

Capitana

Wargames Rules for Galley Warfare in the Mediterranean

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Some Galley Terms You Should Know

Capitana – the flagship of a fleet or national contingent.

Patrona – a subsidiary or squadron flagship.

Gallea Sotil – the standard galley, approximately 41 metres long, with 25 banks of oars.

Bastarda – a scaled-up galley shipping 26 or more banks of oars.

Lanterna – a large galley, usually designated as a capitana or a patrona.

Galliot – a smaller, faster galley shipping 15 or 16 banks of oars. Much used by the Barbary corsairs.

Galleass – a large oar-powered vessel, usually mounting three masts, and having a much higher freeboard than a galley. Intended to combine the advantages of the broadside sailing vessel and the true galley, it carried a much larger gun-armament. Its great disadvantage was its slow speed.

Gallia Grosse – a large cargo-carrying galley, upon which the galleasses were based.

Scales

1 mm	=	2 metres.
1 model	=	1 vessel
1 bound	=	5 minutes (approximately).

Order of play (all movement is alternate)

1. Remove all casualties. Make all mandatory movement (both sides).
2. All boarders who have captured vessels take one bound to gain manoeuvring control.
3. Active side makes all movement.
4. Reactive side fires all artillery.
5. Active side dices for grappling/boarding if desired.
6. Carry out all boarding/melee.
7. Check morale where applicable.

Movement

All normal movement will be carried out at cruise speed. Each vessel may, at any time in its own bound, make one move of “burst” speed during any given game. The following move it will revert to cruise speed.

Cruise	-	150mm
Galliot cruise	-	180mm
Burst	-	350mm
Galliot burst	-	400mm
Galleasses	-	80mm

When hull boxes fall below half of the original total cruise speed will drop to half and burst speed will no longer be available.

Turning

Galleys were some of the most agile and manoeuvrable craft ever built. A galley could literally spin on the spot simply by backing one bank of oars and rowing ahead with the other. Any craft may therefore turn on the spot up to 90 degrees twice in the course of a move, provided that it still retains at least half of its hull boxes, without penalty.

Reversing

A vessel under oars may reverse (i.e propel itself backwards) for up to half its normal cruise move. This takes an entire move.

Ship Status

Each vessel will be allocated a number of crew boxes and a further set of hull boxes. As the boxes are deleted following combat the fighting efficiency of the vessel will be degraded. When all hull boxes have been deleted the vessel sinks. When crew boxes are reduced to less than half the crew will check morale.

The hull boxes for the various craft are as follows:

Lanternas, bastardas, padronas	-	10
Gallea Sotile	-	8
Galliot	-	6
Galleasses	-	12

Crew boxes are:

Bastardas	-	12
Lanternas, padronas	-	10
Gallea Sotile	-	8
Galliot	-	6
Galleasses	-	10

Firing

With the exception of Galleasses, all the main armament of a galley fires forward, within an arc of 5 degrees either side of the model's side base edge. Each model rolls a number of dice for effect:

Lanternas, bastardas	-	3 dice
Gallea Sotile	-	2 dice
Galliot	-	1 die

Galleasses are capable of all-round fire and roll the following dice*:

Ahead (as for galleys)	-	3 dice.
To each beam	-	2 dice.
Astern	-	1 die

* Simultaneously, if desired

Effects are:

At extreme range;	6 = 1 hull box
At effective range;	6 = 1 hull box, 1 crew box; 5 = 1 hull box
At close range;	6 = 2 hull boxes, 2 crew boxes; 5 = 1 hull box, 1 crew box; 4 = 1 crew box.

Ranges:

Extreme range	-	up to 360mm
Effective range	-	up to 200mm
Close range	-	up to 100mm

Grappling and boarding

Crews may only board over the bow or stern of their own galley. Where galleys are alongside each other crews may not board across the oars. Where the front of the base of a vessel (including its corners) touches any part of the base of an enemy vessel the first vessel may attempt to grapple. Roll 4, 5, or 6 on a D6 to successfully grapple. When an attempt to grapple fails, the grappling ship “bounces” off 10mm. The grappled ship may then fire and, if desired, may sail past the enemy vessel. Otherwise the enemy ship is held and may be boarded.

Boarding

When a vessel wishes to board an enemy vessel its owner allocates as many crew boxes as he wishes, up to the maximum available. (Note that the crew boxes refer to fighting crews only – the sailing crew remains with the vessel and may manoeuvre the vessel without penalty)

Method.

Each side adds up the total number of crew boxes available for combat and adds the score of one D6. To these totals add or subtract from the tactical factors below.

Attempting to board a larger vessel	-	-1
Attempting to board a galleass	-	-3
Defending crew is less than half strength	-	-1
Defending vessel is a capitana or padrona	-	+1
Defending vessel has already been boarded*	-	-1

* And still has active enemy on board.

Compare the totals for boarder and defender. Results are:

Boarder wins by 3 or more - defender surrenders, boarder loses 1 crew box.

Boarder wins by 2 or less - boarder loses 1 crew box, defender loses 2 crew boxes. Combat continues.

Scores are equal – each side loses one crew box and the combat continues.

Defender wins by 2 or less - boarder is thrown back and loses 2 crew boxes. Defender loses 1 crew box. Defender may cut grapples and sail off or attempt to board in its turn.

Defender wins by 3 or more - boarder is thrown back and loses 2 crew boxes. Defender loses 1 crew box and may cut grapples and move away or counter-board.

Reinforcements

Any vessel’s crew may reinforce the crew of a friendly vessel up to the original crew box count of the vessel being reinforced. All such reinforcements must board over the bow or stern. Crews moving along a chain of vessels grappled bow to stern will take one bound to traverse each vessel.

Morale

Morale will be checked when either hull or crew boxes fall below half and each move thereafter.

Roll one D6. Add or subtract from the tactical factors below.

Result

0 to 3	Attempt to flee, otherwise surrender.
4 or more	Carry on.

Tactical Factors:

Vessel is a capitana or a padrona	+1
Vessel is 300mm or more from nearest enemy	+1
For each morale test taken	-1
Vessel is a Galliot	-1
Vessel has fewer hull boxes than crew boxes	-1