



ΟΙ ΝΑΒΑΡΧΟΙ !

The V century b.c. is the golden age of ancient naval warfare. It is the age of the Persian and Peloponnesian wars, of Salamis and the Arginusae, of Themistocles and Phormio, when trieres ruled the Mediterranean. Oi navarchoi! is a wargame ruleset to play fleet battles during that time.

In Athens, a navarchos was the commander of a 15 ships squadron. In this game, you get to be in the position of both the strategos (overall commander) and of all his navarchoi. In fact, the basic unit that you move and fight is the squadron, composed by 15 triereis on 8 bases. You do not care about individual ships (that's a trierarch's job!).

I have my 1/2400 triereis based two for each 5x3,5 cm bases, plus some one spare. Similar measures will work fine.

You can characterize your squadrons on the basis of crews' training and morale and the ships' quality. This allows you to field well trained but reluctant warships (Phoenician subjects of the Great King perhaps?), or goofy but determined crews such as the dogged Corinthians.

Crew quality	Well trained +1	Green -1
Crew morale	Determined +1	Poorly motivated -1
Ships	Fast ships*	Heavy ships -1

** you don't get a bonus... you just avoid getting a malus in diekplous/periplous.*

PRE - BATTLE STUFF

Scenarios

1. **Prepared clash in open seas.** This is when fleets meet in a certain spot, and know the position of each other. They beach their ships, have dinner, make a plan, go to sleep, and take the sea at dawn to offer battle.
Deployment. The table should be at least as wide as the bigger fleet in line, plus 1/3. Both players deploy their fleets blindly. The squadrons must be placed between 10 and 15" from a median line dividing the table in two.
2. **Unprepared clash in open seas.** This is when fleets are looking for one another, but they meet unexpectedly at sea. Both fleets start the game in columns. Each player must organize its columns on paper. No column can be composed of a single squadron.
3. **Bottled up.** A fleet is laying siege to an enemy port, base or camp. The besieged fleet comes out to challenge the enemy. The attacking fleet must organize into columns, as above. Then the bottled up fleet deploys in line. It can take advantage of at least one terrain element: one or both sides anchored to land or natural (rocks) or manmade (port installation) scenario element, or has land/island behind for diekplous defense.
4. **Surprise attack!** As above, but the attack is a surprise: the defending fleet is still at anchor. Special rule: each turn the anchored fleet can launch at sea one squadron, which will start in disorder. Also it will roll 2d6 for each squadron still at anchor: it can launch on 10+.
5. **Convoy.** As scenario 2, but one fleet is escorting a convoy. Freighters are heavy ships, poorly motivated....
6. **Amphibious landing...**



Terrain.

Define each table side, including the land side, as either friendly, neutral or enemy for each side. This will allow you to assess total losses post-battle.

Optional rule, weather. A scenario can include an unexpected rise of currents. If both players roll the same results in the initiative roll, all squadrons must perform a manouever test that turn, in addition to any manouever tests they are obliged to do. If the scenario includes an invading fleet and a defending fleet, then the defender will secretly roll a dice (or more – depending on how much bad weather you want!) before the game. The invader will need to roll manouever tests in those turns.

Signals.

Each strategos write down which signals will use during the battle, if any. Manouvers performed in the turn the signal has been given will benefit during Manouever tests. Signals must:

1. specify that squadrons are either to move towards/away from a location/enemy, or perform a specific movement (encircle the enemy from offshore side, land on that beach, deploy into battle line from column);
2. define to which squadrons is the signal directed. It can be the whole fleet or just some squadrons (a wing maybe). In this latter case, they must be adjacent in the battle line.
3. be in a specific sequence, and must be played in the same sequence. You cannot play signal n. 3 before you played n. 2.

BATTLE

Turn sequence

Each turn follows the same sequence.

1. Movement phase

- a) Both players roll a d6. Highest move first.
- b) First player announces signal, if any, then move his squadrons.
- c) Same for second player.

2. Melee phase

All Melees are solved simultaneously. Place a counter behind squadrons which need to test morale.

