

Multi-Player WAR GALLEY Rules

By Alan J. Ray

12.0 Multi-Player Rules

These rules adapt the *WAR GALLEY* scenarios for multi-player team play. All of the rules apply except as noted below. An opaque container is required for each team as well as a second set of Squadron Commander counters (or reasonable generic facsimiles, such as found on this issue's counter insert).

Select one of scenarios provided (see insert sheets). Create a pool of Squadron Commanders using the Pool Assignment Table for the selected scenario. Each player blindly selects the Commander he will use as his alter ego for the game. Those Commanders not placed in the pool are distributed as evenly as possible by each sides' Admiral player to the members of his team (including himself).

The Squadron Commanders and galleys are placed on the map using the deployment directions for the scenario. The players now assign all galleys to the Squadron Commanders. This assignment is permanent [12.1]. To be assigned to a Squadron Commander, a galley must be in Command range of that Commander [6.1]. All galleys must be assigned (no Independent Squadrons). If a galley is in range of more than one Commander, the Admiral decides who will command it. All special scenario rules apply unless specifically excluded below.

As an alternative to the preceding procedure, the players may opt to use the fixed deployments and galley assignments provided below for some of the scenarios.

12.1 The Squadron System

The Squadron System rules [6.1] have been modified slightly to facilitate multi-player play. The galleys a Squadron Commander may command are specified in the scenario setup instructions and may not be changed. During the Squadron Determination Phase, each player determines which of the galleys assigned to his Commander at the start of the game are in Command Range. Those that are, may be activated as part of that squadron. Those that are not, are treated as Independent Squadrons,

even if they are in Command Range of another Squadron Commander.

12.2 Initiative Phase

The players who control the Admiral counters roll for initiative per 3.2. After the side with Initiative determines who goes first, each Admiral now secretly selects one Commander of those available to his side [restricted by 6.73]. The selected Commander will be the first to declare the speed of the galleys in his squadron when its his turn to go. The Admiral players place the remaining Squadron Commanders in their teams' cup.

12.3 Speed Level Determination

The player who was designated to go first by the team with Initiative, reveals the Squadron Commander selected in the Initiative Phase.

The player who owns that Squadron Commander now sets the speed for each galley in his squadron. Play now reverts to the other team who repeats he above for the Squadron Commander withheld from the cup by that team. The teams now alternate selecting a Squadron Commander from their respective cups and designating the speeds for that Commander's Squadron. Who draws doesn't matter, but the player who owns the Squadron Commander is the one to determine the speed of the ships in his squadron.

After each player has had the opportunity to select the speeds of the galleys in his squadron, the Admirals once again secretly select the Commander who will be the first to go for that team [subject to 6.73] in the Command Squadron Activation Phase. The remaining Commanders are placed in their teams' cup for selection later in the turn.

12.4 Command Squadron Activation

The team whose "turn" it is either reveals the Squadron Commander selected at the end of Speed Level Determination Phase if its that team's first activation for the turn, or if its the team's subsequent activation, draws a Commander from the team's cup. The player assigned to that Commander is now active and play proceeds according to the standard rules. If the activated Commander is that team's Admiral, he may attempt a Double Activation per 6.18, if the non-Admiral Squadron of the pair has not already been activated that turn. Simply remove the non-Admiral Squadron Commander from the team's cup. If the Double Activation fails, apply Confusion and place the Admiral into the pool. If the Double Activation is

successful, the two players involved mutually decide which Squadron moves first. That Squadron must complete its activation in its entirety before any galleys of the other Squadron can be activated.

Play now alternates between the two teams until all Squadrons have been activated.

12.5 Individual Squadron Activation

The Admiral player indicates which of the Individual Squadrons in his fleet will activate. The owning player of that galley makes the die roll and moves the galley within the restrictions of [6.16]. Individual Squadrons are activated one at a time alternating between the opposing fleets starting with the player who went first in the Command Squadron Activation Phase [3.1, Phase G].

12.6 Command Transfer

A player may only transfer to a galley in his squadron. If no galleys are eligible, the player is eliminated from the game. He is still eligible to receive the *Corona Navalis* [see 12.8].

12.7 Status Resolution Phase

Play proceeds according to the standard rules. Each player makes the necessary rolls for his ships.

12.8 Victory Phase

Victory is determined according to the standard rules. The win (or loss) is team win (or loss). However, a *Corona Navalis* is awarded to the player in the winning team that destroyed / captured the most Fleet Building Points of enemy vessels [10.0]. Rammed / Sunk vessels are counted at their FBP value. Captured ships are counted at the FBP value plus the Manpower Rating (yes, that means the Manpower rating is counted twice).

12.9 Junior Commanders

Junior Commanders are treated as Squadron Commanders for all game purposes. However, they do have an effect on the order of speed declaration and the order of activation. If a Junior Commander is drawn from the pool and his Senior Commander has not yet been activated (or has declared his speed level), he may at his option, grant his activation (or speed declaration) to his Senior Commander instead. The Junior Commander is kept out of the pool and will activate instead when his Senior Commander is drawn later in the turn. This rule will help keep the large Line Astern formations intact.

