Oi NAVARCOI !

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 Temistocles and Phormio, when the triereis ruled the Mediterranean. Oi navarcoi! is a wargame ruleset to play fleet battles in this era.

The basic unit that you move and fight in Oi Navarcoi is the squadron, composed by 15 triereis on 8 stands. I have my 1/2400 triereis based on 5x3,5 cm stand, two ships each stand except the last which has only one ship. Similar measures will work fine.

A half-size version of the rules would also work, with each squadron represented by only 4 stands. In this case, the double column formation does not exist. Movement rates can remain the same. In melee, simply remove one stand when, according to the Battle test, two should be lost.

You can characterize your squadrons on the basis of crews' training and morale and of 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

* These modifiers applies to diekplous and periplous resolutions only, and are in addition other modifiers. With fast ships you don't actually get any bonus… you just avoid getting a malus.

PRE – BATTLE STUFF

Scenarios

First of all, you want to choose a scenario. Here are a number of different situations which provide different tactical challenges for the players. In any case, the gaming table should be at least as wide as the bigger fleet in line, plus 1/3.

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. 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 players must organize its columns on paper first, then place them on the table at 16" from the median line. 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. Consider freighters as heavy ships, poorly motivated, unformed.
6. **Amphibious landing**… to be developed.

Terrain.

Terrain should be simple. Place maybe an island in a quarter of the table. One side may be beach or land. 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.

Signals.

Before the game, each strategos writes down which signals will use during the battle, if any. A strategos can choose a total number of signal equal to the number of squadrons divided by two, rounded up. Signals must be written down in the QRS specifying which signal is directed at which squadron(s). Signals are:

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 stand;
4. Deploy from column to line, to the left of the lead base;
5. Engage the enemy (squadrons must contact the enemy this turn).

Strategoi can signal once per turn. Manouvers by signal are performed at the beginning of the movement and in addition to normal movements. So, after answering the signal, a squadron can still move its full movement allowance.

Manouvers executed by signals **are exempted from a Manouver test**, so there is no risk of the squadron getting disordered or worse (this is because we assume the manouver by signal was explained in advance to the crews, therefore everyone concerned was ready to execute it).

Almost there

Design the two fleets as α and β. Design one of the squadron commanders as strategos (this is only needed in case he is killed because of an Event roll, the strategos does not have any other role in the game). Then, both players must sacrifice to their favourite gods. You can now start the battle.

BATTLE

Turn sequence

Each turn follows the same sequence.

1. Event phase
   a) Roll on the Event table.

2. Movement phase
   a) Both players roll a d6. Highest chooses to move first or 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. Place a counter behind squadrons which need to test morale.

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 phase

Each player rolls 1d6. Sum up the results and read what happens from the Event table below. If the event is not applicable this turn, then nothing happens.

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 navarcos' 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 random squadron engaged in melee.
6-8	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 navarcos' 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 must immediately perform a manouver test**.

*: Round up. If both fleets lost half of their squadrons, both players roll a d6, adding 1 for each of these:
- fleet defending its own land +1
- fleet with more Determined squadrons +1
- fleet with more Poorly motivated squadrons -1
- admiral was killed -1

Roll again if it's a tie.

**: If the scenario does not foresee an invader and a defender, then apply this to both.

Movement phase

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

Squadrons must always be in one of these formations:

- Line. The typical melee formation, with all rams oriented towards the enemy. However, it is difficult to move in and is vulnerable to diekplous.
- Double line. Another good melee formation, less efficient than the line (half of the ships, those in the second line, are in fact unengaged). However, it is easier to move in, because it can wheel more easily. Also, is not vulnerable to diekplous.

- Column. The best formation to move around (no wheeling!), but totally unsuited for combat – only a couple of rams would be oriented towards the enemy.
- Double column. Another formation more apt for moving than for fighting, but less unbalanced than the single column.
- Kyklos. A circle with prows oriented on the outside. Fights as a line without flanks or rear, but cannot move. A purely defensive position.
- Unformed. This is not really a formation: rather, it is the lack of it. It is just a bunch of ships together, like a school of fish. It is both difficult to move in and quite ineffective in combat, and also bad for morale.

