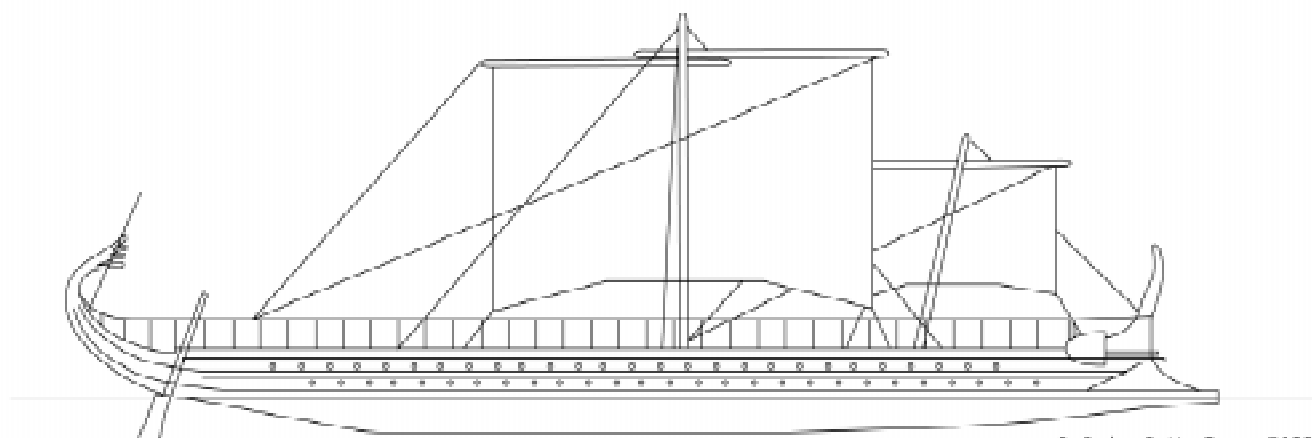

RULEBOOK

GREAT BATTLES OF HISTORY - VOLUME VII

WAR GALLEY

NAVAL WARFARE IN THE ANCIENT WORLD



By Rodger B. MacGowan ©1999

A Richard Berg Design

2nd Edition

TABLE OF CONTENTS

1. Introduction	2	6. Movement	7
2. Components	2	7. Galley Combat	10
3. The Turn	3	8. Manpower Combat	14
4. The Ships	4	9. Victory	17
5. The Squadron System	5	10. Tournament Rules	17



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1.0 INTRODUCTION

War Galley allows gamers to follow the development of naval tactics, ships, and weaponry by recreating the major sea battles fought in each of the major conflicts in the pre Roman Empire galley era.

The game is designed for two players. However, the game works nicely solitaire, or multi-player, by assigning squadron commands to different people.

The game's learning curve is moderate. There are two major aspects: maneuver and attack. It will probably take a couple turns of moving to see what the galleys can do and how to do it. The combat aspect is slightly steeper, because the Ram-Rake-or-Board trinity has a Rock/Paper/Scissors feel. As with the land games in the GBoH series, players will do better when they have a solid grasp of what their fleets/galleys can do best.

2.0 COMPONENTS

The game includes the following components:

- 2 map sheets
- 6 sheets of counters and markers
- 2 Player Folios
- 1 Rules Book
- 1 Scenario Book
- A pad of 4 record sheets each for the 13 battles

2.1 The Counters

The size of the counter—square or double-sized/rectangular—represents the relative size of the galleys. Each galley has the same group of ratings:

Type: Designates what “style” of galley the counter represents; e.g., ‘Liburnian,’ ‘Quinquereme,’ et al [4.0].

Crew: This represents the seamanship quality of the sailors.

Ram Capability: There are two Ram Ratings: Attack, for ramming capability, and Defense, for the ability of that galley type to withstand ramming attacks. The Attack Rating is usually greater when the galley is on its Maximum Speed side.

M (Marine and Missile Manpower): The Manpower aboard the galley used for boarding (Marines) and small-arms Missile fire. The rating reflects not only pure numbers, but training, armor, tactical style, etc.

E (Engines): Galley is armed with sufficient artillery engines to increase Missile effectiveness.

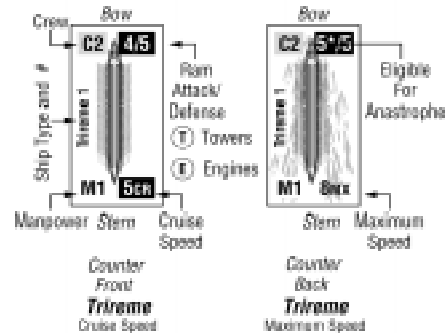
T (Towers): Galley has platform towers fore and/or aft, increasing its missile and boarding capabilities.

Speed: Galleys have two ratings: Cruise (front of the counter) and Maximum (reverse of the counter).



NOTE: One somewhat unusual ship, the Tremiola, has combined oar/wind capabilities. This is noted by the “Sail” symbol on its counter [6.28].

The front side of the ship counter is for Cruise Speed. The reverse side of a ship counter shows that ship at Maximum Speed.

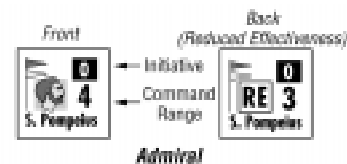


The smaller ships are represented by square counters, as follows:



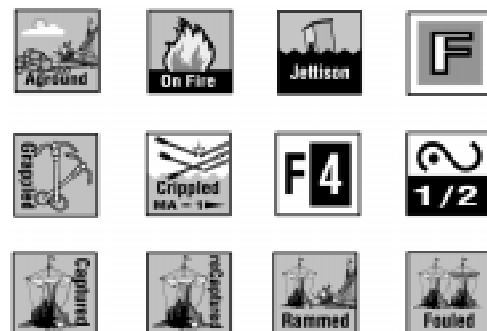
Squadron Commanders (SqC): Naval commanders whose presence denotes that his galley is a Command Ship.

Admiral: The Admiral is the SqC that is in charge of the entire fleet, even while functioning as a Squadron Commander. The Admiral counters have 2 flags; the regular SqC's have one. He has additional capabilities relative to his SqC's. The reverse side of the counter is used when transferring to a new galley.



Command Ship: Any galley that is carrying a Squadron Commander or Admiral. The Admiral's Command Ship is also called a Flagship.

Information Markers: These are used to denote a variety of ship statuses, including Fatigue, Depletions, On Fire, etc., all discussed, below, where they apply.



2.2 The Maps

The game includes two map sheets. One is totally devoid of any “land”; the other contains “land” markings used in scenarios that require them. The land is thus identified with a letter ID: e.g., “D” are the land hexes used for Drepanum, and “A” for Arginusae.

Where there is no land, and the battle requires only one map, use the “sea” hex sheet. For battles that require land, use only the land for that battle; ignore (treat as sea) all other markings.

2.3 The Fleet Battle Sheets

There are two methods of keeping track of information and galley status, a nod to the fact that the gaming community is rather divided about tracking information by markers as opposed to record sheets. Because of the nature of galley warfare, such information is necessary to simulate events at even this level.

Method #1. Use the Information markers, placing them atop the affected ship(s).

Method #2. Use the Fleet Battle Sheets. We have provided a pad of two backprinted sheets for each battle, with places to record all necessary information. (To that end, each ship has an ID number; see above). Their use is self-explanatory (or at least one hopes). Feel free to make copies as needed.

2.4 The Dice

War Galley uses two six-sided dice. “1d6” refers to rolling one die; 2d12 to rolling two dice and adding them together. When using 2d12, the usual requirement is that the player needs to roll within a given range (e.g., 8-12).

When Die Roll Modifiers (DRM) are applied to a 2d12, treat any adjusted result that is greater than ‘12’ as a ‘12,’ and any adjusted result lower than ‘2’ as being automatically outside the required range.

2.5 Some Helpful Terms

Admiral. The Squadron Commander leading the entire Fleet. He has extra capabilities, in addition to those of a Squadron Commander

Bow. The front, ramming end of the galley

Command Range. The distance from a Squadron Commander, in hexes, that a ship must be within to be part of his Squadron

DRM. Die Roll modifier, a standard gaming acronym, wherein the DRM is added to, or subtracted from, a die roll to obtain an “adjusted” result

Line Abreast. The galleys of a given squadron are lined up, flank-to-flank, like the line of scrimmage in a football game. The land battle version would be “line formation.” There is no specific rule for this formation; its efficacy and usage arise from play

Line Astern. A formation in which each galley is directly behind the one in front, so that the entire line can play “Follow the Leader” with the squadron’s Command Ship, which must be 1st

or 2nd in that line. The land battle version would be “column formation.”

MP. Movement Points, or what each ship pays as it moves into a hex, or to change the direction in which it is moving

Port. To the left of the galley

Speed. The number of MPs a galley can use during its turn, as delineated by whether it is at Cruise or Maximum Speed and subject to adverse combat results. In *War Galley*, Speed represents not only the literal meaning of that word, but the maneuverability of that galley vis à vis others. Sources state that the “big galleys,” the hepteres, octares, et al., could move straight ahead as fast as a trireme. Where they fell short was in their maneuverability.

Squadron. A number of galleys under one command, as delineated by the Command Range of the Squadron Commander

Starboard. To the right of the galley

Stern. The rear end of the galley

3.0 THE TURN

3.1 Sequence of Play

Each turn consists of the players undertaking the following phases, in the order in which they are given.

A. Wind Determination Phase. Either player rolls to determine the strength and direction of the wind. This phase is ignored in many scenarios.

B. Squadron Determination Phase. Players concurrently determine how many/which ships are in each Squadron [5.2].

C. Initiative Phase. The players die-roll to see who will choose which player goes first in phases “D”, “E” and “F,” below.

D. Speed Level Determination Phase: Players determine whether to use Cruise or Maximum Speed [6.11]. This is done by squadron with the players alternating their selection. Who goes first is given in C above.

