

Scenario Special Rules

Remember the Maine and *Russo-Japanese War* have a number of scenario special rules that require adjustment for use with the alternative tactical system (ATS) rules developed by Karl Laskas for the pre-dreadnought era. The required corrections are detailed below; if further questions arise, please post your questions to the *Great War at Sea* board at ConSimWorld and we will answer accordingly.

Game Scale: The scale in the ATS rules is approximately 1,000 yards per hex (a larger tactical map will usually be required). In the standard *GWAS* tactical system, one hex is approximately 8,000 yards, so in most cases, scenario tactical distances will need to be increased by x8. However, many battle scenarios in the revised games already have refined game scales as compared to the standard *GWAS* tactical system, requiring smaller corrections. Distance adjustments should be done as follows:

- If the sighting distance in clear conditions is 16 hexes, increase the set-up / land distances by x2.
- If the sighting distance in clear conditions is 8 hexes, increase the set-up / land distances by x4.
- If the sighting distance in clear condition is 4 hexes, increase the set-up / land distances by x8 (standard *GWAS*).

Also, ignore the following items which may also be mentioned in scenario "game scale" special rules:

- Range-based "to hit" modifiers.
- Scale-associated qualifying "to hit" die rolls.
- Stacking limits.

These are automatically accounted for by converting back to the 1,000-yard scale of the ATS rules, and using the ATS Range Table "to hit" modifiers for the Spanish-American War or Russo-Japanese War periods as appropriate.

Marginal Leaders: Leaders Cervera and Rozhdestvensky only provide a +1 on initiative rolls (when they are allowed any modifier at all).

Gunnery and Torpedoes: All scenarios taking place prior to 1902 use the use the ATS Spanish-American War Range Table for gunnery ranges / modifiers, while those taking place in 1902 and later use the ATS Russo-Japanese War Range Table.

- US battleships B28 *Pimlico* and B29 *Cumberland* have primary guns that can engage targets at ranges of 13-15 hexes, with a gunnery modifier of "0".

- Resolve hits from DD/TB "light guns" with a confirming roll as described in the scenario special rules.
- Ignore the +1 "speed less than 2" modifier listed under ATS "To Hit Rolls".

Torpedoes have a range of one hex prior to 1902, and two hexes for 1902 and later.

Spanish and Russian Gunnery: Several scenarios include a penalty to Spanish and Russian gunnery by way of a second confirmation roll on hits, associated with lack of training and in some cases defective ordinance. Instead of making the confirmation roll, do the following:

- If the required hit confirmation roll is 5 or higher, apply the -1 "poor training" modifier listed under ATS "To Hit Rolls" (do not apply this modifier otherwise).
- Use the respective Spanish and Russian rows in the ATS Damage Table.

If no hit confirmation roll is required, use the US row in the Damage Table.

Spanish Engineering/Scenario Speed Reductions: Several scenarios include speed reductions to various ships, due to poor maintenance, hull fouling, bad coal and low steam pressure / uncoupled engines. For these scenarios, apply -1 to the ship's tactical speed rating for each speed level (1 to 1s, 1s to 1vs) indicated. A ship whose operational speed is reduced from 1 to 1vs would have its tactical speed reduced by 2.

- For *Remember the Maine* Battle Scenario 21 ("Manila Bay"), Spanish ships released to move are limited to speed 2.

Spanish Fripperies, Russian Damage Control: Apply the ATS +1 "especially flammable" modifier when resolving damage in these cases. Also apply a +1 to Damage Control rolls.

Austrian Gunnery: Austrian ships are treated as US ships for combat purposes.

Speed Ratings: If players wish to use the Counter Method of determining speed ratings (ATS 4.4), use the following conversion chart:

Printed Speed	New Speed
2+	9
2	8
1	7
1 slow	6
1 very slow	5

Historical Speed Ratings for the Pre-Dreadnought Alternative Tactical System (ATS)

