Grappling Table

Adj. DR	Crew Rating				
	0	1	2	3	4
1 or <	-	-	-	-	-
2	-	-	-	-	S
3	-	-	-	S	S
4	-	-	S	S	S
5	-	S	S	S	S
6+	S	S	S	S	S

- = Grappling Attempt Fails   S= Grappling attempt succeeds

Die Roll Modifiers:
+1 The target is Crippled, Fouled, or already Grappled
+1 The target of the Grapple attempt has Sails raised
+? Any Scenario Special DRMs that apply here (Corvus, Harpax, etc.)
-1 If the target galley is moving in the opposite direction of the attacking galley, and the target is not speed-restricted (1/2, Fouled, Grappled, etc.)
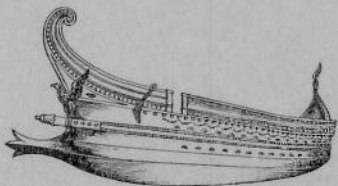-1 Attacker has Sails raised.

Missile Fire (1d6)

Adj. DR	Manpower Rating			
	0	1-2	3-4	5-8
2 or <	No	No	No	No
3	No	No	No	No
4	No	No	No	D
5	No	No	D	D/F
6	No	D	D/F	D/F
7+	D	D/F	D/F	D/F

D= Depletion -1, cumulative with any previous depletions.
F= if Flame Missile capable, roll die. DR of 4-6 sets ship on fire.*
No= No Effect.

Die Roll Modifiers:
+1 Ship has Engines
+1 Height Advantage, including Towers firing on No Towers
+1 Target is Dead in the Water, Grappled, Fouled, or Crippled

-1 If the target is two hexes away (Flame not available at range 2)
-1 Sail up (for firing galleys)
-1 Height Disadvantage
-1 Attacker has jettisoned Towers [8.48]

* If Target is Sail Up, add one (+1) to Fire (second) Die roll.

WAR GALLEY

Disengage Table

This Table applies to both Foul and Grapple Disengage

Adj. DR	Crew Rating				
	0	1	2	3	4
0<	F	F	F	F	F
1	F	F	F	F	S
2	F	F	F	S	S
3	F	F	S	S	S
4	F	S	S	S	S
5+	S	S	S	S	S

Results: Grapple Disengage
F= Disengagement Fails. The ship remains Grappled.
S= Disengagement attempt succeeds. Remove the Grapple marker; the ship is free to move.

Results: Foul Disengage
F= Disengagement Fails. The ship remains Fouled.
S= Disengagement attempt succeeds. Replace the Fouled marker with a Half-Speed marker. The ship may not use Max Speed Level.

Die Roll Modifiers:
+2 if the same player controls both Grappled ships (not cumulative with Crew DRM)
+1 if the phasing ship has successfully repulsed a Boarding attack
+1 if the phasing ship has a higher Crew rating (not cumulative with control DRM)
-1 if ship is Crippled or Fouled.
-? Harpax or Corvus used; see scenario.

Boarding

Available only to Grappled ships

Defending Marines	Attacker Marine Rating [a]							
	1	2	3	4	5	6	7	8
0	7-12	5-12	4-12	3-12	Auto	Auto	Auto	Auto
1	8-12	6-12	5-12	4-12	3-12	2-12	2-12	Auto
2	10-12	8-12	7-12	6-12	5-12	4-12	3-12	2-12
3	12	9-12	8-12	7-12	6-12	5-12	4-12	3-12
4	12	10-12	9-12	8-12	7-12	6-12	5-12	4-12
5	12	11-12	10-12	9-12	8-12	7-12	6-12	5-12
6	No	12	11-12	10-12	9-12	8-12	7-12	6-12
7	No	12	12	11-12	10-12	9-12	8-12	7-12
8	No	No	12	12	11-12	10-12	9-12	8-12

a= Ships with a Marine rating of "0" may not Board; they will "defend."

#-#= The dieroll needed to "Capture." Outside the printed range, Boarding is Repulsed. All adjusted DR higher than "12" are treated as "12."

Auto= Automatic Victory [see 8.25]. No Depletion for attackers.
No= Repulse Automatic; attacker M-Rating reduced to M0; no loss to defenders.