E. Command Squadron Activation Phase: The player whose “turn” it is selects a Command Squadron. In doing so, he activates each galley in that squadron. Activated galleys may undertake the following (possible) actions:

1. Movement Segment. The player who was chosen to go first in the Initiative Phase moves all the galleys from any one squadron. Movement may include:

- Resolving Missile Fire (which may take place during or after movement)
- Grappling, Ramming, and Rake attempts. Opposing ships confronted by any of these may attempt Avoidance
- Grapple Disengaging
- Determining possible Fatigue for ships in that squadron at Maximum Speed [6.42].

2. Boarding Segment. After all galleys of a squadron have moved, the player resolves Boarding attempts.

3. Phase-Pass Segment. When that player is finished, play passes to his opponent, who repeats #1 and #2. If his opponent has no remaining squadrons, the current player continues the phase with his next, unused squadron.

4. End Segment. When all squadrons have gone, go to “F.”

F. Individual Squadron Activation Phase. When all Command Squadrons have gone, each player activates one Individual Squadron (IS) at a time, alternating IS, starting with the player who went first in “E.” Each IS performs segments E/1 through E/3. When all IS Squadrons have activated, play proceeds to Phase “G”.

G. The Status Resolution Phase. This phase is mostly involved with determination of certain statuses, so players may undertake them at the same time. However, the segments must be undertaken in the order listed, below.

1. Disengage Segment. The players may attempt to disengage any of their ships that are “Fouled” [8.35].

2. Galley Recovery Segment.

- Attempt to put out any Fires on galley [8.54]
- Check to see if Fire spreads to Grappled/fouled ships
- Remove “Masts Down” from all galleys.

3. Fatigue Recovery Segment.

- Remove all “F1” markers; these ships are no longer fatigued
- Reduce (by using appropriate counters) all F# counters to their next lowest number.

4. Sinking Segment. Check to see if Rammed ships have sunk [7.17]. All ships that are “Fouled” and/or “Grappled” with ships that sink are removed from the game. They, too, have sunk.

H. Victory Phase. Players check to see if anyone has won.

There is no set number of turns, each of which represents—very loosely—about 5-10 minutes of real time.

3.2 Turn Initiative

The player who goes first in phases D through F, above, is determined by each player rolling one die, to which he adds his Admiral’s Initiative Rating. High total gets to choose which player goes first in each phase. Ties? Roll again.

PLAY NOTE: The choice is made once and applies to all affected phases.



4.0 THE GALLEYS

Each galley counter represents from 1 to 8 vessels, depending on the scenario. Vessels of about 75 ft. in length are given a single, square counter. The war galleys, which usually ran somewhere around 125-150 feet, get the double-sized counters.

A NOTE ON SCALE: The above scale does not mean that the counter should be considered to actually have all those ships. What the scale allows us to do is to portray all of the elements of a galley battle—deployment, maneuver, and the combat tactics—in a representative fashion.

HISTORICAL NOTE: The gigantic '40,' said to have been built by Ptolemy IV Philopater, Macedonian pharaoh of Egypt, supposedly ran 429 feet long and 60 feet in width, which would require a counter six hexes long, two hexes wide, and carried some 4000 men (an “M” rating of c. 80+) ... pretty much unusable for anything but “parade.”

DESIGN NOTE: In line abreast formation, an individual war galley took up 50+ feet, the width of its beam + oars. However, each ship usually stayed at least 50, and sometimes 100, yards from those on either side, although they could shorten that distance when desired, and the admiral was willing to take the chance.

All galleys are rated as indicated in section 2.0. The use of each rating is discussed, in various rules, below.

4.1 Galley Designation Shorthand

Throughout the rules we often refer to the galley types by a numerical shorthand used in many sources. Thus, we might refer to a quinquereme as a “fiver.” The terms used for these ships referred to the configuration of rowers as well as the number of rowing decks. The exact nomenclature methodology is still in dispute.

L Lembi, small craft with minor military capabilities, something akin to land skirmishers

RL Reinforced Lembi. Lembi rendered a bit more difficult to ram by adding more outer wood planks

T Transports. No military value. Some were aged galleys converted to transport work

2 Bireme

L2 Liburnian Bireme, a sort of souped up, reinforced bireme.

3 Trireme; the classic war galley of early ancient times. The early triremes (Greco-Persian era) are different from those in later battles/years, as the naval powers found ways of improving their power. All things considered, the most maneuverable of the galleys

cat3 A cataphracted trireme

4 Quadrireme

5 Quinquereme; the basic war galley from the Punic War to the end of the Republican era. It is a technological up-tick from a ‘4’

- 6 Sexteres
- 7 Hepteres
- 8 Octares
- 10 Dekares; by the end of the 1st century B.C., these rather large war galleys (6s to 10s) were quite common

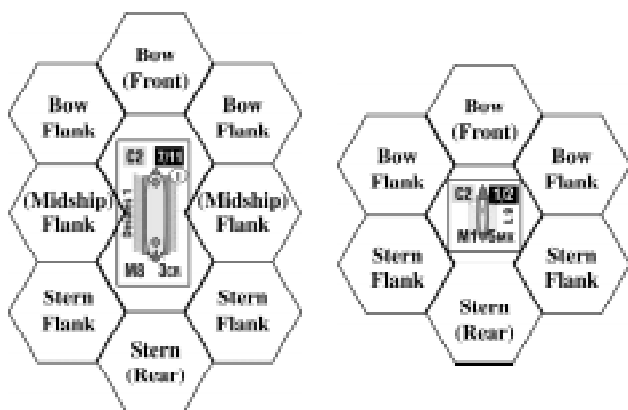
Trm Tremiola; oar plus wind galleys, designed to fight pirates.

DESIGN NOTE: From about the mid -4th century B.C. on, all galleys were cataphracted. This meant that there was a “roof” over the rowing deck. This protected the rowers, and allowed for larger contingents of soldiers. We have not included any “adjustments” for being cataphracted, with one exception: the Greek triremes were the first galleys to use cataphract. We have, therefore, differentiated among the early triremes (3s) and the later version (cat3).

4.2 Facing

Galleys are always faced (see illustration below) so that their bow faces the flat side of a hex. The direction in which it is pointed determines its Front, Flank, and Rear.

Double-sized galleys are faced as below (left). They have two Bow/Flank hexsides, two Stern/Flank hexsides, plus two (Midship) Flank hexsides.



Smaller, single-counter sized vessels are faced as above (right). They have two Bow/Flank hexsides, and two Stern/Flank hexsides.

5.0 THE SQUADRON SYSTEM

5.1 The Naval Commanders

5.11 Squadron Commanders (SqC). SqC each have a single rating, their Command Range [5.23].

5.12 Admiral. The Admiral is the SqC that is in charge of the entire fleet, even as he functions as a Squadron Commander. In addition to his Command Range he has an Initiative Rating:

- The Admiral uses his rating as a DRM for turn initiative [3.0].
- The rating is also used when attempting a Double Activation [5.42].

5.13 Some scenarios have fleets with more than one Admiral (cf. Ecnomus). This is only a “problem” in terms of Initiative if they have different ratings. When there is more than one admiral per fleet, the Admiral used to affect the Initiative die roll must be the one whose squadron goes first, if that player wins the die roll and chooses to go. Otherwise, the player may choose which squadron goes.

5.14 Command Ship: This is any vessel that is carrying a Squadron Commander or Admiral. The Admiral’s galley is the Flagship for the fleet.

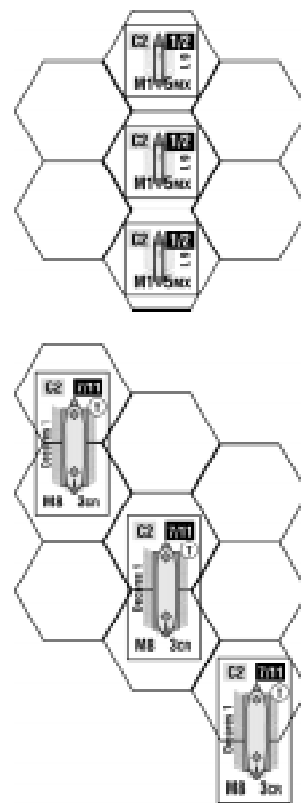
5.2 Command Squadrons

5.21 The number of galleys that a player may move during any one Command Squadron Activation Phase is delineated by the definition of a Squadron. A Squadron is any/all ships within range of a Command Ship. A Command Ship is any ship carrying a SqC or Admiral.

5.22 Ships in Line Astern do not have to use Command Range to determine Squadron. The entire line is considered one Squadron as long as the Command Ship is either first or second in line. If a SqC is using Line Astern to define the squadron, only those ships in that line are in that squadron. There are two “forms” of Line Astern:

- each ship’s bow is directly facing another galley’s stern, except for the first in Line (top right).
- and/or, the line is bow-to-Stern/Flank hex—a form of echelon, (bottom right).

PLAY NOTE: We suggest that, given the vicissitudes of naval command, players interpret this fairly strictly. Also note that the Echelon pictured above is not the only valid bow to stern/flank arrangement. The only requirement is that the following galley’s bow be in the stern/flank hex of the galley preceding it.



5.23 All Squadron Commanders have their Command Range printed on the counter [2.1]. Range is determined by counting hexes from any portion of the Command Ship to any portion of the other ship. The range may be traced through a friendly galley, but never through an enemy galley. Do not count the hex(es) the Command Ship is in.

DESIGN NOTE: Most inter-ship communication was by sound (lots of trumpet playing, yelling and hand-signaling, not a very efficient method of communicating complex tactical decisions) and/or small dispatch boats which rowed around like messen-

gers/aides de camp. Dispatch boats were also used by the Squadron Commanders to convey orders personally.

5.24 In the Squadron Determination Phase (B), each player concurrently designates which galleys are in which Squadrons, based on their map locations.

- If a galley is within a Command Ship's Range it must be part of that squadron and may not be activated "independently."
- If a galley is within range of two (or more) different Command Ships, the player must state to which squadron it belongs.
- If a galley is not within any Command Ship's Range, it is treated as an Individual Squadron and must be activated individually [5.21].
- There are no numerical limits to the number of galleys that may be in a given Squadron. The only limits are command range and/or galleys in Line Astern [5.22].