Russo-Japanese War

Russian

B06 Peresviet: 6	CD03 Gen. Adm. Apraxin: 5	ML01 Amur: 6
B10 Slava: 6	AC00 Pamiat Azova: 6	ML02 Yenisei: 6
B11 Tsesarevitch: 6	AC01 Rurik: 6	GB05 Khabri: 5
B12 Borodino: 5	AC02 Vladimir Monomakh: 5	GB06 Grozyashchi: 4
B13 Emperor Alexander III: 6	AC03 Bayan: 7	GB08 Bobr: 4
B14 Orel: 6	AC04 Dmitri Donskoi: 5	GB09 Sivuch: 4
B15 Kniaz Suvarov: 6	AC05 Rossia: 7	GB11 Razboinik: 4
B16 Prokhor: 7	AC06 Gromoboi: 7	GB12 Gremyashchi: 4
B17 Vladimir: 7	AC07 Admiral Nakhimov: 6	GB13 Otvanji: 4
B18 Emperor Alexander II: 5	PC03 Bogatyr: 8	GB14 Djigt: 4
B19 Emperor Nikolai I: 5	PC04 Oleg: 8	GB15 Mandjur: 4
B20 Navarin: 5	PC05 Askold: 8	GB16 Korietz: 4
B21 Sissoi Veliki: 5	PC07 Pallada: 6	AY01 Almaz: 6
B22 Petropavlovsk: 5	PC08 Aurora: 6	BS01 Rus: 6
B23 Poltava: 5	PC09 Diana: 6	Puilki class DD: 9
B24 Sevastopol: 5	PC10 Variag: 8	Boiki class DD: 9
B25 Osliabia: 6	C01 Svetlana: 7	Sungari class TB: 7
B26 Pobieda: 6	C04 Novik: 8	No. 214 class TB: 10
B27 Retvisan: 6	C05 Boyarin: 7	Kazarski class TB: 7
CD01 Admiral Ushakov: 5	C11 Izumrud: 8	
CD02 Admiral Seniavin: 5	C12 Jemtchug: 8	

Japanese

B01 Yashima: 6	AC07 Kasuga: 7	C21 Chihaya: 7
B02 Fuji: 6	AC08 Nisshin: 7	C22 Idzumi: 6
B03 Shikishima: 6	C01 Naniwa: 6	C23 Yaeyama: 7
B04 Hatsuse: 6	C02 Takachiho: 6	C24 Takao: 5
B05 Asahi: 6	C03 Akitsushima: 6	GB02 Kaimon: 4
B06 Mikasa: 6	C04 Yoshino: 8	GB03 Tenryu: 4
B07 Kashima: 6	C06 Suma: 7	GB06 Oshima: 5
B08 Katori: 6	C07 Akashi: 7	GB08 Tsukushi: 5
B09 Yamato: 7	C08 Takasago: 8	Ikazuchi class DD: 10
B10 Musashi: 7	C09 Chitose: 7	No. 21 class TB: 8
CD01 Chin Yen: 5	C10 Kasagi: 7	Hayabusa class TB: 10
CD02 Hei Yen: 3	C11 Tsushima: 7	
CD03 Fuso: 4	C12 Niitaka: 7	
AC00 Chiyoda: 6	C13 Otowa: 7	
AC01 Asama: 7	C14 Sai Yen: 5	
AC02 Tokiwa: 8	C16 Itsukushima: 5	
AC03 Yakumo: 7	C17 Hashidate: 5	
AC04 Adzuma: 7	C18 Matsushima: 5	
AC05 Idzumo: 7	C19 Tatsuta: 7	
AC06 Iwate: 7	C20 Miyako: 7	

Either Side

Merchant Cruisers: 6
Large Transports: 6
Small Transports: 5

Remember the Maine

American

B00 Texas: 6
B01 Indiana: 5
B02 Massachusetts: 5
B03 Oregon: 6
B04 Iowa: 6
B05 Kearsarge: 6
B06 Kentucky: 6
B07 Illinois: 6
B08 Alabama: 6
B09 Wisconsin: 6
B10 Maine II: 6
B11 Missouri: 6
B12 Ohio: 6
B13 Virginia: 6
B14 Nebraska: 6
B15 Georgia: 6
B16 New Jersey: 6
B17 Rhode Island: 6
B23 Mississippi: 6
B24 Idaho: 6
B26 Superior: 6
B27 Erie: 6
B28: Pimlico: 6
B29 Cumberland: 6
AC01 Maine: 5
AC02 New York: 7
AC03 Brooklyn: 7
CD01 Puritan: 4

