

CONVERSION FROM GRAND FLEETS

This section provides guidelines for players who wish to convert their favorite **Grand Fleets™** ship designs, whether historical or hypothetical, into **Grand Admiral** terms.

SHIP DATA

Hull Points

- 1) Take the total number of **Grand Fleets** hull hits and divide by 3.5, rounding to the nearest integer; the result is the number of hull boxes on the top line of the **Grand Admiral** data card.
- 2) Next, take the total number of **Grand Fleets** hull hits and divide by 2.34, rounding to the nearest integer. Then subtract the number obtained from step (1); the result is the number of hull boxes on the second line of the **Grand Admiral** data card.

Armor

Grand Admiral only concerns itself with the Belt and End armor from **Grand Fleets**; Deck armor is ignored.

- 1) Take the **Grand Fleets** Belt armor value and subtract 6. Multiply by 0.63, and round to the nearest integer. Finally, add 2; the result is the first **Grand Admiral** armor rating.
- 2) Take the **Grand Fleets** End armor value and subtract 6. Multiply by 0.63, and round to the nearest integer. Finally, add 2; the result is the second **Grand Admiral** armor rating.

Speed

- 1) Take the first number in the ship's **Grand Fleets** speed rating and multiply by 0.83, rounding to the nearest integer. The result is the first **Grand Admiral** speed value.

- 2) Take the first number in the ship's **Grand Fleets** speed rating and multiply by 0.42, rounding to the nearest integer. The result is the second **Grand Admiral** speed value.

Anti-Aircraft Rating

- 1) Take the ship's **Grand Fleets** anti-aircraft rating and divide by 4, rounding to the nearest integer. The result is the first **Grand Admiral** AA rating.
- 2) Take the ship's **Grand Fleets** anti-aircraft rating and divide by 8, rounding to the nearest integer. The result is the second **Grand Admiral** AA rating.

Torpedoes

The number of **Grand Admiral** torpedo boxes is equal to the total number of torpedoes (including reloads) carried in **Grand Fleets**.

GUN DATA

Gun Dice

- 1) Take the **Grand Fleets** ROF bonus, add 2, and multiply by the damage rating of the guns. Multiply by 0.09 and round to the nearest integer; the result is the first number of **Grand Admiral** gun dice. (If the guns are in turrets, multiply by 0.17 instead of 0.09.)
- 2) Take the **Grand Fleets** ROF bonus, add 2, and multiply by the damage rating of the guns. Multiply by 0.04 and round to the nearest integer; the result is the second number of **Grand Admiral** gun dice. (If the guns are in turrets, multiply by 0.09 instead of 0.04.)

Range

- 1) Take the **Grand Fleets** long range and multiply by 0.25, rounding to the nearest integer; the result is the **Grand Admiral** short range.

- 2) Take the **Grand Fleets** long range and multiply by 0.51, rounding to the nearest integer; the result is the **Grand Admiral** long range.

Penetration

- 1) Converting to **Grand Admiral** penetration values is the most complicated step in this process; since **Grand Fleets** uses only three values, while **Grand Admiral** provides a separate penetration value at each range.
- 2) Take 2.96 and divide by the **Grand Fleets** long range; call this result X.
- 3) Take the **Grand Fleets** penetration at short range, and divide by the **Grand Fleets** penetration at long range; call this result Y.
- 4) Raise Y to the power of X; call this result Z.
- 5) Now, take the **Grand Fleets** penetration at short range, and multiply by 0.63, rounding to the nearest integer; the result is the **Grand Admiral** penetration at range 1.

- 6) Take the **Grand Fleets** penetration at short range, multiply by 0.63, and multiply by Z, rounding to the nearest integer; the result is the **Grand Admiral** penetration at range 2.
- 7) Do the same for each successive range, each time adding an additional multiple of Z. For example, at range 3, multiply by Z twice; at range 4, multiply by Z three times; etc.

POINT VALUE

In order to get a truly accurate point value for your converted ship, you would have to jump through several mathematical hoops—however, a close approximation can be had by dividing the **Grand Fleets** point value by 5, rounding to the nearest integer.