PLAY NOTE: As an alternative to concurrently forming the their Squadrons, the players may instead alternate their selections with the player with the lowest rated (or no) Admiral declaring first. Resolve any ties via a die roll.

5.3 Individual Squadrons

Galleys not in any squadron, as above, are considered to be their own, Individual Squadron. Use the "Individual Squadron" marker to so indicate.

5.31 Individual Squadrons are activated only in the IS Activation Phase, after all galleys in Command Squadrons have activated. In that phase, players alternate activating one IS galley at a time, starting with the player who went first in Phase D. When activating an Individual Squadron, the player rolls the die (1d6):

- If the die roll is equal to or less than that galley's Crew Rating, the IS galley is free to do whatever the player wants (within its own limits)
- If the die roll is higher than the Crew Rating, flip the ship to its Cruise Speed side (if not already there). The galley may not move adjacent to an enemy ship. However, if an IS galley starts its turn adjacent to an enemy ship, it may do anything any In Command galley could do.

5.4 Squadron Activation

5.41 In either Activation Phase, each player moves the galley(s) in the activated squadron, whether it is a Command Squadron or an Individual one, undertaking all, some, or none of the actions listed for that segment (E/1 and then E/2). Play then passes to his opponent, who does the same. This goes on, passing back and forth between players, until all squadrons have been activated.

- A player may choose to have an activated squadron do nothing. It is still considered to have been activated.
- If one player has no more squadrons to activate, the other player may then finish activating all of his remaining squadrons, one Squadron Phase at a time. Only one squadron may be activated per phase.

- The galleys in a squadron do not have to move in the same fashion, or at the same speed, unless they wish to remain Line Astern [5.12].

5.42 Flagship Double Activation. When it is a player's Command Activation Phase, he may state that he is attempting to use his Admiral to affect a Double Activation. If successful, he may move two Command Squadrons in one phase. One of those squadrons must be the Admiral's own squadron. The other may be any squadron whose SqC's Command Ship is within the Admiral's Range. To determine if you may use a Double Activation, consult the Double Activation Table, roll the die, and cross reference under the Admiral's Initiative Rating. The result is either:

- Success; you can use Double Activation, as above.
- Failure ... and Confusion sets in (see Charts and Tables).

1. The non-Admiral Squadron is the one that must go now. However, the player rolls for Orders Confusion and applies any Speed adjustments required to each galley in the Squadron before proceeding with the activation.

2. The Admiral Squadron may go later in the turn; Confusion does not apply.

Only one Double Activation attempt may be made per game turn. Only one admiral may be used. Individual Squadrons may not use Double Activation.

5.5 Commander Transfer

5.51 A player may transfer the SqC or Admiral of any galley to the nearest (counting hexes; if there's more than one, player's choice) friendly (or Captured and now friendly) galley to which he may trace a path of hexes free of enemy ships. The decision to Transfer may be made at any time (and for any reason) during the course of play, but it may only be made as per 5.52. Only one Transfer attempt may be made for a commander per Turn. A SqC cannot transfer to Fouled or Grappled galley.

5.52 To affect a Transfer, the player rolls the die.

- If the die roll is 3-6, the commander may Transfer. Place his counter on the new ship, but flip him to his Reduced Effectiveness Side, and place the receiving galley on its Cruise Speed side. The RE side is flipped back to normal at the end of the activation turn in which that SqC first applies those ratings. The galley may not use Maximum Speed until the SqC resumes his normal ratings.
- If the die roll is 1-2, the commander is stuck with his original galley. If it sinks, he goes down with it.

5.53 If a Naval Commander is lost, flip his counter over to its RE side and place it with the nearest galley in his squadron (Ties are decided by the player.). That SqC is permanently RE for the remainder of the game. Already RE SqCs remain RE.

6.0 MOVEMENT

6.1 Speed: Oar-Driven Galleys

Most ships of the era were rowed, although many of those galleys often used some sail when traveling in calm waters and not threatened by enemy fleets. The speed of a galley, therefore, depends on how hard its rowers are working, as well as the maximum levels that galley can achieve.

HISTORICAL NOTE: Estimates for maximum (ramming) speed for galleys run from 7 to about 9 knots (about 1 land mile per turn), but only for very short distances. Their usual cruising speeds were a little more than half that.

DESIGN NOTE: The pure speed capability of most war galleys was about the same. Add more rowers for power and you increase size, weight and drag. It all seemed to even out, at least in terms of movement. Therefore, the Speed Ratings also take into account maneuverability.

6.11 Each galley has two selectable Speed Levels: Cruise (the front) and Maximum (the reverse). The side of the counter used depends on which status is chosen by the player in the Speed Determination Phase (D), and the Speed Rating is the maximum number of Movement Points [6.32] that galley may expend during its activation phase, as well as whether it may Grapple (Cruise Speed only), use the Diekplus or Anastrophe maneuvers (Maximum Speed only), Ram (either level); see the pertinent sections for details.

6.12 The Speed Level for each galley (which side of the counter to use) is selected in the Speed Level Determination Phase. Speed Levels are determined for each galley by Squadron, with the player who won the Initiative determining which squadron will go first followed by the players alternating. Galleys that are at Half Speed, Fatigued, Captured (or Recaptured), Crippled, or immobile (Fouled, Grappled, Rammed) cannot be placed at Maximum Speed. During the activation phases, a galley at Maximum Speed is immediately flipped to its Cruise Speed side if it is Rammed, Crippled, forced to Half Speed, or Fatigued.

6.13 The actual Movement Points (MPs) that a galley will use that turn are chosen and announced prior to actually moving the galley, and the galley must then use all of those announced MP, unless it either Rams another galley or Runs Aground.

EXAMPLE: A Liburnian Bireme is at Cruise Speed, which means the player may expend from 0 to 4 MP when moving the galley. The player decides to row at a speed of 3 MP, which he announces prior to moving. The bireme must now expend all 3 MP, unless it Rams another galley or Runs Aground.

PLAY NOTE: Galleys with Towers (T) usually have a Maximum Speed one less than similar galley types without Towers. [See 8.48.]

6.14 If a ship begins a Movement Segment at Maximum Speed, it must check for Fatigue [6.42], regardless of the number of MPs actually used.

6.2 Speed: Wind Assisted

Oar driven galleys of the day often used a rather simple system of sails to assist propelling the ship when there was no danger of being attacked. Where applicable, the scenario starts with a specific Wind Strength and Direction. At the start of each new turn, one Player rolls two dice (2d12) to see if the wind strength and/or Direction changes. See the charts and tables. If the result is Dead Calm, there is no wind (and Wind-Assistance may not be used by any ship.)

PLAY NOTE: Many scenarios do not include this rule, as wind was not a factor. Some scenarios state the direction of the Wind as steady throughout the battle. In that case, there is no need to check for Wind; it remains the same the entire game.

6.21 To make use of sails, a galley must either start the scenario under sail or raise the sails when activated. It costs 1 MP to Raise, or (Voluntarily) Lower Sails, and such action must be taken prior to any actual movement. A galley may not raise sails if it is adjacent, in any way, to an enemy galley; it may lower them if so situated.



6.22 A galley may Raise Sails only if it is using Cruise Speed; galleys using Maximum Speed may not Raise (or use) Sails (see 6.28 for an exception). Place a Sail marker atop the galley to indicate that it is under sail. A Galley under sail adds one (+1) to its Cruise Speed (without incurring Fatigue) but only if it starts its turn with the wind blowing [3.1.A] into its Stern or Stern/Flank hexsides. Wind blowing in any other direction has no effect. A galley that has received a “Masts Down” result [6.24] may not Raise Sails for the remainder of the scenario.

6.23 A galley using sail incurs the following penalties:

- it must use Cruise Speed (the tremiola is an exception, see 6.28)
- it may not Change Facing (without movement) or Turn Around [6.34/5]
- it may not Rake. It may Ram, but at considerably reduced capability (lower speeds and Ram Attack ratings).
- it may Missile Fire, but with a –1 DRM.
- it may attempt to Grapple, but with a –1 DRM.



6.24 If a wind-assisted galley has Collided [7.16] with another ship, flip the Sail marker to its reverse, Mast Down side. Galleys with Mast Down markers have their Cruise Speed halved, rounding up. The Mast Down marker is removed in the Galley Recovery Segment (G/2).

6.25 The tremiola combines oars and Wind very effectively, with the following rules:

- In addition to their oar-powered Speed ratings, they may always add 2 MPs for Wind Assistance [6.22] to either Cruise or Maximum Speed.
- They may raise or lower sails at no cost in MP. However, such a decision must be made before they start moving. If they do lower sails, they cannot use the W+2 addition.
- The 6.23 restrictions still apply if the ship is wind-assisted.

HISTORICAL NOTE: Hemiola were the standard “pirate ships,” because they could outrun virtually anything. Tremiola were designed as “convoy escorts” to protect against the hemis.

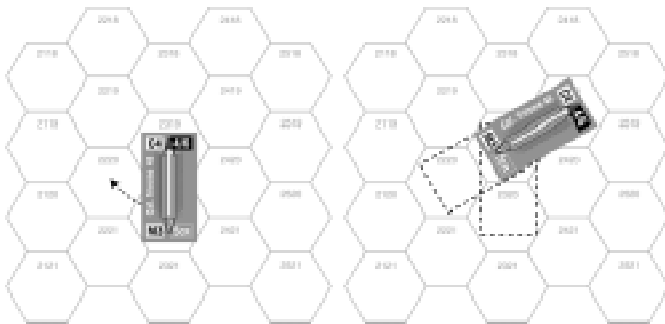
6.3 Moving

6.31 Galleys may move only into all-sea hexes. Any time a galley enters a land/island hex—as delineated in the scenario—it automatically has Run Aground. It stays that way until the player can extricate the ship, as below [6.36].

6.32 The costs of moving a galley, in terms of Movement Points (MPs) expended, are:

- 1 MP to move into a Bow (Front), or Bow/Flank, hex. These are the only hexes a galley may enter while moving forward.
- 1 MP to change direction, per hexside, without moving, within the hex [6.34]
- 2 MP to Turn Around within the same hex [6.35]
- 2 MP to Backwater directly into a Stern (Rear), or Stern/Flank hex [6.33]

When moving forward into a Bow/Flank hex, a galley must pivot its Stern such that its Bow faces the original Bow/Flank hex it wishes to enter. When using Backwater into a Stern/Flank hex, a galley must pivot its Bow such that its Stern faces the original Stern/Flank hex it wishes to enter.



