



POSEIDON'S WARRIORS

Classical Naval Warfare 480–31 BC

John Lamshead

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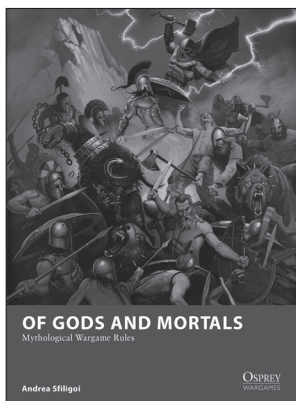
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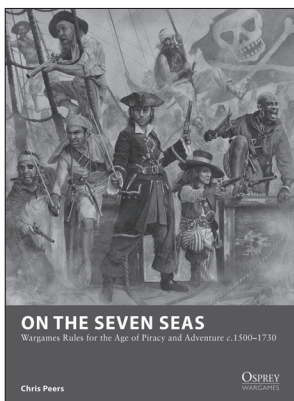
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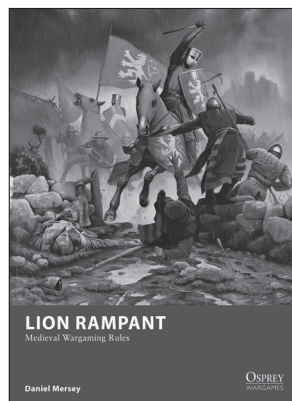
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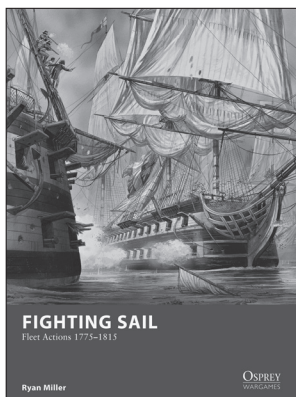
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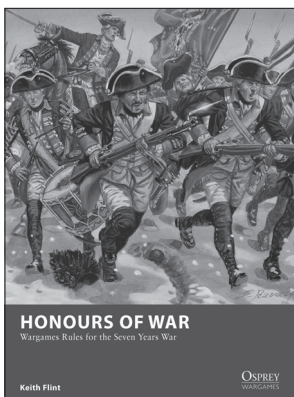
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JOHN LAMBSHEAD

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FOREWORD

This is a set of rules for playing large-scale naval actions between fleets of classical galleys.

Galley combat involved a great deal of sneaky and cunning manoeuvring to position ships to ram an enemy vessel without being rammed in return, especially as so much of the action occurred around coastline or in narrow channels and shallow waters.

Of all naval wargames, ancient war galleys demand the greatest concentration and tactical finesse from players, offering the greatest challenge and providing the most fun of all the warship periods.

Galley warfare is more like a World War II air dogfight than naval combat in the gunpowder or battleship eras because the primary weapon, the ram, is on the bow and thus the whole ship has to be aimed at the target.

These rules use an integrated turn system to recreate the feints and traps employed to tempt the enemy out of position and make his ships vulnerable to a ram. Record-keeping is minimised to maintain a high tempo during game play. Real ancient galleys fought at ramming speed and so do ships in *Poseidon's Warriors*.

Inside are wargame rules, ship data, famous admirals, historical scenarios, a campaign system and brief historical notes for those who wish to refresh their memory about the weapons, tactics, major battles, campaigns and wars.

Rounding a promontory was often a tricky business in the ancient world so this flotilla of warships is making the transit under oars, while two merchant ships tack in the background. (Models by Langton, photo by author)