3. Morale phase

- a) Roll morale test and move routing squadrons.
- b) Roll for squadrons within 4' to routing squadrons to see if panic spreads.
- c) Roll for pursuing squadrons to stop and move pursuing squadrons.

Movement phase

Roll a d6 for each side for initiative. Higher side moves first. After he has completed moving all his squadrons, one at the time, in the order of his choice, second player will do the same.

The **movement rates** are as follows (all movements are in inches). A squadron in column/double column moves 8". In column it turns in succession after the lead ship, for free, up to 90°. In double column it turns by wheeling.

A squadron in line/double line moves 1Avd" (1 average dice). It turns by wheeling. It can about face 180° or back water 2" per turn (only in line).

A squadron can form a kyklos, a defensive position. Kyklos do not move.





Squadrons can **change formation from line to column, and vice versa, by turning each base 90°** at the same time. For other more complicate formation changes please see Annex I. Units cannot move the turn they changed formation or performed and about face.

Roll 2d6 for a Manouver Test when a squadron wheels, changes formation, performs an about face or backs water. If it fails, it has changed formation but is disordered.

MANOUEVER TEST	5 -	6 +
	Squadron disordered	Manouever successful
Modifiers	Crew quality -/+1	
	Manouever performed after signal this turn +1	
	Manouever performed within 6" of an enemy -2	

Disordered squadrons halve their movement and suffer a malus in melee and morale (see later). They can automatically recover from disorder by spending next movement phase stationary and not in melee.

Melee

To start a melee, a squadron must contact another squadron. Contact cannot be made by wheeling. The attacking squadron must conform to the defender, moving its bases in order to put as many of them as possible in contact with enemy bases.

Melees are fought at the same time. In case of melees between group of squadrons, you should try as much as possible to pair one squadron vs one squadron: allow a 2 vs 1 melee only if it's not possible to do differently.

During the melee phase, **each squadron in contact perform a battle test rolling 2d6 and applies results.** Melees between multiple squadrons are resolved in the same way. Losses are divided equally between the participating squadrons.

BATTLE TEST	2	5 -	6 - 8	9 - 10	11 - 12
	Squadron routs	Squadron disordered and test morale	Enemy loses 1 base	Enemy loses 2 bases	Enemy loses 3 bases
Modifiers	Crew quality -/+1				
	Disordered -1				
	2 vs 1 bases or more +1				
	Formation differential -X				

Formation differential penalizes squadron engaging melee in an inferior formation. This is the order of formations for melee, from best to worst:

1. line and kyklos,
2. double line,
3. double column,
4. Column.

The squadron with the worst formation in a melee is penalized a number of pips equal to the difference between the two formations. For example, a squadron that engages melee in double line vs a squadron in line suffers -1.





If the melee is a flank/rear attack, the **flanked unit automatically fails test**. It still must roll a battle test, with a -1 for flanking plus other modifiers, but just to see if it routs immediately. If it survives, it will still test morale in the morale phase. After the first melee turn, it is considered that ships of the flanked units will have turned to face the attackers, so the unit is not flanked anymore and will fight as a unit in line. But, it will retain the flanked moral malus (see below).

A unit engaged in a frontal melee while in a column/double column formation must make a manouver test in the movement phase, and then form line against the enemy.

A **squadron reduced to 1 base is routed** automatically, unless in melee with 3 or less enemy bases.

One squadron must survive any melee. If all squadrons involved rout in the same turn, the squadron which rolled an higher morale roll remains.

There are special rules for specific manouvers of diekplous and periplous. Both are forbidden to squadrons with green quality crews.

Diekplous. The attacking unit must be in column/double column, not in disorder, and must contact an enemy in line. Cannot be performed against units already in melee. Both test for 6+ using 2d6, with Crew Quality and Disorder modifiers, plus all non-fast ships get an additional -1.

If both successful, manouver is aborted on time. Attacker moves back 6" from defender, facing enemy (in line or column, player's choice).

If both fails, both squadrons messed up their manouvers. Place attacking squadron in line in front of defending squadron and immediately fight a melee, with both disordered.

If only attacker successful, diekplous is successful! Place attacking squadron in line in the defender rear. Immediately melee vs rear.