EXAMPLE OF BOW/FLANK MOVEMENT: Galley in 2319-2320 wishes to move bow/flank, in order to change the direction in which it is moving. It moves into 2419-2319, changing the direction in which it is now facing as per the bow/flank hexside it moved through.

6.33 Backwater. A galley using Cruise Speed may Backwater when it is its turn. It costs 2 MP to Backwater each hex, and, in doing so, the galley must move directly to its Stern (Rear), or into one of its Stern/Flank hexes. It may not use any type of forward motion that turn. It may not use Facing Change [6.34], but it can change direction by backwatering into a Stern/Flank hex.

6.34 Facing Change (Double-sized units): Galleys may change facing without moving, either by swinging the back half of the galley counter around, or the front half. It costs 1 MP, per hex of adjustment, to change facing without moving forward or back. However, a galley that so changes Facing (without moving) must be using Cruise Speed for that turn. Ships at Maximum Speed may not use Facing Change; they must change their direction/

facing by moving forward, into a Bow/Flank hex. They may not change facing without moving.

Facing Change (Square units): The principles for this are the same as for double-sized units. However, the smaller counters do not have to have half the counter pivot into another hex; the counter stays in the same hex and simply changes in which direction it is pointed.

Galleys “Under Sail” may not change facing (in a hex) without moving.

EXAMPLE OF FACING CHANGE: Ship in 4022-3. The player makes a Facing Change by pivoting the back half of the ship into 4122-4023. If the same ship (in 4022-3) had moved to 4121-4022, that would have changing direction as part of Movement.

6.35 Turn Around. Galleys (except those under sail) may turn around 180 degrees at a cost of 2 MP, simply by flipping the galley around, front-to-back. It may not do this if any enemy unit is in an adjacent hex, and the galley must use Cruise Speed. Galleys at Maximum Speed and those with Under Sail may not Turn Around.

HISTORICAL NOTE: It took a well-crewed galley about one minute to make a complete 360 turn within a radius of about 80 yards. Or at least that’s what naval historians guess.

PLAY NOTE: Be aware of the difference between a Facing Change, which does not involve movement (just pivoting and/or (for smaller counters) repositioning the ship within the hex) and Changing Direction, which involves movement into a Bow/Flank hex.

6.36 Galleys that have Run Aground may attempt to free themselves, starting with the turn after they have run aground. To do this, the player rolls the die (1d6):

- if the DR is the same as or lower than the grounded galley’s Crew Rating, it has freed itself. Remove the “Run Aground” marker and Backwater one hex. It may move normally next turn.
- If the DR is a ‘6,’ the ship is permanently stuck and is considered eliminated.
- On any other result, the ship remains grounded.

Aground galleys may not be rammed or raked; they may be boarded if the grappling takes place so that the ship attempting same does not enter a coastal hex.

6.37 Damage and other combat effects severely restrict a galley’s movement ability:

- Rammed, Fouled, Grappled, Run Aground galleys may not move
- Crippled galleys may move one hex. However, they may never move straight ahead; they must always move into the bow/flank hex in the direction indicated by the Crippled marker [7.28]. A second Crippled result on the opposite side renders the galley immobile.

- Half Speed galleys may use only one half (rounded up) of their printed Cruise Speed and they may not use Maximum Speed. Remove the “1/2 Speed” marker when the ship completes its next movement.
- Fatigue prevents a galley from using Maximum Speed and reduces Cruise Speed [6.44]
- If ship is Mast Down it must use Cruise Speed and its printed Cruise Speed halved, rounding up.

PLAY NOTE: The effects of Fatigue are not cumulative with other speed adjustments. Use the most limiting result. For example, a galley with a Cruise Speed of ‘4’ has a Crew Fatigue of F1 and at is at Half Speed. The galley may use up to 2 MP in its movement segment. If at F3, it could use only 1 MP.

6.4 Crews

Crews refer to not the oarsmen, but to the contingent of sailors who “ran” the ship.

6.41 All galleys have a Crew, and each crew is rated on the counter from ‘1’ (raw recruit) to ‘4’ (elite professionals).

6.42 Crew Fatigue. The player must check for Fatigue for each galley in the activated squadron that began the Movement Segment at Maximum Speed. The check is made after each galley completes its actions for the segment. To do so, roll one die (1d6) and cross-reference that die roll with the galley’s Crew Rating on the Fatigue Table. The following cumulative DRM may apply:

- add the difference between the number of MP used and the ship’s Cruise Speed. Thus, a galley with a Cruise Speed of ‘4’ using 6 MP would add two (+2)
- add one (+1) if the galley has made a Ram attempt that turn, whether successful or not
- add one (+1) if the galley has made a Rake attempt that turn, whether successful or not

The following operations result in Automatic Fatigue:

- A successful Avoidance earns an automatic “F-2”
- An Anastrophe [7.3] attempt earns automatic Fatigue [7.36].

PLAY NOTE: Fatigue is only checked for activated galleys and only in their movement segment.

6.43 The possible results are either

- No Effect, or
- The number of turns that galley will be Fatigued. E.g., an F-3 will fatigue the crew/oarsmen for the next 3 turns. Place the appropriate “Fatigued-#” marker on the galley.

EXAMPLE: Galley with Cruise Speed 4, Maximum Speed 6, and a Crew Rating of ‘3’ uses Maximum Speed and expends 5 MP to move. Player rolls a ‘3,’ to which he adds the difference (+1). The DR of ‘4’ cross referenced with the ‘3’ Crew shows a No Effect. So the crew is not Fatigued. If the galley had used 6 MP (which is a DRM of +2), and the DR was a ‘5,’ it would have been Fatigued-2.

PLAY NOTE: The Fatigue Chart has no F-1 result; that is a status the galley gets only through recovery.



6.44 The effect of Fatigue, regardless of the number on the marker, is that the galley:

- cannot use Maximum Speed
- cannot Ram, Rake, or use Avoidance
- has its Cruise Speed is reduced by whatever the F# is. The galley may always move one hex.

EXAMPLE: Using the situation in the 6.43 example, with an F-2 marker, the galley’s highest possible Speed next turn is ‘2’.

6.45 Crew Recovery. Recovery from Fatigue can be a fairly long process, with each step being undertaken in the Fatigue Recovery segment (G/3).

- First, remove all “F-1” markers. These galleys have Recovered and are no longer fatigued.
- Then, replace all F-2 and higher markers with the next lowest-numbered marker. Thus, an F-3 would be replaced by an F-2.

6.46 Galleys do not take Crew Losses; the Crew Rating remains the same, unless it is a Captured galley [8.25].

6.5 Avoidance

6.51 An inactive galley that is threatened—or thinks it is threatened—may use Avoidance the instant an active ship moves into a hex adjacent to it. The active player does not have to reveal what he intends to do next.

6.52 To attempt Avoidance, the player rolls the die (1d6):

- If the DR is equal to or lower than the Crew rating, the galley may move one hex directly forward. If the galley is at Cruise Speed it may, instead, use Backwater to move one hex directly back. However, any successful Avoidance attempt results in the Crew being automatically F-2 [6.42];
- If the DR is higher, the galley may not use Avoidance, and there is no Fatigue effect

PLAY NOTE: Galleys on their Maximum Speed may only avoid forward.

6.53 Galleys with Crews that are Fatigued, or galleys that are Crippled, Fouled or Grappled, may not use Avoidance. Galleys that are Half-Speed may use Avoidance, but add one (+1) to the attempt die roll.

6.54 An individual galley may attempt Avoidance an unlimited number of times, as long as 6.51 applies (and it doesn’t succeed and become Fatigued).

6.6 Stacking

Only one galley counter is allowed in any one hex at any time. An exception may occur when a moving galley attempts Pass-Through [7.24].

6.7 Defensive Reaction Ram (Optional)

Any time an active galley moves across the bow (into the bow/front hex) of an opposing player's galley, the opposing player may attempt to Ram the moving galley. The non-moving galley must be eligible to make the attempt (7.13) and pass a Crew check by rolling one die and comparing it to the Crew Rating of the non-moving galley. If the die roll is the same as or lower, the player may Ram using 7.14-7.16; if not, there is no effect and the moving galley keeps on moving.

If the Ram attempt is successful, the rammed ship is immediately stopped (with good reason). Apply Retraction results as required. If the Ram attempt is unsuccessful, apply the Collision result to the non-moving galley while the moving galley expends 1 MP. The active galley continues with its movement segment, but for any Ram or Rake attempt that phase, must subtract one (–1) from the die roll.

7.0 GALLEY COMBAT

7.1 Ramming

HISTORICAL NOTE: Ramming was a major tactic for much of the early “ancient” years, especially during Greece’s heyday, when tactics evolved more around the excellence of the ships and their crews’ ability to maneuver. However, with the rise of Rome as a sea power, and the concomitant rise of the supremacy of fighting personnel, the most desirable (and most-used) tactic became boarding.

PLAY NOTE: Ramming is a tactic best used by fleets with bigger/better galleys; great crews are not necessary. However, although Ramming destroys an enemy vessel, it also puts the ramming galley hors de combat for some time.

7.11 Ramming is part of Movement and is resolved during a player's Movement segment. A galley may make only one ram attempt per turn; moreover, a galley with a Ram Attack of '0' may not attempt to Ram. An inactive galley may be the subject of an unlimited number of Ram attempts, usually until one succeeds.

7.12 A galley may attempt to “Ram” an opponent's galley by either starting in, or moving into, an adjacent Flank hex (that includes Bow/Flank and Stern/Flank hexes)—never a Bow or Stern hex—with the bow of the galley pointing directly at the target ship. At no time during the turn may the moving galley change Direction [6.34] without moving forward (including Turn Around).