DRMs: Height Advantage +1   Height Disadvantage -1

Depletions
•• Any Captured result eliminates defending Marines; ship then has an M0 rating.
•• If attacking player captures ship on a(n adjusted) DR of 9-12, he suffers a Depletion.
•• Any Repulsed result gives the repulsed attackers an automatic Depletion.
•• If the repulsed DR was (an adjusted) 2-5, defender suffers a Depletion.

Ram Sequence

Because Ramming is part of movement, it is resolved for one galley before proceeding to the next.

1. Move Attacking Galley (if not adjacent already)
2. Resolve Ram
   a. Comparison of Ram Attack Strength vs. Ram Defense Strength.
   b. Apply DRMs
3. Post-Ram (Successful) Actions:
   a. Check for Retraction of attacking ship.
      • If successful, attacker see "Collision" [7.16].
      • If unsuccessful, place "Fouled" markers on both ships.
4. If Ramming ship misses the target (Avoidance), it keeps moving.
5. If the ram attempt is unsuccessful, the ships have Collided [7.16].

Sinking Table

DR	Result
1-5	Ship Remains Afloat
6	Ship—and all ships grappled or fouled with it—Sinks

Rake Table

Target Crew	Attacker Crew				
	0	1	2	3	4
0	11-12	9-12	7-12	5-12	3-12
1	12	10-12	8-12	6-12	4-12
2	No	11-12	9-12	7-12	5-12
3	No	12	10-12	8-12	6-12
4	No	No	11-12	9-12	7-12

#-#= 2d12 dieroll range needed to successfully Rake. Any adjusted DR higher than "12" is treated as a "12." If DR is less than the low end of the range, the Rake is unsuccessful.

No= Automatically unsuccessful

DRMs:

-1 If target ship has a higher Speed Rating than the Raking ship

+1 If Raking ship has a higher Speed Rating than the target ship
+1 If target ship is Grappled, Crippled or Fouled
+1 If target ship is at half-speed

Ramming Table

Ram Def Rating	Ram Attack Rating							
	1	2	3	4	5	6	7	8
2	10-12	9-12	8-12	7-12	6-12	5-12	4-12	3-12
3	11-12	10-12	9-12	8-12	7-12	6-12	5-12	4-12
4	12	11-12	10-12	9-12	8-12	7-12	6-12	5-12
5	No/C	12	11-12	10-12	9-12	8-12	7-12	6-12
6	No/C	12	12	11-12	10-12	9-12	8-12	7-12
7	No/C	No/C	12	12	11-12	10-12	9-12	8-12
8	No/C	No/C	No/C	12	12	11-12	10-12	9-12
9	No/C	No/C	No/C	No/C	12	12	11-12	10-12
10	No/C	No/C	No/C	No/C	No/C	12	12	11-12
11	No/C	No/C	No/C	No/C	No/C	No/C	12	12

#-#= The dieroll (2d12) needed to successfully Ram. Any adjusted DR higher than "12" is treated as "12." Any adjusted dieroll below the listed range means the attempt was unsuccessful. and a collision has occured [7.16]

No/C = The attempt is unsuccessful; a Collision has occurred [7.16].

Positive DRMs (help the Attacker):

+1 For each Movement Point actually expended in excess of the ship's Cruise Level. Thus, a galley moving 7 hexes (at Max Speed) with a Cruise Speed of "5" would add +2 to the Ram DR.
+1 If target ship is Crippled, Fouled, or Grappled
+1 If attacking ship has a higher-rated Crew

Negative DRMs (help the Defender):

-1 If the target ship is at Max Speed Level
-1 If the target ship has a higher-rated Crew
-1 If attacking ship has Towers
-1 If this is an Anastrophe attack, and the ship attempting the Ram was unsuccessful in its Rake attempt.

Retraction:

Use the die roll result that was used to resolve the Ram (the player does not roll again), *minus the Ramming ship's Crew Rating.*

If that number is 7-12, the galleys are Fouled. See 7.16.
If that number is 6 or less, the attacking galley has successfully Retracted, and may Backwater.