If only defender successful, the manouver failed badly. Place attacking squadron in front of defending squadron, in the same column/double column formation, and immediately fight a melee with attacker disordered.

Periplous. Must be performed by a squadron in line, not in disorder, vs line/double line. Test as for diekplous.

If both successful, the manouver is well executed but the enemy reacted immediately. Both squadrons form columns by turning 90° towards offshore, all bases simultaneously, and then rush 2Avd" trying to gain the advantage. Repeat test next turn. If the squadrons leave the table, roll 2d6 each turn for each of them: whoever rolls 10+ first returns on the table. Roll 1d6 to see how many ships it lost while chasing the enemy. The other squadron involved in the periplous is lost entirely.

If both fails, the dynamic is identical to the one above, but manouvers are executed poorly. Both squadrons move only 1Avd" and are disordered.

If only attacker successful, periplous is successful. Place the attacking squadron, in line, on defender's offshore flank. Immediately melee vs flank/rear.

If only defender successful, place attacking squadron in line in front of defending squadron and immediately fight a melee, with attacker disordered.

Morale phase

At the beginning of this phase, all squadrons that fulfil one of these conditions must test morale:





- failed a battle test;
- is in melee and has 4 bases or less.

Use Crew Morale modifiers. Tests are simultaneous. Tests are successful by rolling 6+ on 2d6. If not, squadron routs.

MORALE TEST	5 -	6 +
	Squadron routs	Still fighting!
Modifiers	Crew morale -/+1	
	Disorder -1	
	Flanked/attacked in the rear -1	

After the tests, **move routing squadrons 2Avd'** directly away from the enemy they fought in melee. Leave a flotsam marker, approximately as big as 4 bases in line, where the melee was fought. Any squadron crossing the marker even with a small part must move at half speed and is disordered (and will be punished by the Gods later on, for sure).

Then, **roll morale for units which saw a friendly unit routing within 4'**. Roll on the same table, same modifiers. Panic spreads...

Finally, **squadrons in melee with routing squadrons must test their morale to see if they pursue**. Each roll suffers a -2 penalty, plus the Quality modifiers. If it fails, the unit excitedly pursues the routing enemy. It is immediately disordered and cannot move next movement phase. Roll each turn until it stops pursuing, then it can start moving normally again.

Amphibious warfare

Land troops move and melee in the same turn sequence as the ships.

A phalanx is composed by hoplitoi (the heavy infantry component) and euzonoi, the light infantry. Some tribal armies can be entirely composed of euzonoi, and some phalanxes can have no euzonoi with them (like the Spartans at Pilos), but it's not a good idea.

Hoplitoi move 2d6, +2 if in column, -2 in bad going which also disorder them. They can wheel if in line, or turn in sequence up to 90° if in column. It takes one full turn to change formation, embark/disembark from ships and recover from disorder.

Euzonoi move 2d6 +2. They move as a cloud in any direction. They are satellites of the hoplitai, but can be sent away for specific tasks.

The phalanx must always have an order: either attack an enemy formation or attack or defend a specific location. A group of euzonoi (up to three in total) can be sent away with a specific order for themselves. Player can change one order every turn. Orders are executed the next turn.

When two phalanxes melee, each player should choose to aim high or low. Then both roll 1d6.

If the sum is 6-8, nothing happens. Combat continues next turn.

If the sum is either 4-5 or 9-10, then the player aiming low or high will gain an advantage. He will get either -1 or +1 next turn.

If the sum is 2-3 or 11-12, the player aiming low or high has won and the enemy is routed.

Players can get one permanent advantage if:

- the enemy is disordered;





- enemy has no euzonoi;
- enemy is only euzonoi;
- enemy is attacking a defended position (such as a walled camp).

A phalanx will not fight in the open with a group of euzonoi only. It will just move over them and push them 2d6 away. If the euzonoi roll 4 or less, the phalanx is disordered. If they roll 10 or more, they are dispersed. The roll has -2 if the phalanx has no euzonoi to protect it.

