GWAS Player Aid Sheet - Version 1.0 2/99

Weather Table

Die	Mediterranean	North Sea/Baltic	Pacific Ocean
1	Decrease 1 level	Decrease 1 level	Decrease 1 level
2	Decrease 1 level	No Change	Decrease 1 level
3	Decrease 1 level	No Change	No Change
4	No Change	No Change	No Change
5	No Change	Increase 1 level (November to March only)	No Change
6	Roll again; if result = 4 to 6, increase 1 level	Increase 1 level	Roll again; if result = 4 to 5, increase 1 level; if 6, increase 2 levels

Weather Effects (not listed elsewhere)

Weather	Effects on Air Units	Effect on DDs/TBs
Gale	Units in air destroyed; others can't spot	Roll 1d6; 6 = sunk
Storm	Can't attack, spot, search	
Squall	Can't attack, spot, search	
Fog	Airships can't attack & can only spot in own area	

Movement Allowance Modifiers

Unit/Condition	Speed
Ship w/damage reducing speed < 1S	0
Ship out of fuel or fueling	0
Ship in port	0
DD, TB in gale, storm	1
Aircraft, airship in gale	0
Airship in storm, squall	1
Towed or towing ship	1 zone per 3 turns (1S in combat)
Ship's hull hits > 0.5 * total	-1 Speed
CVS launching, CV/CVS recovering	0

Minefield Table

Dice	Result
2-10	Miss
11-12	Hit

Dice Roll Modifiers:

Each additional minefield (max of +5):	+1
Ship moving speed class 2:	+2

Minefield Damage

Die	Hit Type
1-2	1 Hull
3	2 Hull
4	3 Hull, -1 Speed
5	5 Hull, -1 Speed
6	All Hull (ship sinks)

Sweeping Mines

Die	Result
1	Minesweeper sunk
2-3	No effect
4-6	1 minefield removed

Merchant Location Table

Die	Density			
	1	2	3	4
1	-/1	1/1	1/2	2/2
2	-/-	-/1	-/1	1/2
3	-/-	-/-	-/1	1/1
4	-/-	-/-	-/-	-/1
5	-/-	-/-	-/-	-/1
6	-/-	-/-	-/-	-/-

Roll 1d6 per Warship
Densities: Major route = 4, adjacent = 3
             Minor route = 2, adjacent = 1

Die Roll Modifier:

Night:	+1

Pursuit

Die	Result
1-5	Miss
6	Move w/enemy fleet; auto contact

Die Roll Modifiers:

Daylight:	+2
All pursuers faster than slowest enemy:	+1

Foundering Check

Die	Result
1-5	No effect
6	1 Hull

Die Roll Modifiers:

Moved 2 zones last movement:	-2
Squall:	+1
Storm:	+2
Gale:	+3

Launching Aircraft

Die	Result
1	Destroyed
2-6	No effect

Die Roll Modifiers:

Taking off from CV	+1
Fog:	-1
Night, Squall:	-2
Storm:	-3
Gale:	Not Allowed

Recovering Aircraft

Die	Result
1-2	Destroyed
3-6	No effect

Die Roll Modifiers:

Fog:	-1
Squall:	-2
Night, Storm:	-3
Gale:	Auto destroyed

Involuntary Grounding

Die	Result
1-5	No effect
6	Grounded

Die Roll Modifiers:

Land in ship's home country:	-1
Capital ship:	+1

Refloating

Die	Result
1	Freed; Roll 1d6; result * 0.5 (up) = number of hull hits
2-6	Remains grounded

Die Roll Modifier:

Ship has no armor:	+1

Search Table

Die	Result
1-3	No contact
4-6	Contact

If unmodified roll = 6, place at surprise distance (see 7.28)

Die Roll Modifiers:

Submarine or MTB attempting search:	-1
Night, gale:	-2
Storm, squall:	-1
Clear:	+1
Successful pursuit:	Auto Contact