Wind Table

Die	Wind	Direction
2	Dead Calm	2 hexsides to left
3	+2	1 hexside to left
4	+1	1 hexside to left
5-6	0	1 hexside to left
7**-9	0	1 hexside to right
10	-1	1 hexside to left
11	-2	1 hexside to right
12	Dead Calm	2 hexsides to right

**= If the player rolls a "7" for Wind Strength, he must roll again for possible change of Direction.

Command Transfer Table

DR	Result
1-2	No Transfer
3-6	Transfer Allowed. See 6.76.

F4 Fatigue Table

DR	Crew Rating				
	0	1	2	3	4
1-2	-	-	-	-	-
3	F2	-	-	-	-
4	F2	F2	-	-	-
5	F3	F2	F2	-	-
6	F3	F3	F2	F2	-
7 A	F4	F3	F3	F2	F2
8+	F4	F4	F4	F3	F3

- = No Effect   F= Crew is Fatigued; see 6.45

A = Use this row to determine Auto Fatigue for Anastrophe [7.34].

Die Roll Modifiers:
+1 for each Movement Point in excess of the ship's Cruise Level.
+1 if the galley made a Ram attempt this turn, regardless of the outcome.
+1 if the galley made a Rake attempt this turn, regardless of the outcome.

Double Activation Table

Admiral Rating

1d6	0	1	2
1	C	C	C
2	C	C	C
3	C	C	C
4	C	C	S
5	C	S	S
6	S	S	S

C= Double Activation Fails. Roll 1d6 on the Confusion Table.
S = Double Activation Succeeds.

Orders Confusion Table
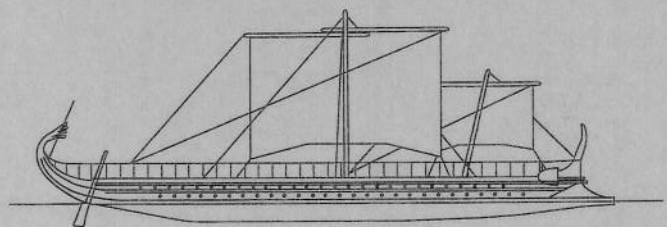
DR	Result
1-2	Proceed with Activation Phase, All galleys at Cruise Level/Half Speed.
3-5	Proceed with Activation Phase, all Galleys at Cruise Level.
6	Proceed with Activation Phase normally

Firefight Table

DR	Result
1-2	Fire is out. Remove Fire marker.
3	No Effect. Fire still burns.
4	Fire still burns and may spread.**
5-6	Ship burns and sinks

**= Roll 1d6 for each ship either fouled or grappled with the burning galley. A DR of "6" means that ship has caught fire, too.

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**. Players determine how many/which ships are in each Squadron [6.1].

C. **Initiative Phase**. The players dieroll to see who will choose which player goes first in phases "E" and "F," below.

D. **Speed Level Determination Phase**: Players determine whether to use Cruise or Maximum Speed [6.22].

E. **Command Squadron Activation Phase**: The player whose "turn" it is selects a Command Squadron. In doing so, he activates each ship in that squadron. Activated ships may undertake the following (possible) actions [and see 6.18.]:

1. **Movement Segment**. The player who was chosen to go first (in the Initiative Phase) moves all the ships from any *one* squadron. Movement may include
   - Resolving Missile Fire (which may take place during or after movement).
   - Grappling, Ramming, and Rake attempts. Non-phasing ships confronted by any of these may attempt Avoidance.
   - Grapple Disengaging.
   - Determining possible Fatigue for all ships in that squadron at Max Speed Level [6.42].

2. **Boarding Segment**. After all ships 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 moveable squadrons, the phasing player retains the Squadron 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." See 6.16 for what IS may do.

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. **Ship Recovery Segment**.
   - Attempt to put out any Fires on ships [8.54].
   - Check to see if Fire spreads to grappled/fouled ships [8.55].
   - Remove "Masts Down" from all ships.

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 vessels have sunk [7.17]. All ships that are "Fouled" and/or "Grappled" with ships that have sunk in the above section are removed from the game. They, too, have sunk.

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

There are no set number of turns (each of which represents (very loosely) about 5-10 minutes of real time).