

MULTIPLAYER RULES

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These rules provide the basics for Multi-Player game of Bobby Lee. It is best if three copies of the game are used, but it is also possible to play with one copy and two photocopied maps of the game board area (from an atlas). You need one referee and up to eight players (four players per side). We did say that this was a multi-player game.

The referee is the arbiter of disputes. In the event of a dispute, the rules will be consulted. Each side may briefly state their reasoning or arguments for interpretation. The referee will then decide. His decrees are final.

Setup:

1. Select a scenario
2. Choose sides
3. Each side votes to select a Theater Commander. The other players function as Army Commanders.

Theater Commanders:

A Theater Commander is in control of the entire theater. He is responsible for recruitment of new forces (RPs and Drafting) and controls the supreme leader (Lincoln or Davis). The Theater Commander also makes political decisions. Only the Theater Commander knows the exact VP situation (given to him by the Referee) and he cannot give-out this precise information to his army Commanders. The Theater Commander chooses the Army Commanders by assigning each player control of one leader and some units. Start with the Historical deployment and it is relatively easy to see which units are under which leader.

If there are not enough players, some may have to command two leaders, preferably two that are near to each other.

The Theater Commander is not allowed to look at the main game board. He can only look at his own map. He may mark locations and strengths on this map, and communicate "broad strategy objectives" to his Army Commanders.

ARMY COMMANDERS:

Army Commanders command their own leader and those units which have been assigned to them. They are responsible for maneuvering their units, both on the map and on the battle board.

They are also responsible for reporting to the Theater Commander on the condition of their army and the enemy before them.

The Army Commanders must lobby for replacements and strategic moves which are allocated by the Theater Commander.

LEADER CHANGES

If a leader change is rolled, the Theater Commander determines which leader is replaced according to the normal rules. Players continue the game using their new

leader unit.

COMMUNICATIONS:

Players cannot talk with each other except when their leader units are in the same hex or during the Replacement turn. The Replacement turn meeting should be limited to ten minutes.

Each campaign turn, Army Commanders can send one written message to the Theater Commander and one message to another Army Commander whose leader unit is within three hexes.

The Theater Commander can send a written message to each Army Commander each Campaign turn.

MESSAGE INTERCEPTIONS

All written messages are given to the Referee who then passes them to the intended recipient. Written messages may fall into enemy hands. The referee rolls 1d6 per message (secretly) and on a roll of "1" passes the message to the nearest enemy Army Commander. The message writer is NOT advised of the result.