# OI NAVARCOI !

By Alkedo miniatures
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## TURN SEQUENCE

1. *Event phase*
   Roll on the Event table.
2. *Movement phase*
   a) Both players roll a d6. Highest choose to move first/second.
   b) First player announces signal, if any, then move his squadrons.
   c) Same for second player.
3. *Melee phase*
   All melees are solved simultaneously.
4. *Morale phase*
   a) Roll Morale tests, then move routing squadrons.
   b) 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 paean 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:
  - **line/double line move up to 1Avd"** and turn by wheeling. Can about face or move backwards 2".
  - **column move up to 8"** and **turn in succession**, up to 90°, no cost.
  - **double column 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.

| MANOUVER TEST | *Roll 2d6 and apply results* | |
|---|---|---|
| **5 or less** | | **6 or more** |
| Squadron disordered/unformed | | Success! |
| **Modifiers** | *Crew quality -/+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 1 base | Enemy loses 2 bases | Enemy loses 3 bases |
| **Modifiers** | *Crew quality -/+1* | | *2 vs 1 bases or more +1* |
| | *Disordered -1* | | *Formation differential -X* |

Formation differential:  1. line, kyklos;
2. double line;
3. double column, unformed;
4. column.

| DIEKPLOUS | Both squadrons roll 2d6, aiming for 6 or more. | |
|---|---|---|
| *Only attacker successful* | Place attacker in line in the defender's rear. Immediately fight a melee. | |
| *Both successful* | Move attacker 6" from defender, facing enemy (can form line). | |
| *Both fails* | Attacker engages in line, both are disordered, immediately fight a melee. | |
| *Only defender successful* | Attacker engages in current formation, disordered, immediately fight a melee. | |
| **Modifiers** | *Disordered -1* | *Non-fast ships -1* |
| | *Crew quality -/+1* | |

Attacker must be in column/double column, not green, not in disorder, must contact enemy in line.

| PERIPLOUS | Both squadrons roll 2d6, aiming for 6 or more. | |
|---|---|---|
| *Attacker successful* | Place the attacking squadron, in line, on defender's offshore flank. Immediately melee vs flank. | |
| *Both successful* | Both form column by turning simultaneously 90° towards offshore, then move 2Avd". Test again next turn. | |
| *Both fails* | As above, but both squadrons move only 1Avd" and are disordered. | |
| *Defender successful* | Attacker engages in line and disordered, immediately fight a melee. | |
| **Modifiers** | *Disordered -1* | *Non-fast ships -1* |
| | *Crew quality -/+1* | |

Attacker must be in line, not in disorder, and must contact an enemy in line/double line.

## MORALE

a) Squadrons that **failed a battle test** and/or are **in melee and have 4 bases or less must test morale**. Tests are simultaneous.
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 | Roll 2d6. If fails, squadron routs/pursues. | |
|---|---|---|
| **5 or less** | | **6 or more** |
| Failure! | | Success! |
| **Modifiers** | Crew morale -/+1 | |
| | Katastrophe -1 | |
| | Pursuing -2 | |

Pursuing squadrons are unformed.

| SQUADRON | NOTES | SIGNAL |
|---|---|---|
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## SIGNALS

1. Execute a simultaneous 90° turn right;
2. Execute a simultaneous 90° turn left;
3. Deploy from column to line, to the right of the lead base;
4. Deploy from column to line, to the left of the lead base;
5. Engage the enemy (squadrons must contact the enemy this turn).