Beached ships are considered a defended position if they still have their infantry contingent onboard. If their infantry already left and they are attacked, the rowers only will defend the ships. Fight a melee but give a permanent advantage to the enemy.

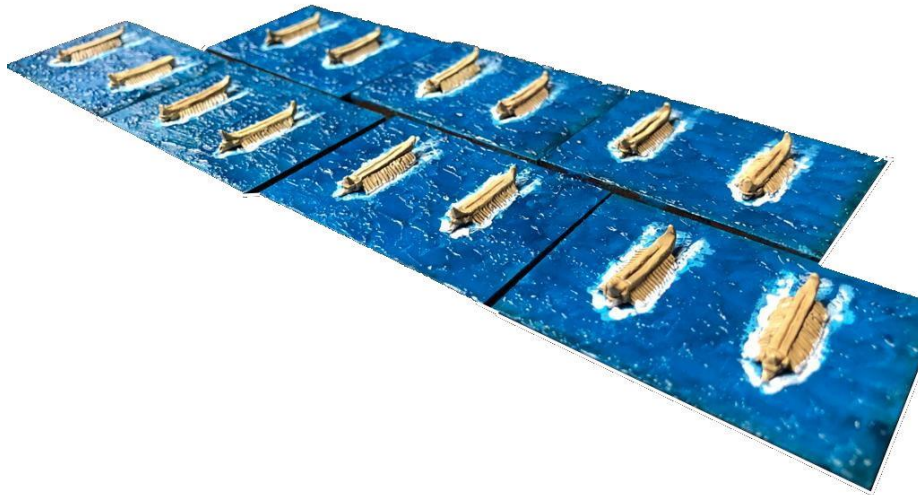
POST BATTLE STUFF

After the battle you roll to see if it was a just tactical victory or if you ended the whole war, there and then. Squadrons which routs out of enemy table edge, or beach on enemy land while in rout, are totally lost.

Squadrons routing out of the table from a friendly edge saves all remaining bases.

Squadrons routing out of a neutral edge must roll a 7+ on 2d6 for each remaining base to survive the long voyage home.

This calculation will tell you whether the losing side of a battle still has a fleet, or if it lost not only a battle, but also everything the polis had left for its defence...



A squadron of 14 triereis in double line (1/2400 Alkedo ships).

Draft text, version 1.1

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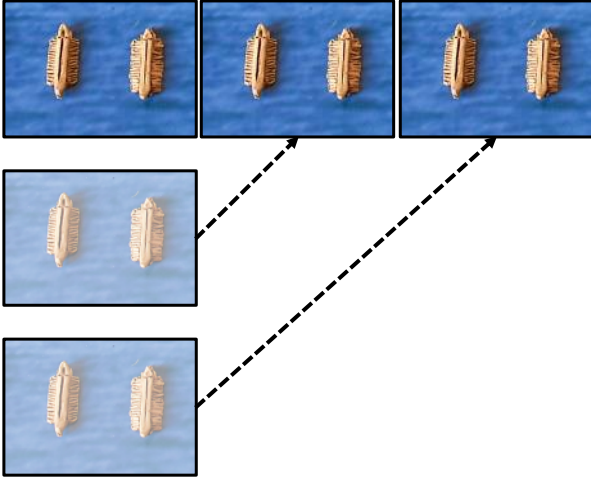
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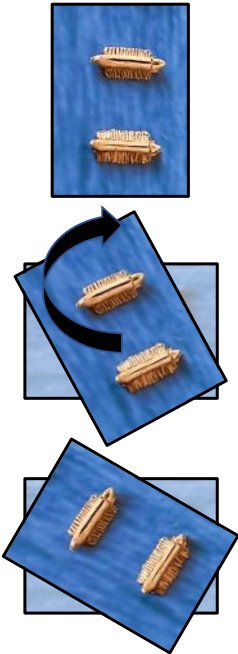