7.13 A galley that is Crippled, Fatigued, or at Half Speed may not attempt to Ram.

DESIGN NOTE: This rule is here to account for the Time/Space

Continuum that this sort of warfare evokes, specifically that the galleys are always moving.

7.14 To resolve the Ram attempt, the active Player consults the Ramming Table, cross-referencing the moving galley's Ram Attack Rating with the Ram Defense Rating of the target. The result is the dice roll (2d12) range needed to successfully ram.

EXAMPLE: A moving galley with a Ram Attack of '6' that has targeted a galley with a Ram Defense of '7' will need a dice roll of 10-12. If the target was crippled, providing a +1 DRM to the rammer, he could roll a '9' and still be successful, as the DRM would make the '9' a 10.

DESIGN NOTE: The Ramming Table is not symmetrical, in that the relationship between Attack and Defense ratings is not the same as an odds/ratio. The numerical relationships are between absolute ramming power and the absolute ability to withstand, with the “mean” result of 8-12 occurring where attack power is the “same as” its ability to withstand a ram. Thus, the fact that an 8 attacking a 4 has a 4-12 chance, but a 4 attacking a 2 only a 6-12 reflects the point that the former is 4 “points” stronger, while the latter attack is only 2 “points” stronger.

7.15 The Ram Attempt die roll may be adjusted by the following:

Positive Die Roll Modifiers (help the Attacker)

+1 for each Movement Point actually used (that phase) in excess of the galley's Cruise Speed. Thus a galley moving 7 hexes with a printed Cruise Speed of '5' would add two to the Ram DR. To use the modifier, the galley cannot make more than one turn (i. e. enter more than one Bow/Flank hex).

PLAY NOTE: The above restriction is, hopefully, a “loophole closer” for those players who feel a galley can build up a head of steam by going in circles or zig-zagging.

- +1 if target galley is Crippled, Fouled, or Grappled
- +1 if target galley is mobile and at Half-Speed and/or Fatigued
- +1 if attacking galley has a higher-rated Crew

Negative Die Roll Modifiers (help the Defender)

- 1 if the target galley is at Maximum Speed
- 1 if target galley has a higher-rated Crew
- 1 if attacking galley has Towers
- 1 if this is an Anastrophe attack [7.3], and the galley attempting Ram was unsuccessful in its Rake attempt.

7.16 The possible results from a Ram Attack are, in more or less the order in which events unfold:

Missed. The ram attempt doesn't occur because the target has successfully used Avoidance; the galley attempting the Ram must continue moving, as per 6.13.

Collision. The result is a “No/C,” meaning the ram attempt was unsuccessful and the ships have Collided.

- The ramming galley may move no further that activation
- Flip both attacker and target to their Cruise Speed side

- Place a Half Speed marker on the ramming galley (but not the target) to indicate it may move (in its next activation), at (most) one half (rounded up) of its printed Cruise Speed. At the end of the next time that galley activates, remove the marker.
- The moving galley may not attempt to Grapple in the turn in which the collision took place; it may use Missile Fire.



Rammed: If the Ram Attempt is Successful, place a “Rammed” marker on the target. The target galley is Dead in the Water.



- It may not move
- It may Fire, but only at the galley that rammed it
- It may Grapple, but only with enemy galleys with which it is Fouled
- It may Board if Grappled
- It may Sink

Retraction (after Ram): After successfully ramming, the attacking galley tried to disengage itself from its wounded (and possibly sinking) target. To determine whether a successfully ramming galley has retracted, the player uses the same unmodified DR he used to determine the success of the Ram. He may adjust that die roll by subtracting the Crew Rating of the ramming ship. There is no “new” die roll.

- If the previous Ram DR for a successful Ram (adjusted by Crew) is within a 7-12 Range (the Fouled Range) the galley has failed to Retract and is Fouled.
- If it is lower than the Foul Range, the galley has Retracted. Flip the Retracting ship to its Cruise Speed side. The galley may Backwater one hex, if such hex is available. If not, it stays in place, but is free of the rammed galley. It may still Grapple, board and fire if it is adjacent.

EXAMPLE: Using the example, above, the ramming galley succeeded with a DR of ‘9’ (target was Crippled). That is within the Foul Range (natural 7-12). However, that ship had a ‘3’ Crew which, subtracted from the original ‘9,’ produces a ‘6,’ which is outside the Foul Range.

PLAY NOTE: Retracting galleys that have not used Backwater are still adjacent to the target ship, and, as adjacency is the only requirement for such, may be subject to grappling, boarding, missiles, etc. See the rules for those.

Fouled. If the ram attempt succeeds, but the ramming galley does not successfully Retract, the two galleys are Fouled (and the target is still Rammed). Both galleys should be flipped to their Cruise Speed sides. Neither galley may move. See 8.35 for disengaging from Foul.



7.17 That Sinking Feeling. In the Sinking Segment (G/4), each player rolls one die (1d6) for each of his galleys that have a “Rammed” marker.

- If he rolls a 1-5, it remains afloat (but still Rammed)
- If he rolls a ‘6,’ the galley sinks. So do any galleys Grappled or fouled with it.

PLAY NOTE: The last sentence means that if “A” is Grappled with “B” and “B” is fouled with “C,” and “A” sinks, so do B and C.

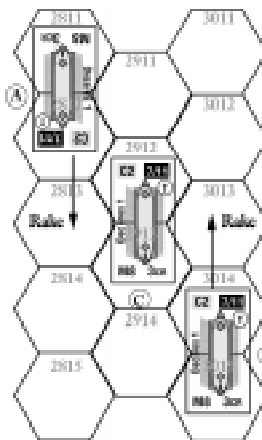
HISTORICAL NOTE: It was rare that a galley actually “sank” Most rammed galleys, awash with sea water, were useless, gradually falling apart while becoming an obstacle to other galleys. The ability to stay afloat, interestingly, had little to do with size. Triremes, because they were relatively light, had about as much “float” as the big Dekares, which, although far heavier, had water-tight compartments (then again, so did the “Titanic”).

7.2 Raking Oars

PLAY NOTE: Raking is an action used to great advantage by galleys with better crews and ship mobility. It is used to cripple an opponent, especially the bigger galleys, with minimal chance of damage to the active galley. It is also a way to break through a solid line abreast of enemy ships. However, a successful rake still requires additional action to finish off the enemy ship (and get Victory Points).

7.21 A moving galley may attempt to cripple an enemy galley by shearing off its oars. To do so, the moving galley must either

- move into a target’s midship/flank hex (not bow/flank or stern/flank) directly from the target’s bow/flank or stern/flank hex-side at some point during movement, or
 - if the target is a small/square counter, enter any flank hex from an adjacent flank hex.
- When using Pass-Through [7.24]



Ships A and B are eligible to attempt Raking against Ship C because they are in Bow/Flank or Stern/Flank hexes facing the target's Midship Flank hex, with MPs remaining.

(Note that Ship A would also be eligible, with the same facing, to Rake if it started in 3012-3011, and Ship B would still be eligible if it started in 2814.)

As they move into hexes 2813 and 3013 respectively, the Rake attempt is made.

PLAY NOTE: This restrictive rule represents the raking galley actually passing alongside most of the length of the target, so as to get most/all of the oars.

7.22 A galley that is Crippled, Fatigued, or at Half Speed may not attempt a Rake.

7.23 Whether the Rake attempt is successful or not, the active galley completes its move, using all its designated MP. [But, see 7.3.] The Rake attempt does not cost any MP. The moving galley may attempt another Rake (if possible), attempt to Ram, or Grapple (if eligible). And it may fire.

7.24 Pass-Through; The Diekplus Maneuver. Pass-Through is a mechanic by which a galley moves between two, adjacent enemy galleys (there is no clear hex lane between, or adjacent to, the two) solely for the purpose of attempting to Rake. To affect a Pass-Thru, a moving galley must:

- be at Maximum Speed, and
- Start in, or move into, the Bow (Front) or Stern (Rear) hex of the galley that will be the target of the Rake. The movement into those hexes must be straight ahead; a galley may not use Pass-Thru if it has to move to port or starboard to enter the enemy Bow or Stern hex.

PLAY NOTE: The Diekplus requires Maximum Speed to undertake; other Rake attempts do not.

7.25 To resolve the Diekplus, the following movement costs and requirements must be met (not including the MP cost to reach its position adjacent to, and pointing at, the target galley's bow/stern):

- The moving galley expends 2 MP to move dead ahead, through that enemy galley, during which it attempts to Rake either galley (not both).
- It must then have sufficient MP remaining so that it reaches a hex location not occupied by any other ships, usually two hexes beyond the non-moving galleys.

PLAY NOTE: The above is why fleets usually had a reserve line of galleys close to the first line. They pretty much negated use of Diekplus because of the none-occupied requirement.

After the Pass-Thru movement is complete, the active player rolls to resolve the Rake attempt [7.26].

PLAY NOTE: Pass-Thru is used only against a line of adjacent (line abreast) enemy ships; if a galley has an unprotected flank, the player must use regular Rake.

EXAMPLE: Enemy galleys in Line Abreast in hexes 2812-2911, 2811-2910, and 2810-2909. A friendly galley starts its activation in 2512-2413. The galley is given Maximum Speed and will spend of '6' MP. It expends 2 MP to move, ahead, into 2711-2612, which places it in the Bow hex of the galley (A) in 2811-2910. The player now announces a Pass-Thru against "A," expending 2 MP to Pass-Thru, and then his two final MP to move into 3010-3109. If it had a Speed of '5' it could not have undertaken the maneuver, as it could not reach 3019 and would have been in the same hex as "A" (at least partially.) The Rake attempt is now resolved.

HISTORICAL NOTE: The Diekplus was the tactical attempt to attack a wall-to-wall line abreast of galleys. The defense for such was the double line, as noted above. However, that made a numerically even fleet susceptible to the Periplus, where the opposing ships simply rowed around their opponents' flanks, catching them from behind.

7.26 To resolve a Rake attempt, the player cross-references his attacking galley's Crew Rating with that of the target. He may target only one galley. The result is the 2d12 dice range needed for success:

- If the Rake is successful, the sheared galley is now Crippled [7.28]. Otherwise,
- If the attempt was Unsuccessful, there is no other effect, other than that the moving galley must obey 6.13.