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 up to the distance rolled to 1Avd" (1 average dice, a six-sided dice numbered 2-3-3-4-4-5). It turns by wheeling. It can about face 180° or back water 2" per turn (only in line). Disordered squadrons suffer a malus of -1 in movement. Unformed squadrons can only move 1Avd"-1. They move in any direction, but only in a straight line.

Squadrons can **change formation from line to column, and vice versa, by simultaneously turning each stand 90° and/or by increasing or decreasing the number of ranks of their formation**. Please see Annex I for the illustration of the different formation changes. **Units cannot move the turn they changed formation** (unless using signals!) or performed and about face.

A squadron in column forming line by turning each stand 90° will considerably extend its footprint, and viceversa, because stands are much larger than deeper. In those cases, the active player must choose to start turning the stands from the last one of the formation or from the first.

Squadrons can also choose to go unformed – the admiral will raise the flag "follow me" and move immediately as unformed.

A squadron which wheels, changes formation, performs an about face, backs water or engages enemy must perform a Manouver test by rolling 2d6. The test passes with a 6 or more. If it fails, the squadron becomes disordered, but any manouver is still performed successfully (i.e. the squadron actually wheels, double ranks, etc.). However, a disordered squadrons which fails the Manouver test becomes unformed instead.

MANOUVER TEST	5 or less	6 or more
	Squadron disordered/unformed	Manouver successful
Modifiers	Crew quality -/+1	
	Manouver performed within 6" of an enemy -2	

To rally, Disordered and Unformed squadrons must spend a movement phase stationary and not in melee. They automatically recover at the end of the turn. The unformed squadron can adopt a line or double line formation, with its center roughly in the same position as when it was unformed.

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 stands in order to put as many of them as possible in contact with enemy stands. A unit engaged in a frontal melee while in a column/double column

formation will form line against the enemy in the movement phase of the following turn, and will be Disordered.

All melees are fought simultaneously. In case of melees between several 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 by rolling 2d6 and applies results**. Melees between multiple squadrons are resolved in the same way, and losses are divided equally between the participating squadrons.

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

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

1. Line, kyklos;
2. double line;
3. double column, unformed;
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. This malus does not apply to squadrons hitting the enemy in the rear/flanks.

Flank and rear attacks can only happen if the attacking unit was already behind the enemy's front before the turn it contacted it. The **unit which has been flanked/attacked from rear** is **immediately unformed and automatically fails the first battle test**. It must test morale in the morale phase with a specific malus called Katastrophe, see below. The unit which flanked or attacked an enemy to the rear does not suffer any adverse results from failing the battle test in the first turn of melee (i e., even if it rolls 5 or less, is not disordered and it doesn't have to take a morale test).

An **unformed squadron** engaged or engaging in melee **will fight the first melee turn exactly as if it was flanked or attacked from the rear**. It will also **always test morale with the Katastrophe malus.**

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

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 the specific manouvers of diekplous and periplous. Both are forbidden to squadrons with green quality crews, disordered or unformed.

Diekplous. The attacking unit must be in column/double column and must contact frontally an enemy in line. Diekplous cannot be performed against units already in melee. Both squadrons roll 2d6 aiming to score 6 or more. Modify the rolls with Crew Quality and Disorder modifiers, plus all non-fast ships get an additional -1.

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

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

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

<u>If only defender successful</u>, 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 against an enemy in line ordouble line. Test as for diekplous.

<u>If both successful</u>, the manouver is well executed but the enemy reacted immediately. Both squadrons form columns by turning 90° towards offshore, all stands 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.

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

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

<u>If only defender successful</u>, 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:

- <u>failed a battle test</u>;
- <u>is in melee and has 4 stands or less</u>.

Morale tests are simultaneous. Tests are successful by rolling 6+ on 2d6. **Squadrons which fail a Morale test rout. Any squadron directly 6" behind them is disordered**. The Katastrophe malus is for squadrons which have been flanked/attacked from the rear or is unformed.

MORALE TEST	5 or less	6 or more
	Squadron routs	Still fighting!
Modifiers	Crew morale -/+1	
	Katastrophe -1	
	Pursuing -2	

After the tests, **move routing squadrons 2Avd'** directly away from the enemy they fought in melee. Any squadron within 6" directly behind a squadron which routed is automatically disordered. Routing squadrons do not have any other effect in the game: they never rally or engages in melee and are out of the game in all respects. They will continue to move straight away from the enemy until they exit the table. If they cross the path or interpenetrate other squadrons, friendly or enemy, there is no effect (we assume that ships would row around obstacles).