ANNEX 1 - FORMATION CHANGES

COLUMN TO LINE

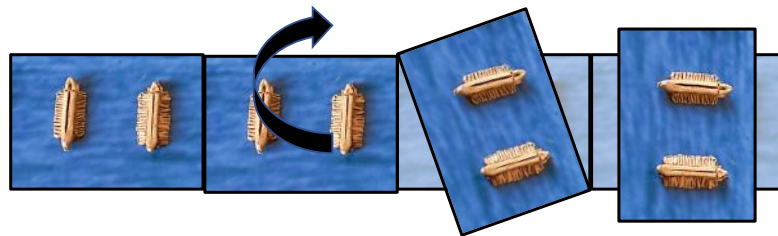


COLUMN TO LINE, 2

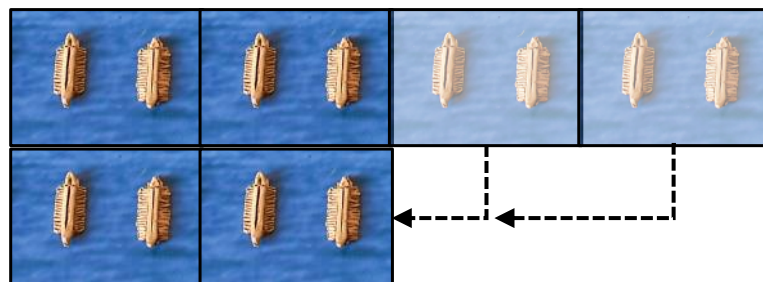




LINE TO COLUMN

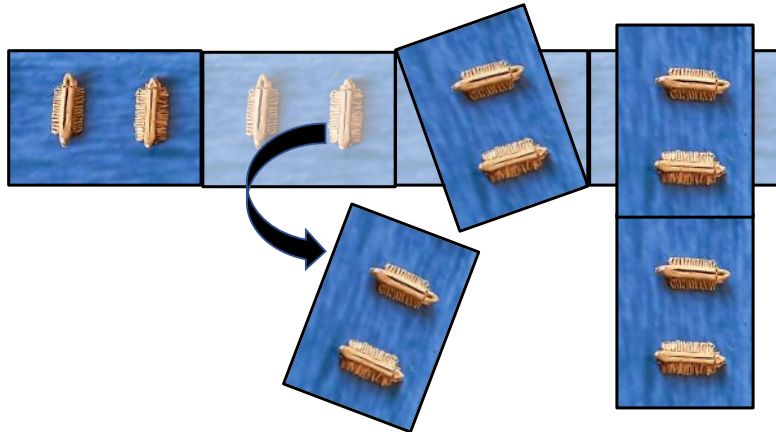


LINE TO DOUBLE LINE, OR VICEVERSA

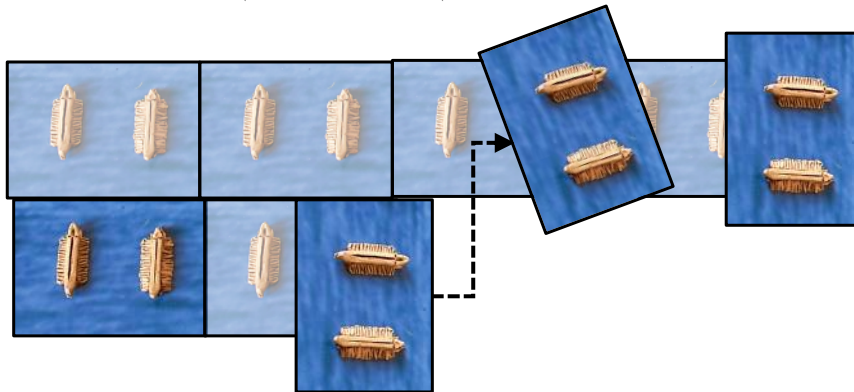




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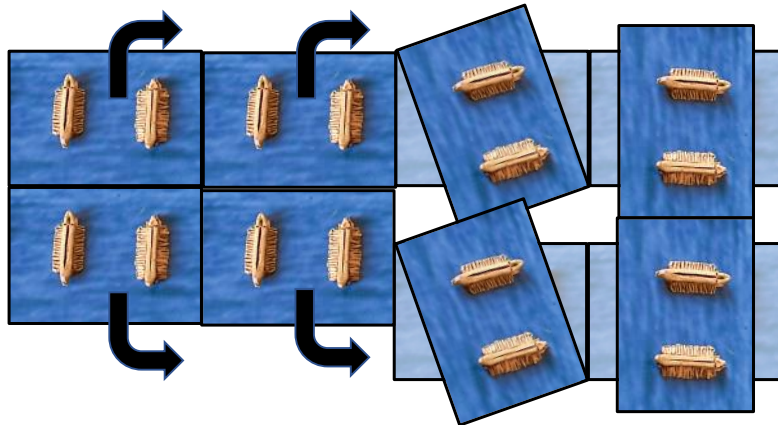


