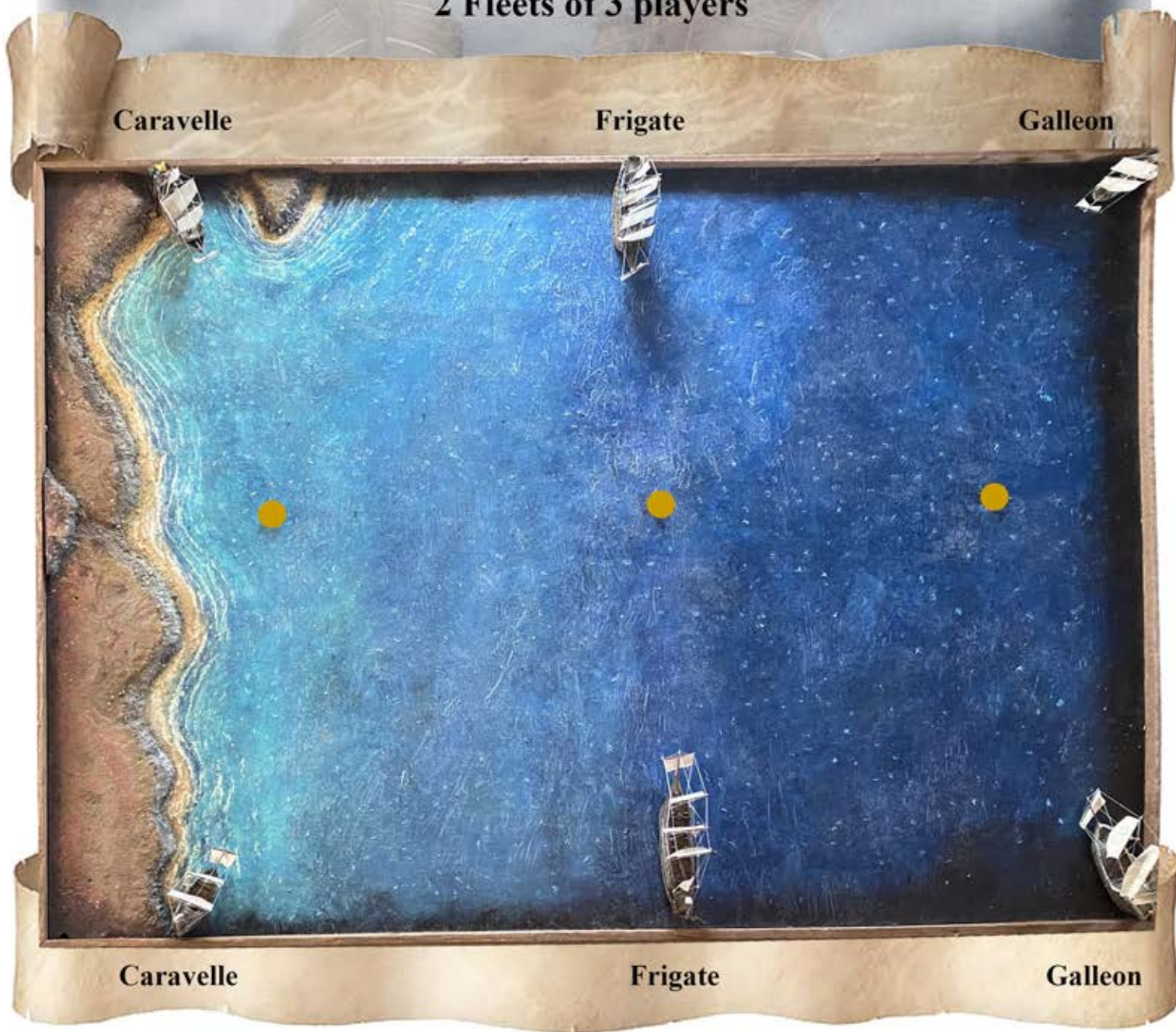




## *The clash of the Admirals*

# Deployment

2 Fleets of 3 players



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# Admiral's powers