7.27 Rake Dieroll Modifiers. These modifiers take into account the differences in mobility and agility between galleys. They refer to the printed Speed Rating (not what the galley used during the turn) for the side (Maximum/Cruise) which the galley is using at the time. They are cumulative.

- if the raking galley has a higher Speed Rating than the target galley, add one (+1).
- if the target galley has a higher Speed Rating than the raking galley, subtract one (-1)
- if the target galley is Crippled, Grappled, or Fouled, add one (+1)
- if target galley is mobile and at Half-Speed and/or Fatigued, add one (+1)

EXAMPLE: A Quadrireme at Maximum Speed ('6') has a lower Speed Rating than a Quinquereme at Maximum Speed ('7'), resulting in a -1 DRM if the quadrireme is attempting to Rake.

7.28 A Raked galley is Crippled. When that happens, place a "Crippled" marker atop the galley, with the arrow pointing to the flank side on which it was raked. Remove any Half Speed or Fatigue markers. A crippled ship may move a maximum of one hex per turn; however, it may move, or change facing without moving, only in the direction of the arrow (and not straight ahead). It may not Ram, Rake, or use Avoidance; it may Grapple and Board, if eligible. Its Ram Defense rating remains the same. A galley with Crippled markers pointing to both sides cannot move.



7.3 Anastrophe

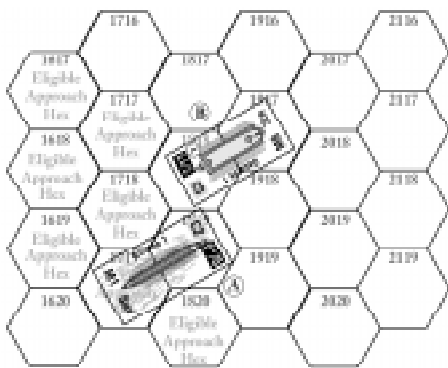
The Anastrophe tactic combines the Rake and Ram (against the same target) in one turn. It was most successful when attempted by top-line crews. Moreover, the ability to use Anastrophe is reliant upon the high maneuverability of earlier galleys, as it supersedes normal movement and facing change rules.

7.31 Anastrophe is undertaken by an individual ship as its sole maneuver for its activation. It is available only to galleys with an asterisked Ram Attack Rating (e.g., 6*)—Triremes and Cataphracted Triremes and a few Biremes—which is available only at Maximum Speed. The Anastrophe does not use Movement Points, and it does not follow standard movement rules (as you shall see), but the ship is assumed to have used all its available MP for the tactic.

7.32 The Approach. To undertake anastrophe, the activated galley must start its turn:

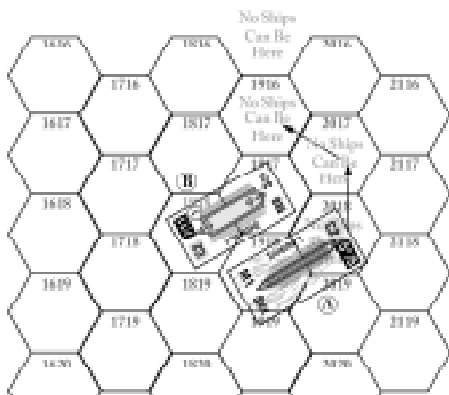
- at Maximum Speed,

Anastrophe Example

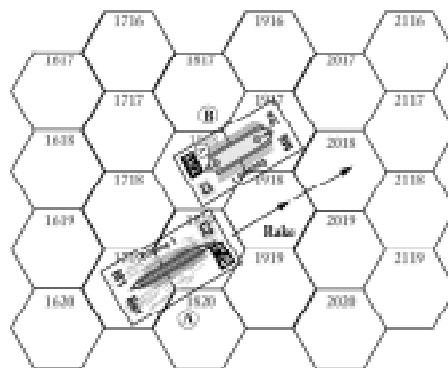


Step 1: The Approach. Ship A is the attacker. Ship B is the target. For example purposes, Ship A will Perform Anastrophe along the Ship B's Port side. Other eligible Approach hexes are noted, above, as well.

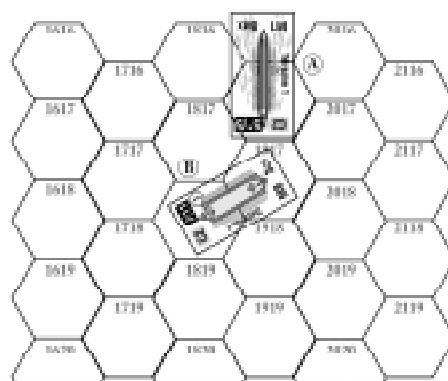
Note that the attacking Trireme is on its Max Speed side, facing the target, and within two hexes of the bow of the target vessel.



Step 3: The Turnaround. Move Ship A to 1915-16, with its Bow pointed toward 1917. In order for this maneuver to be performed, no other ships (even friendly ships) can occupy hexes 1915, 1916, 2017, or 2018.



Step 2: The Rake. Ship A moves into 1818 and attempts a Rake. Regardless of the Rake result, Ship A moves to 2018 and proceeds to the Turnaround.



Step 4: The Sting. Ship A now performs a Ram Attack against Ship B. If the previous Rake attempt was unsuccessful, there is a -1 DRM to the Ram attempt die roll.

- adjacent to, and with its bow in, one of the Approach hexes opposite the bow of the target, facing the target (Anastrophe may not be undertaken by approaching through the enemy stern); or
- within two hexes of the bow of the target, facing that target.

7.33 The Rake. The activated galley may now attempt to Rake the target. He may do this by an “adjacent” rake [7.21] or by Diekplus/Pass-Thru [7.24, although the latter restricts his turn-around ability]. Whether the rake is successful or not, the galley proceeds to the Turn Around.

7.34 The Turn Around. After the Rake attempt (successful or not), the attacking galley is placed in position to Ram [7.1]. No actual movement is undertaken; simply place the unit as indicated. However, this may be done (and the Anastrophe undertaken, for that matter) only if the Turn Around hexes are empty

of any ships. that includes friendly galleys that would also be attempting Anastrophe that phase and using any of those Turn Around hexes. The Turn Around hexes are always the stern and both stern/flank hexes of the target galley, plus the hexes the Anastrophic galley must be in to attempt the Ram. The diagram, below, illustrates this principle.

PLAY NOTE: Although Anastrophe may be attempted using Diekplus, the line abreast of enemy ships makes it a bit more difficult, as it usually restricts the Turn Around.

7.35 The Sting. To resolve the Ram, the attacking galley is now placed, bow forward, against the target ship's stern/flank side on the side of the latter ship opposite to the rake. (See the example/diagram, above.) The attacking galley now undertakes a Ram attempt, using standard rules. For purposes of the Movement DRM, the galley has expended MP equal to its Maximum

speed. If the Rake attempt was unsuccessful, the player subtracts one (–1 DRM) from the Ram Attempt DR.

PLAY NOTE #1: The targeted galley is always free to use Avoidance, if so capable.

PLAY NOTE #2: Any galley may always follow up a Rake with a Ram attempt. However, it usually takes a second turn to do so. Only the anastrophe-rated galleys have the maneuver capability to do so in limited space.

EXAMPLE OF DIEKPLUS & ANASTROPHE: Target galley “B” in 1917-1818, as above; other galleys from that fleet are line abreast in 1817-1717, 1918-1819 (galley “A”), and 2019-1919. The activated galley is in 1619-1519, the only hex from which it could attempt a Rake, as Rake requires a head-on, dead-ahead approach. Also, note that, given the configuration of the target line, galley “B” is the only target galley which has the required Turn Around hexes open.

- Active galley uses Diekplus to move between “B” and “A,” raking “B” in the process.
- Active galley Turns Around (2017-8, 1916) and is placed in 1915-1916 for Ram Attempt.

HISTORICAL NOTE: Anastrophe—the word refers to the quick turnabout by the attacking ship—was a major tactic of the Greek triremes, which had the speed and maneuverability to pull it off. It disappeared with the advent of the larger, but less mobile, quinqueremes, whose personnel was more boarding-oriented anyway. For those interested, there is an excellent visualization of anastrophe—complete with marines ready to repel boarding and a bunch of nose-to-nose missile fire—in “Warfare in the Ancient World,” edited by General Sir John Hackett (p.90).

7.36 Galleys that conduct an Anastrophe, regardless of success, are automatically Fatigued. The level of Fatigue is dependent on the Crew Rating. To determine this, use the “7A” row on the Fatigue Table. Thus, a 2-Crew attempting Anastrophe would have an automatic F3.

8.0 MANPOWER COMBAT

8.1 Grappling

Grappling is the prerequisite for Boarding and then Capturing a ship. It puts a premium on crew capability, with the subsequent Boarding attempt relying on Manpower. Both tactics are best used by fleets with inferior galleys but superior (or even equal) crews.

8.11 Any galley using Cruise Speed that ends its Movement sharing a common flank hexside with an enemy ship [and see 7.16] may attempt to Grapple the enemy ship so that it may be Boarded. Galleys at Maximum Speed may not attempt to Grapple. Grappling is undertaken in the Movement Segment; Boarding may take place only between (mutually) Grappled ships [8.2].

8.12 The player attempting to Grapple consults the Grappling Table, rolls the die, and cross-references that die roll with the Crew Rating of the galley making the attempt. The die roll is adjusted (cumulative) as follows:

- if the target is Crippled, Fouled, or already Grappled, add one (+1).
- if the target is under Sail, add one (+1).
- if the target is moving in the opposite direction of the galley attempting to Grapple, and the target is not Fatigued, Crippled, or at Half Speed, subtract one (–1).
- if the galley making the attempt is under Sail, subtract one (–1).
- apply any scenario specific modifiers for such inventions as Corvus, Harpax, et al.

The result is either Success, and the galleys are Grappled (place a Grappled marker on both ships), or Failure, with no further effect.



8.13 An active galley may make only one grappling attempt per turn, regardless of how many enemy ships are adjacent. However, an inactive galley may be Grappled by more than one active galley in a given phase [8.23].