Discretionary Die Roll Modifiers:

Leader present:	+1
Fleet has 20+ ships	+1
Fleet has only DD, DL, or TB:	-1
Fleet w/Intercept mission:	+2
Fleet w/Raid mission (owner's choice):	+1/-1
Airship in sea zone (not bad weather):	+2
Attacking fleet in port:	Auto contact

Battle Initiative

Die	Initiative Player
1-3	Central Powers
4-6	Allied

Die Roll Modifiers:

Central Powers leader present:	-1
Allied leader present:	+1
For each CP nationality > 1 present:	+1
For each Allied nationality > 1 present:	-1
Attacking fleet in port:	Auto initiative

Sighting Ranges

Condition	Max Range
Gale	1 hex
Night, fog, squall, storm	2 hexes
Mist	3 hexes
Clear	4 hexes

Weapon Ranges

Weapon	Max Range
Tertiary gun	1 hex
Secondary gun	2 hexes
Primary gun	3 hexes
16+" gun (see 7.7)	4 hexes
Torpedoes	1 hex

Fire range is lesser of sighting range or weapon range

Weapon Strength Modifiers

Weapon/Condition	Modifier
Any gun or torpedo in gale	* 0
Secondary, tertiary gun or torpedo in storm, squall	* 0
Any gun during bombardment mission, first fire only	* 0.5
Any gun on towed/towing ship, first fire only	* 0
Any weapon on ship fueling/rearming this turn	* 0
16+" Gun at 4 hexes	* 0.5
Torpedo when firing ship immobile	* 0
Torpedo vs. ships in port	* 0

Weapon Hit Table

Die	Result
1-5	Miss
6	Hit

If hit oiler or minelayer still w/mines, roll another 1d6; 6 = sunk

Die Roll Modifiers - All Weapon Types:

Target ship is dead in the water	+1
Target ship is towing or being towed:	+1

All Torpedoes:

Target is capital ship or F-# transport:	+1

Non-Submarine Torpedoes:

Target in same hex:	+1
Firing ship is capital ship:	-1
Firing from hull mount (boxed on sheet):	-1
Firing ship is Italian MTB:	+1

Submarine Torpedoes:

Ace commander firing:	+2

Gunfire:

Non-MTB target in same or adjacent hex:	+1
Ship's name italicized on Ship Data Sheet:	+1

(GWAS I: Italicized = All Germans, British BBs, Russian BBs, Austrian BCs, CLs, and CA 04)

Anti-Submarine Attacks

Die	Result
1-4	No effect
5	Sub sunk, can't attack
6	Sub sunk, can attack

Roll 1d6 for every 3 DDs, TBs, or MSs in hex

MTB Attacks

Die	Result
1	All enemy ships may fire; surviving MTBs may attack
2-3	Target ship may fire; surviving MTBs may attack
4-6	Enemy can't fire; MTBs may attack

Emergency Repairs

Die	Result
1	Speed = 1S, don't roll again
2-4	Roll again next impulse/turn
5-6	Speed = 0, don't roll again

Gunnery Damage Table

Dice	Hit Type
2	Critical damage*
3	Torpedo mount
4	1 Secondary
5	1 Hull
6	1 Secondary
7	1 Primary
8	1 Tertiary
9	1 Primary
10	1 Hull**
11	2 Hull, -1 Speed
12	Critical damage*

* NA to Tertiary fire
** If Primary fire at 3+ hexes, add 2nd hull hit
If Primary fire vs. area w/light or no armor, roll another 1d6; if result ≥ 4,
    +1 hit of same type unless target's hull "boxed"

Torpedo Damage Table

Dice	Hit Type
2	Critical damage
3	2 Hull
4	No damage
5-6	1 Hull
7	2 Hull
8	1 Hull
9	1 Primary
10	2 Hull, -1 Speed
11	3 Hull, -1 Speed
12	Critical damage