Leave a flotsam marker, approximately as big as 4 stands 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).

Squadrons in melee with routing squadrons must test their morale to see if they pursue. If it fails, the unit excitedly pursues the routing enemy. It is immediately unformed and cannot move next movement phase. Roll each turn until it stops pursuing.

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 1d6, +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 a fleet left the battlefield and all routing squadrons exited from the table, roll to see if it was a just tactical victory or if it was a major success that ended the war, there and then.

Squadrons which routed out of a table edge designed as enemy before the battle, or landed on hostile beach, are considered to be entirely lost. On the contrary, squadrons which routed out of the table from a friendly edge are considered to be saved.

Squadrons which routed out of a neutral table edge must roll a 7+ on 2d6 for each remaining stand 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…
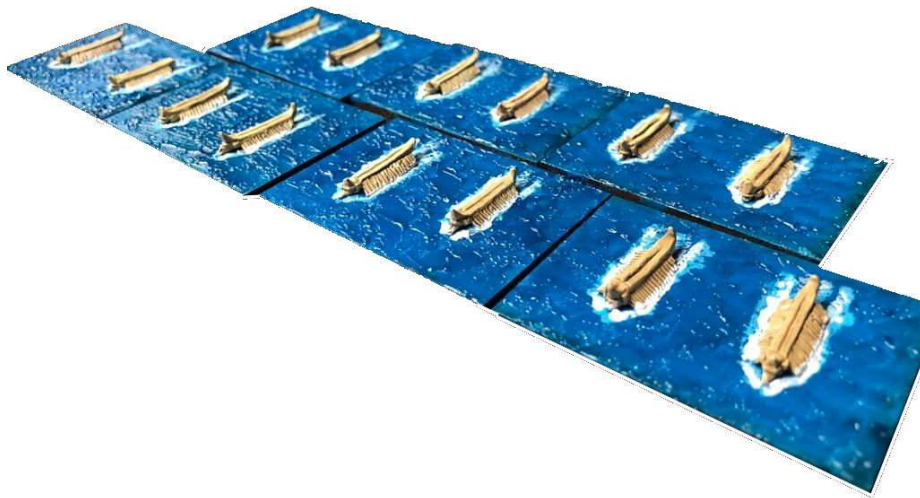
A squadron of 14 triereis in double line (1/2400 Alkedo ships).