8.14 Neither Fouled, Collided, nor galleys that successfully Retract are considered Grappled. To attempt to Board, they must still make, if eligible, a successful grappling attempt.

8.2 Boarding

Boarding is the method preferred by the fleet with the better marines and, thus, the favorite tactic of Rome.

8.21 A player may have his marines (Manpower Rating) board a Grappled enemy ship to capture it. Boarding takes place in the active player's Boarding Segment of the Squadron Activation Phase. A galley must have a Manpower Rating of at least M1 to board. Galleys with ratings of M0 may not board, although they will defend.

8.22 In cases of multiple galleys:

- All activated galleys of one player that are Grappled to the same target may take part in the Boarding attempt; simply total the ratings of all such galleys.
- If one galley is Grappled to 2 or more enemy galleys, the former may, if the player wishes, Board more than one galley. To do so he distributes his Manpower Rating among the galleys he has designated. (Remember the M1 minimum, above.)

EXAMPLE: An M3 galley is Grappled to two enemy ships. The player decides to Board both enemy ships and divides his marines, M1 and M2. He could have boarded only one and retained the M3.

8.23 To resolve a Boarding attempt, the activated player consults the Boarding Table, cross-referencing his (Attacker) Manpower Rating with that of the target. That will give him the dice roll (2d12) he needs to be successful. The possible results are:

- Captured: the target is Captured [8.25]
- Repulsed: The defender has beaten back the boarding attempt [8.27]
- Either result may incur Depletion [8.28].

EXAMPLE: Two galleys with M2 ratings are boarding a galley with an M1 rating. Cross-checking the '4' column with the Defender's '1' row, the attacker needs a DR of 4-12 to succeed. A DR of '3' or less will mean his boarding attempt was Repulsed [8.28].

8.24 The only DRM for Boarding is Height Advantage from Towers [8.47].

- if Attacker has a Height Advantage, add one (+1)
- if Defender has a Height Advantage, subtract one (−1)

8.25 If the target has been Captured, place a “Captured” marker atop the ship. Captured galleys, with their skeleton crews:



- have Crew and Manpower Ratings of “0”;
- may not use Maximum Speed.

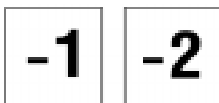
That player may now move that galley (after disengaging, to be sure). Captured galleys are treated like other galleys for all purposes.

PLAY NOTE: This means they can be used to Ram and Missile Fire. They cannot Board (although they can Grapple).

8.26 Once a galley has been Captured it is always treated as a Captured Ship. If it is retaken, flip the marker to “Recaptured.”

8.27 If the result was Repulsed, the boarders have been beaten back and the defenders remain in control of their galley. The boarding attempt is finished for that turn. Another boarding attempt may occur in another turn, as long as the ships remain Grappled.

8.28 Manpower results from Boarding Attacks are expressed as Depletions [8.61] to the Manpower Rating. Depletions are indicated by using the appropriate Depletion marker, or keeping track on the Fleet Sheet. The basic premise is that any Captured result reduces defending Manpower to M0. Other than that, a (cumulative) Depletion of minus one (−1) occurs if:



- the attacker captures ship on an adjusted DR of 9-12, the attacker suffers a Depletion
- any Repulsed result gives the repulsed attackers an automatic Depletion
- the Repulsed DR was an adjusted 2-5, the defender suffers a Depletion

The Depletion result applies to each attacking boarding party, if there is more than one.

8.3 Disengage

Disengage covers a ship's ability to detach itself from a ship with which it has become Fouled or Grappled.

8.31 The two types of Disengage each take place at different times within the Sequence of Play:

- **Grapple Disengage:** This is part of the Movement Segment, prior to actually moving. Movement may occur only if the Disengage is successful.
- **Foul Disengage:** This occurs in the Disengage Segment of the Status Resolution Phase (G/1).

8.32 Grapple Disengage. This is an attempt by any Grappled ship to cut the lines holding her to another ship. In order for a Grappled galley to move, it must Disengage first. Grapple Disengage is part of the Movement Segment and costs all available, or 2 MP (whichever is less), for the active galley, if successful. If unsuccessful the galley can't move anyway. The player consults the Grapple Disengage Table, rolls one die for each galley to which his ship is Grappled, cross-referencing that die roll with his galley's Crew Rating. The following DRM may apply:

- if the galley successfully repulsed a boarding attack that turn, add one (+1)
- if the galley has a better Crew than the one to which she is Grappled, add (+1). This DRM is not usable if the player is attempting to disengage from more than one galley **
- if the player controls both Grappled ships in question — which usually happens when he has captured an enemy galley by boarding, add two (+2) **
- if the galley is Crippled or Fouled, subtract (−1)
- if the galley Grappled with help of Corvus or Harpax; see scenario.

** = Player cannot combine these.

PLAY NOTE: Galleys whose speed level has been reduced below 2 MP may still Grapple Disengage.

8.33 Results: Grapple Disengage. If the adjusted die roll results in an “S”, the Grapple Disengagement attempt succeeds. Remove the Grapple marker; the ship is free to move (and it has already used 2 MP to disengage) if it has sufficient MP remaining. Otherwise, the galley remains Grappled.

8.34 A galley that is Grappled to two enemy ships may attempt to Disengage from each/both of these in the same Movement Segment, all at the one cost in MP (8.32). However, the better Crew bonus may not be used in any of the attempts.

8.35 Foul Disengage. In the Disengage Segment of the Status Resolution Phase (G/1), each player consults the Foul Disengage Table and rolls one die for each Fouled galley he has in play, cross-referencing that DR with the galley's Crew Rating. If the Disengagement attempt succeeds, replace the Fouled marker with a Half Speed Marker. Otherwise, the ship remains Fouled.

PLAY NOTE: Unlike Grapple Disengage, there are no die roll modifiers.

8.4 Missile Fire

The Manpower Rating includes the ability to engage in Missile Fire. Although most combat personnel on the galley were boarding-oriented, small contingents of light, missile-armed troops (archers, slingers, javelinists) were present. Several ships have an “E” rating, indicating that the addition of artillery (catapults, scorpiones, and such) was enough to provide a (game) benefit when firing. Firing hand-held weapons while in a moving ship was never easy, and the stone/dart firing artillery was, by nature, quite light.

8.41 A galley may use Missile Fire against any ship to which it is either adjacent, or within two hexes, even if it is moving! Regular Missile Fire may be directed only through flank hexsides; never bow/stern hexsides. Flame Missiles may be fired through any hexside.

8.42 A galley may use Missile Fire:

- once, during its own Movement segment (E/1), and
- once per phase during an opponent’s Movement segment as Reaction Fire. Reaction Fire may be used only against galleys that fired at it, or against adjacent enemy galleys that are attempting to Grapple, Ram, or Rake. If Reaction Fire is being used when an enemy fires upon that galley, the results of both missile fires are applied simultaneously. Thus, each galley gets to fire without applying the effects of the enemy fire.

8.43 If an active galley has finished movement, and is undertaking Missile Fire at the end of such movement, it may fire at more than one target, if eligible. To do so he divides his Manpower Rating among the targets as he sees fit. Thus, a galley with M2 may fire, using the ‘1-2’ column, at each of two enemy ships. Ships with an M1 rating may not “split” fire; you cannot “split” so that a ship has M0.

8.44 To resolve Missile Fire, the player notes his Manpower Rating and states whether he using normal or his Flame Missile capability and then rolls one die, adjusting that die roll as follows:

- if the firing galley has engines (“E” rated), add one (+1) to the die roll
- if the firing galley has a Height Advantage, add one (+1) to the die roll [8.47]
- if the firing galley has a Height Disadvantage, subtract one (–1) from the die roll [8.47]
- if the firing galley is under Sail, subtract one (–1) from the die roll
- if the firing galley has jettisoned towers, subtract one (–1) from the die roll [8.48]
- if the target is Rammed, Grappled, Fouled, or Crippled, add one (+1) to the die roll
- if the target is two hexes away, subtract one (–1) from the die roll.

DESIGN NOTE: The galleys that are E-rated are not the only ones with artillery; they are the ones whose missile capability had to be increased, vis à vis the Manpower Rating. By the 3rd

century BC, virtually all ships used artillery of some sort.

8.45 There are two possible results from the Missile Fire Dieroll:

- The target has suffered a “D” (Depletion) [8.61] or “D/F” (Depletion with possible Fire) [8.51] result. The additional “F” result applies only to galleys using Flame Missile capability.
- No effect

HISTORICAL & DESIGN NOTE: The effect of missiles was not that great. Missiles (other than flame) had virtually no effect on the actual galley and the rowers were protected by the decks (for the most part). The only personnel that could possibly have been affected are the Crew. However, because of the way crews are rated, and their use, applying Depletions to crews would have added a layer of accounting complexity we were loathe to use.

8.46 Missile fire at a range of two hexes is blocked if there is any ship in between the firing galley and the target so that there is no clear, unblocked hex between the two.

8.47 Artillery Towers. Artillery Towers are indicated on the counter by the “T” rating. They

- provide the player with a Height Advantage—for both Boarding and Missile Fire—over all opposing ships that do not have them. However,
- galleys with Towers suffer a –1 DRM when attempting to Ram.

8.48 At any time during its Movement Segment, a galley may Jettison Towers (at the cost of 1 MP):

- Having done so it may add one (+1) to its printed Maximum Speed rating
- It loses the Height Advantage
- –1 DRM to Missile Fire Rating (to account for the loss of use of engines)
- May not use Flame Missiles

HISTORICAL NOTE: The use of “towers” — more elevated platforms — to assist missile-firing troops, as well as the artillery engines they may have, became fairly standard after the Punic Wars.

8.5 Flame

Starting in the late 4th century B.C., the use of Flame Missiles as a minimal range weapon became popular. Another possibility, used only as part of a Ramming attempt, was Firepots. Scenarios in which these are available are noted therein.



HISTORICAL NOTE: This rule does not refer to the infamous Greek Fire, used by the Byzantines, which did not appear until around the 7th century A.D.