Critical Damage Table

Dice	Hit Type
2	6 Hull, 3 Primary, -1 Speed*
3	3 Primary
4	Leader killed
5	2 Primary
6	2 Hull
7	2 Secondary
8	2 Hull**
9	1 Primary
10	1 Hull, -1 Speed
11	3 Hull
12	5 Hull, 5 Primary, -All Speed

*British BC explodes and sinks in scenarios before 1917
**Secondary gives 1 Hull against ship w/heavy armor hull

Referred Pain

Status of Boxes for Indicated Weapon Type				A Hit Here…	…Results Instead In
Primary	Second.	Tertiary	Torpedo		
Never	-	-	-	Primary	Second.
-	Never	-	-	Second.	Tertiary
Some	Some	Never	-	Tertiary	NE
Never	Never	Never	-	Pr., Sec.	NE
Never	Never	Never	-	Tertiary	Hull
All hit	-	-	-	Primary	Hull
-	All hit	-	-	Second.	Hull
-	-	All hit	-	Tertiary	NE
-	-	-	Never	Torpedo	NE

- = Doesn't matter   NE = No Effect
Never = Never had   All hit = All boxes of that type damaged
Some = Had some to start
Armor penetration restrictions still apply to referred hits.

Scenario Preparation

Designate any needed MTB and submarine patrol zones
Randomly draw and deploy any needed airships
Assign units to fleets, assign missions to fleets, & assign orders for missions
    Fleets can only contain ships of 1 nationality unless fleet ≤ 4 ships
        German = any nationality; Canadian & Australian = British.

Mission	Possible Orders	Turns	Ships Allowed
Transport	Common, Load, Unload	All	All
Bombard	Common, Shell, Launch, Recover	All	Warships
Escort	Escort	All	Warships
Intercept	Common, Pursue, Launch, Recover	2	Warships
Abort	Common	All	All
Minelaying	Common, Mine	All	Minelayers
Mine-sweeping	Common, Detect, Sweep	All	Minesweepers
Raid	Common, Shell, Mine, Search1, Search2, Pursue, Launch, Recover	2	Warships Max 2 ships Need leader

    Common = Area # (move), Fuel, Divide
    Turns = Number of turns needing orders
    Oilers, Colliers & aux. Minelayers = Warships for mission purposes

Game Turn Sequence of Play

Check weather
May combine two fleets in same zone
Write orders for 2 turns hence for fleets on Raid, Intercept missions
    May change mission of any fleet to Abort; write orders for all turns
        starting 2 turns hence
Check fuel
Move fleets
Check for floundering
Move aircraft
Check for contact
If contact made, perform tactical combat
Write orders for all turns for fleets newly on Abort mission

Tactical Combat Sequence of Play

	Determine initiative for round 1 Non-initiative player sets up in center hexes Initiative player sets up on numbered hexes (Per hex: min 4 [Raid = 1], max 8 same nation)
	Initiative player moves 2+ Gunfire Torpedo Non-initiative player moves 2+
	Initiative player moves 2, 2+ Gunfire Torpedo Non-initiative player moves 2, 2+
	Initiative player moves 1, 2, 2+ Gunfire Torpedo Non-initiative player moves 1, 2, 2+
	Initiative player moves 1S, 1, 2, 2+ Gunfire Torpedo Non-initiative player moves 1S, 1, 2, 2+
	Initiative player moves 1S, 1, 2, 2+ Gunfire Torpedo
	If both sides have ships remaining w/in sighting distance then determine initiative, bump logs by one zone, & restart sequence at 2+ impulse Else end combat, check fuel use, & write new orders

GWAS I main rulebook rules to still use:

9.5 (Coastal Waters and the Straits)
9.8 (Russian Battle Tactics)
15.4 (Anti-Aircraft vs. Italian Airships)
Counter and Map Errata
Starting weather for all GWAS I scenarios = clear