CD02 Amphitrite: 4
CD03 Monadnock: 4
CD04 Terror: 4
CD05 Miantonomoh: 4
CD06 Monterey: 4
PC01 Atlanta: 6
PC02 Boston: 6
PC03 Chicago: 6
PC04 New Orleans: 7
PC05 Albany: 7
C01 Newark: 6
C02 Charleston: 6
C03 Baltimore: 7
C04 Philadelphia: 7
C05 San Francisco: 7
C06 Olympia: 7
C07 Cincinnati: 6
C08 Raleigh: 6
C09 Montgomery: 6
C10 Detroit: 6
C11 Marblehead: 6
C12 Columbia: 8
C13 Minneapolis: 8
C14 Denver: 6
C15 Des Moines: 6
C16 Chattanooga: 6
C17 Galveston: 6
C18 Tacoma: 6

C19 Cleveland: 6
AR01 Katahdin: 5
DC01 Vesuvius: 7
GB00 Bancroft: 5
GB01 Yorktown: 5
GB02 Petrel: 4
GB03 Concord: 6
GB04 Bennington: 6
GB05 Machias: 6
GB06 Castine: 5
GB07 Nashville: 5
GB08 Wilmington: 5
GB09 Helena: 5
GB10 Annapolis: 4
GB11 Vicksburg: 4
GB12 Newport: 4
GB13 Princeton: 4
GB14 Wheeling: 4
GB15 Marietta: 4
GB16 Topeka: 5
AMC01 St. Louis: 7
AMC02 St. Paul: 7
AMC03 Harvard: 7
AMC04 Yale: 7
Bainbridge-class DD: 9
Foote-class TB: 8

Spanish

B01 Pelayo: 5
B02 Ramiro: 5
B03 Sancho el Mayor: 6
B04 El Cid Campeador: 6
B05 Almirante Bazán: 6
B06 Almirante Navarro: 6
B07 Almirante Mazarredo: 6
AC01 Infanta Maria Teresa: 7
AC02 Vizcaya: 7
AC03 Almirante Oquendo: 7
AC04 Princessa de Asturias: 7
AC05 Cardenal Cisneros: 7
AC06 Cataluña: 7
AC07 Emperador Carlos V: 7
AC08 Cristobal Colon: 7
AC09 Pedro de Aragon: 7
AC10 Fernando III: 7
AC11 Sancho el Bravo: 7
PC01 Estramadura: 7
PC02 Reina Regente: 6

C01 Aragon: 5
C02 Navarra: 5
C03 Castilla: 5
C04 Alfonso XII: 6
C05 Reina Cristina: 6
C06 Reina Mercedes: 6
C07 Alfonso XIII: 7
C08 Lepanto: 7
C09 Isla de Luzon: 5
C10 Isla de Cuba: 5
C11 Marques de Ensenada: 5
C12 Velasco: 4
C13 Infanta Isabel: 4
C14 Isabel II: 4
C15 Don Juan de Austria: 4
C16 Don Antonio Uloa: 4
C17 Conde del Venadito: 4
C18 Rio de la Plata: 7
CD01 Numancia: 4
CD02 Vitoria: 4

GB01 Marques el Duero: 6
GB02 General Concha: 4
GB04 General Lezo: 4
GB06 Alvarado: 4
AMC01 Patriota: 6
AMC02 Rapido: 6
Furor-class DD: 9
Azor-class TB: 8
Temerario-class TB: 6

Austrian

Maria Theresa: 7

Either Side

Gunboats: 4
Yachts: 6
AMC: 5
Transports: 5

Pre-Dreadnought ATS Rules Errata

There are a few minor errata in Karl's original rules (changes underlined):

Page 38, para. 4.1 Example, text should read:

At a cost of 1 MP, *Mikasa* may move into hexes B3/B2, whereupon it has the option to spend an additional 1 MP to pivot its stern into hex A3 or hex C3.

Page 39, para. 5.13 Example, text should read:

Mikasa moves to hexes B10/B9, then pivots its stern into hex A10, then moves into hexes E12/D11.

Para. 5.2, second sentence should read:

Thus, *Asahi* (max speed 6) would advance into hexes B10/B9 (at a cost of 4 MPs) whereupon it would pivot its stern into A10 (at a cost of one extra MP for a total of 5 MPs) and then advance into hexes C11/B10 (at a cost of one more MP for a total of 6 MPs).

Page 42, **DAMAGE TABLE**, first die roll modifier should read:

+1 if target ship was hit more than once during the turn (+1 max).