8.51 Use of Flame Missiles is a Missile Fire action usable only by galleys with Flame Missile Capability. Flame capability is not on the counter; it is noted in the scenario instructions. An “F” result on the Missile Table means that the player must DR

again. If he rolls a 4, 5 or 6, the target is On Fire; 1-3 means No Effect.

8.52 The maximum range of fire for Flame Missiles is one hex.

8.53 Firepots were used as part of a Ramming attempt. Firepots were dropped, using an extended pole, onto the deck of an enemy ship. Ships that are Firepot-armed (noted in each scenario), roll for success as part of a Ram Attempt, if they so wish, but before resolving the Ram, thus the success of the Ram Attempt is not a factor. If the player rolls a '5' or '6,' the firepots have set the target on Fire.

8.54 If the Flame Missile fire or Firepot drop is successful, the target ship is now On Fire. A ship on Fire can do anything it could do without the Fire. During the Galley Recovery Segment of the Status Resolution Phase (G/2), its player determines the effect of the Fire. Roll the die and consult the Firefight Table. It is possible, as per the table, that galleys Grappled or fouled with the burning ship may also catch fire.

PLAY NOTE: Galleys that catch fire in the Status Recovery Phase are not eligible to roll on the Firefight Table until the next Status Recovery Phase.

8.6 Personnel Losses

8.61 Depletion is the major result of personnel-oriented combat: missile fire and/or boarding. Depletion affects only the galley's Manpower Rating; it has no effect on Crew, Speed or anything else. If a galley receives a Depletion Result, place the appropriate numeric marker atop the counter, increasing the Depletion level by one level for each such result.

8.62 The Depletion number is a negative result applied to the Manpower Rating, reducing it accordingly. There is no limit to how many Depletions a galley may incur, except that the "M" rating may never drop below '0'.

8.63 Depletion results take place immediately. If the causing agent is Missile Fire, and such Fire was simultaneous with enemy missile fire, any Depletions are applied after all fire is completed.

8.64 The following is a summary of how the various aspects of a galley take losses, and how such losses are incurred.

Manpower (M):

- This rating is reduced by Depletion.
- Captured ships have an M0 rating.
- A ship with M0 may not board; it will defend, though, and it may Missile Fire, Ram and Rake.

Crew:

- Captured ships have a Crew Rating of '0' and may not use Maximum Speed

PLAY NOTE: Fatigue does not directly affect the Crew rating, although it does temporarily Restrict a ship's attack [7.13, 7.22] and movement [6.44] capability.

9.0 VICTORY

9.1 Victory Points

Most scenarios use a Victory Point system to determine victory.

- A player gets VP equal to the Ram Defense of each enemy ship he has Rammed (even if it does not Sink), or that has Run Aground, or has sunk by other means such as Fire.
- A player gets VP equal to the Ram Defense +1 (the Capture Bonus) for each enemy ship he has captured. This does not apply to recaptured ships; if a player regains an enemy-captured ship, the opposing player "loses" those VP. If a Captured ship is subsequently Rammed, Sunk, or Runs Aground the Capture Bonus (+1 VP) is lost.
- Players do not receive any VP for enemy ships that voluntarily leave the map. However, such ships may not return.

If neither Player reaches his VP total needed for a win because a player(s) has exited ships from the map, then the player with the most VP wins.

There are some minor exceptions for unusual items in a few scenarios.

A player may always see the handwriting on the coastal walls and cede victory to the other.

9.2 Loss of Admiral

If a fleet loses its only admiral (this does not apply to fleets with more than one active admiral) the player rolls one die (1d6) to see if his fleet will automatically end the battle by withdrawing (which sometimes happened). That DR is adjusted by:

- Adding the Admiral's Initiative Rating
- Adding one (+1) if that player has fewer VP than his opponent

If the adjusted DR is greater than '6', the fleet has withdrawn. Players now total their VP; the non-withdrawing fleet adds 25 VP to his total. High total wins, but if the withdrawing fleet happens to win, it's more of a draw than anything else, as the purpose of the battle was probably to clear the sea lanes for trade.

10.0 TOURNAMENT RULES

War Galley lends itself quite readily to tournament play. All of the rules apply, but you get to build your own fleet.

Players first decide how many Fleet-Building Points (FBPs) they want to use; (the more FBPs, the longer the game). Players should choose either 250, 300, 350 or 400. The points are used as follows:

- It costs FBP equivalent to a galley's M + C + Ram Defense to purchase that ship. Thus a galley with '2' Manpower, a Crew of '3' and a Ram defense of '8' would cost 13 FBPs.
- If a galley counter has a "T" and/or an "E" indicator, add one (+1) to the FBP for each such rating.

CREDITS

- Players get to pick their own Admirals, no cost. The number of Squadron Leaders they may also pick (also free) is limited by the number of FBPs: 250 (2 SqLdr); 300, 350 (3 SqLdr); 400 (4 SqLdr).

Once the fleets have been assembled, players roll the die to determine who has the Initiative. The loser of that die roll must set up first (use the all-sea map). None of his galleys may be more than 8 hexes from the map edge. The Initiative Player now may either deploy on the map or use his Initiative, first turn, to begin bringing his fleet in. He must deploy/enter on the map edge directly opposite his opponent (no flanking here). If he deploys, the 8 hex limit still applies.

The Victory levels are still counted as per the basic rule. The level of VP required is based on the FBP used:

250 FBPs = 55 VP
 300 FBPs = 65 VP
 350 FBPs = 75 VP
 400 FBPs = 85 VP

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Sources

Most of the information came from:

1. Rodgers, W.L., *Greek and Roman Naval Warfare*
2. Nelson, R.B., *Warfleets of Antiquity*
3. Smith, E., *Trireme* (game)

... and the following ancients:

Herodotus, Thucydides, and Polybius

For visuals, it's tough to beat the galley battle in *Ben-Hur*, which—aside from the Roman use of slaves in the picture, something they rarely if ever did—is very accurate as to the details of a galley battle. Looks like Roman Liburnians (although they appear to be somewhat bulkier than the Liburnians) against Macedonian pirate tremiolae. You do wonder, though, why the pirates would want to board a rammed, burning ship... And there's always the Actium recreation in "Cleopatra."

INDEX

<i>Rule</i>	<i>Page Number</i>	<i>Rule</i>	<i>Page Number</i>
Admiral	5	Height advantage/disadvantage	16
Aground	8	Individual Squadrons	6
Anastrophe	12 (example 13)	Masts down	7
Artillery towers	16	Missile fire	16
Avoiding rams	9	Movement	7 (wind 7)
Backwater, back up	8	Movement costs	8
Boarding	14	Pass-through movement (Diekplus)	12
Captured galleys	15	Personnel losses	17
Command ship		Ramming	10
Command squadrons	5	Defensive reaction ram	9
Command transfer	6	Raking oars	11
Confusion, Orders confusion page	6 (5.4)	Running aground	8
Counters (types of)	2	Sails, raise/lower	7
Crew rules	9	Sinking	11
Crippled galley	12	Speed, speed levels	7
Depletions	15	Squadron activation	6
Disengage (ungrappling, unfouling)	15	Turn initiative	5
Double activation	6	Turn around	8
Facing	5	Victory conditions	17
Facing change	8	Wind movement	7
Fatigue	9	See also “Helpful Terms”	page 3
Flame	16		
Foul	11		
Foul disengage	15		
Galley designation (types)	4		
Galley Ratings	2		
Galleys (types)	5		
Grappling	14		
ungrappling	15		

Sequence of Play

Each turn consists of the players undertaking the following phases, in the order in which they are given.

A. Wind Determination Phase. Either player rolls to determine the strength and direction of the wind. This phase is ignored in many scenarios.

B. Squadron Determination Phase. Players concurrently determine how many/which ships are in each Squadron [5.2].

C. Initiative Phase. The players die-roll to see who will choose which player goes first in phases “D”, “E” and “F,” below.

D. Speed Level Determination Phase: Players determine whether to use Cruise or Maximum Speed [6.11]. This is done by squadron with the players alternating their selection. Who goes first is given in C above.

E. Command Squadron Activation Phase: The player whose “turn” it is selects a Command Squadron. In doing so, he activates each galley in that squadron. Activated galleys may undertake the following (possible) actions:

1. **Movement Segment.** The player who was chosen to go first in the Initiative Phase moves all the galleys from any one squadron. Movement may include:
 - Resolving Missile Fire (which may take place during or after movement)
 - Grappling, Ramming, and Rake attempts. Opposing ships confronted by any of these may attempt Avoidance
 - Grapple Disengaging
 - Determining possible Fatigue for ships in that squadron at Maximum Speed [6.42].
2. **Boarding Segment.** After all galleys of a squadron have moved, the player resolves Boarding attempts.
3. **Phase-Pass Segment.** When that player is finished, play passes to his opponent, who repeats #1 and #2. If his opponent has no remaining squadrons, the current player continues the phase with his next, unused squadron.
4. **End Segment.** When all squadrons have gone, go to “F.”

F. Individual Squadron Activation Phase. When all Command Squadrons have gone, each player activates one Individual Squadron (IS) at a time, alternating IS, starting with the player who went first in “E.” Each IS performs segments E/1 through E/3. When all IS Squadrons have activated, play proceeds to Phase “G”.

G. The Status Resolution Phase. This phase is mostly involved with determination of certain statuses, so players may undertake them at the same time. However, the segments must be undertaken in the order listed, below.

1. **Disengage Segment.** The players may attempt to disengage any of their ships that are “Fouled” [8.35].
2. **Galley Recovery Segment.**
 - Attempt to put out any Fires on galley [8.54]
 - Check to see if Fire spreads to grappled/fouled ships
 - Remove “Masts Down” from all galleys
3. **Fatigue Recovery Segment.**
 - Remove all “F1” markers; these ships are no longer fatigued
 - Reduce (by using appropriate counters) all F# counters to their next lowest number
4. **Sinking Segment.** Check to see if Rammed ships have sunk [7.17]. All ships that are “Fouled” and/or “Grappled” with ships that sink are removed from the game. They, too, have sunk.

H. Victory Phase. Players check to see if anyone has won.

There is no set number of turns, each of which represents - very loosely - about 5-10 minutes of real time.