

ΟΙ ΝΑΒΑΡΚΟΙ !

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TURN SEQUENCE

1. Event phase

Roll on the Event table.

2. Movement phase

- Both players roll a d6. Highest choose to move first/second.
- First player announces signal, if any, then move his squadrons.
- Same for second player.

3. Melee phase

All melees are solved simultaneously.

4. Morale phase

- Roll Morale tests, then move routing squadrons.
- Roll for pursuing squadrons to stop, then move those which are still pursuing.

EVENT TABLE

2-3	Watch for the wind! Weather suddenly worsens. All squadrons must immediately perform a manouver test.
4	Good omen! A seagull fishes a tuna (!) in front of a ship. The morale of a random squadron in α fleet goes up one level.
5	He's dead! A navarcos in α fleet falls from the ship and drowns. Drop one level the morale of a squadron engaged in melee.
6-8	ROW! A fleet which lost half of its squadrons leaves the field.
9	He's dead! A navarcos in β fleet is shot by an arrow. Drop one level the morale of a random squadron engaged in melee.
10	Good omen! A dolphin sang the paeon in front of a ship. The morale of a random squadron in β fleet goes up one level.
11-12	Watch for the wind! Weather suddenly worsens. Each squadron in the invading fleet performs a manouver test..

MOVEMENT

- Squadrons in:
 - epi mias* move up to 1Avd" and turn by wheeling. Can about face or move backwards 2".
 - epi keras* move up to 8" and turn in succession, up to 90°, no cost.
 - epi pollon* move up to 8" and turn by wheeling.
 - kyklos* do not move.
- Changing formation or performing an about face cost a full move.
- Disordered squadrons reduce the formation movement by 1.
- Unformed squadrons move 1Avd" -1. They move in a straight line only.
- Perform a manouver test when: wheeling, changing formation, about facing, backing water, engaging enemy.

MANOUEVER TEST		Roll 2d6 and apply results	
5 or less		6 or more	
Squadron disordered/unformed		Success!	
Modifiers	Well trained +1		
	Green -1		
	Within 6" of the enemy -2		

BATTLE TEST				Each squadron rolls 2d6 and applies results.			
5 or less		6-8		9-10		11-12	
Disorder/unform, test morale		Enemy loses ½ stand		Enemy loses 1 stand		Enemy loses 1 and ½ stands	
Modifiers	Well trained +1, green -1						
	Formation differential -X						
	Disordered -1						
	2 vs 1 bases or more +1						

- Formation differential: 1. *epi mias*, *kyklos*;
2. *epi pollon*;
3. unformed;
4. *epi keras*.

DICKPOUS <i>Both squadrons roll 2d6, aiming for 6 or more.</i>	
<i>Only attacker successful</i>	Place attacker in <i>epi mias</i> in the defender's rear. Immediately fight a melee.
<i>Both successful</i>	Move attacker 6" from defender, facing enemy (can form <i>epi mias</i>).
<i>Both fails</i>	Attacker engages in <i>epi mias</i> , both are disordered, immediately fight a melee.
<i>Only defender successful</i>	Attacker engages in current formation, disordered, immediately fight a melee.
Modifiers	<i>Disordered -1</i> <i>Non-fast ships -1</i>
	<i>Well trained +1</i> <i>Green -1</i>

Attacker must be in *epi pollon*, not green, not in disorder, must contact enemy in *epi mias*.

PERIPOUS <i>Both squadrons roll 2d6, aiming for 6 or more.</i>	
<i>Attacker successful</i>	Place the attacking squadron, in <i>epi mias</i> , on defender's offshore flank. Immediately melee vs flank.
<i>Both successful</i>	Both form <i>epi keras</i> by turning simultaneously 90° towards offshore, then move 2Avd". Test again next turn.
<i>Both fails</i>	As above, but both squadrons move only 1Avd" and are disordered.
<i>Defender successful</i>	Attacker engages in <i>epi mias</i> and disordered, immediately fight a melee.
Modifiers	<i>Disordered -1</i> <i>Non-fast ships -1</i>
	<i>Well trained +1</i> <i>Green -1</i>

Attacker must be in *epi mias*, not in disorder, and must contact an enemy in *epi mias*.

MORALE

- a) Squadrons that **failed a battle test must test morale** simultaneously.
- b) **Move all routing** squadrons 2Avd" away. Any squadron 6" directly behind is disordered.
- c) **Leave a flotsam** marker where the melee was fought.

- d) Finally, squadrons in melee with routing squadrons must test their morale to see if they continue to **pursue**.

MORALE TEST <i>Roll 2d6. If fails, squadron routs/pursues.</i>	
5 or less	6 or more
Failure!	Success!
Modifiers	Determined +1, poorly motivated -1
	Katastrophe -1
	Pursuing -2

Pursuing squadrons are unformed.

SQUADRON	NOTES	SIGNAL

SIGNALS

1. Execute a simultaneous 90° turn right;
2. Execute a simultaneous 90° turn left;
3. Deploy from *epi keras* to *epi mias*, to the right of the lead stand;
4. Deploy from *epi keras* to *epi mias*, to the left of the lead stand;
5. Engage the enemy (squadrons must contact the enemy this turn).