ANNEX 1 — FORMATION CHANGES

COLUMN TO LINE
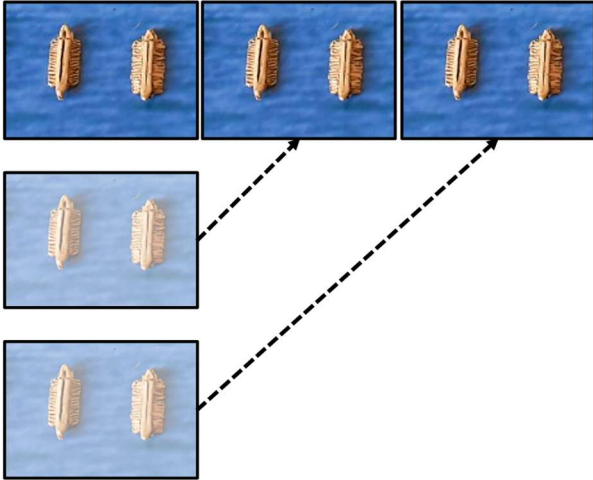
COLUMN TO LINE, 2
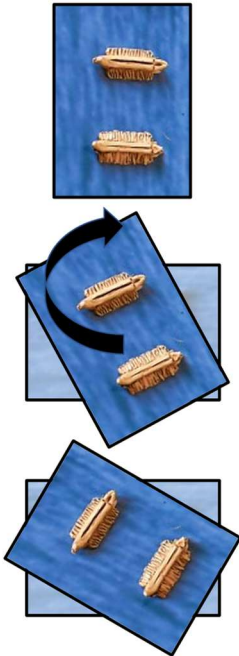
LINE TO COLUMN
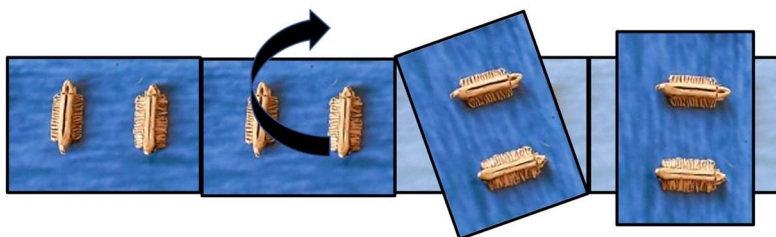
LINE TO DOUBLE LINE, OR VICEVERSA
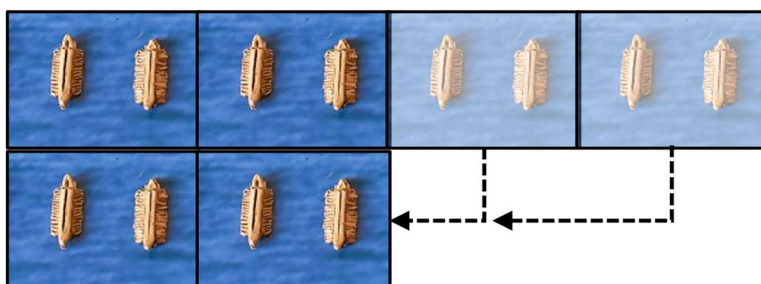
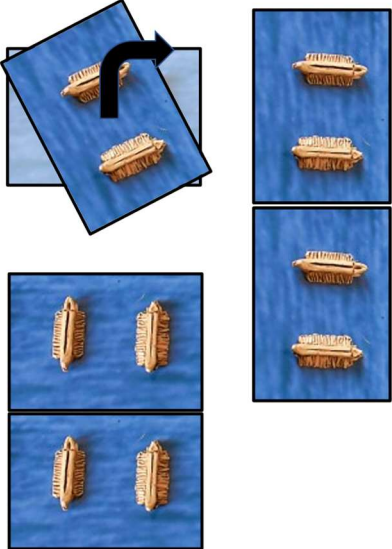LINE TO DOUBLE COLUMN
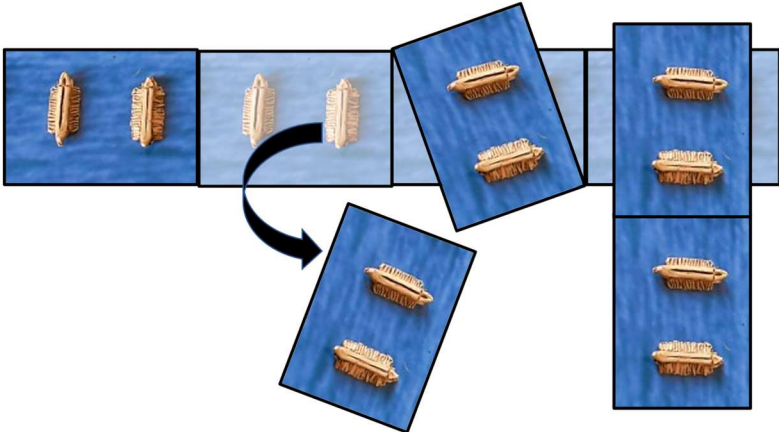