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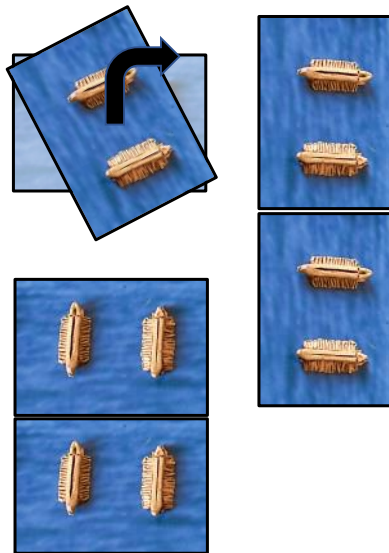




DOUBLE LINE ABRÉAST TO DOUBLE COLUMN

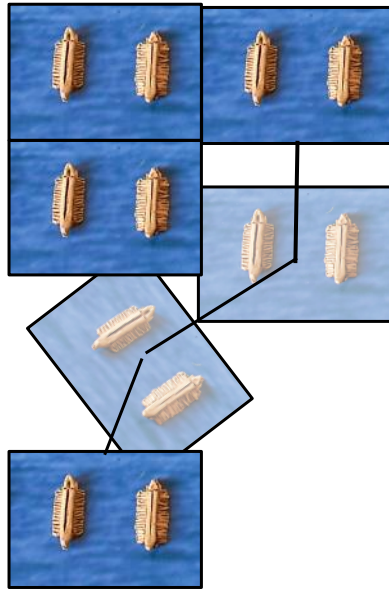


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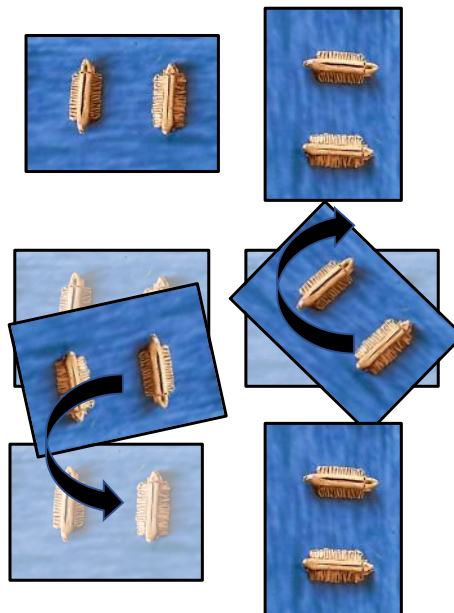




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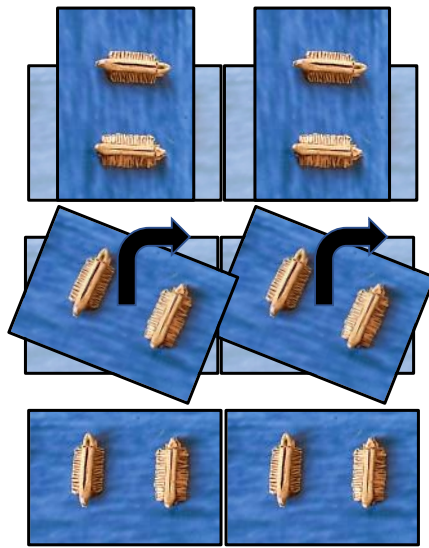


DOUBLE COLUMN TO LINE





DOUBLE COLUMN TO DOUBLE LINE



DOUBLE COLUMN TO COLUMN