DOUBLE LINE TO COLUMN
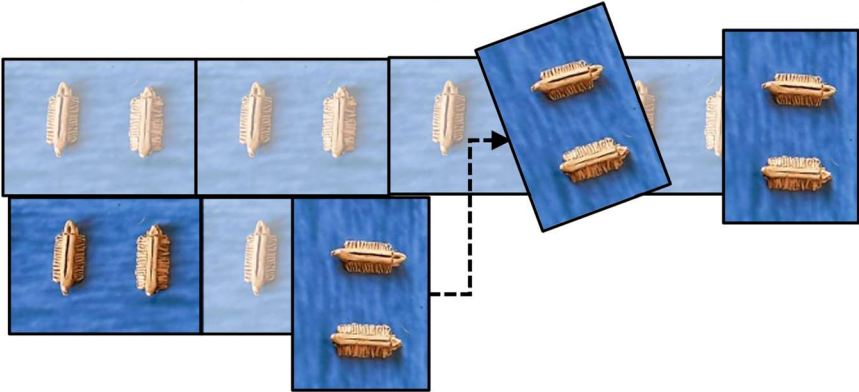
DOUBLE LINE ABREAST TO DOUBLE COLUMN
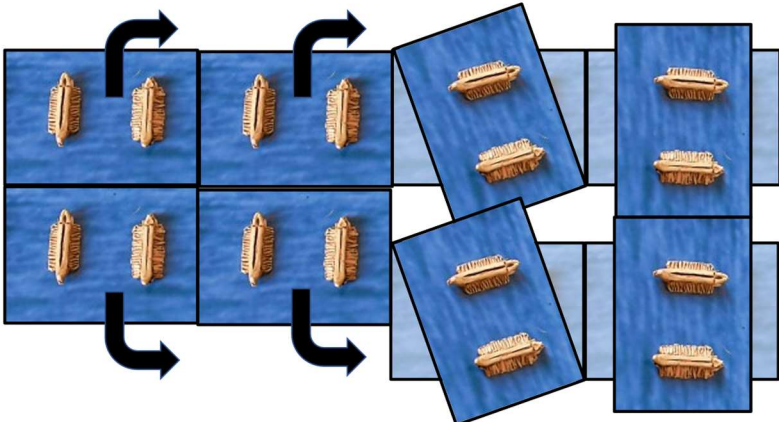
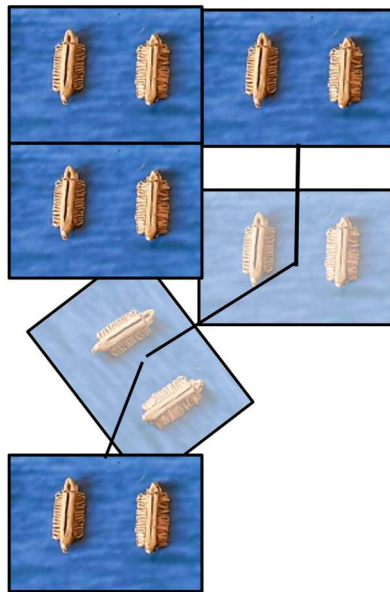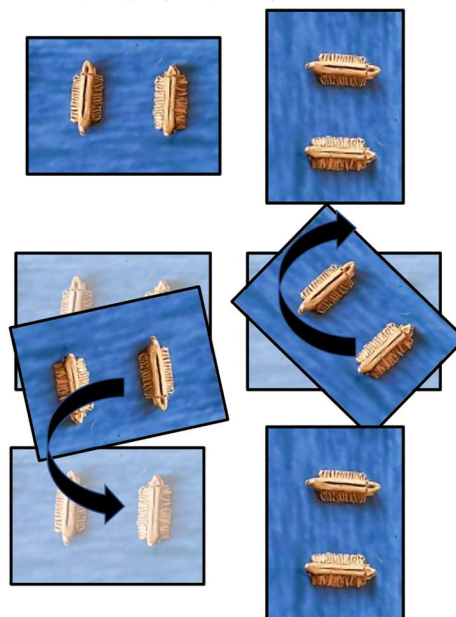## COLUMN TO DOUBLE LINE
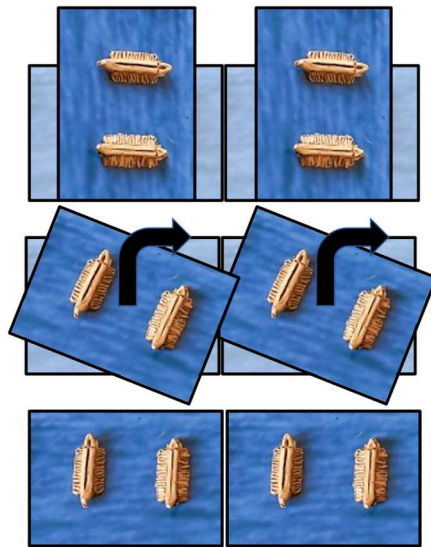
COLUMN TO DOUBLE COLUMN

DOUBLE COLUMN TO LINE

DOUBLE COLUMN TO DOUBLE LINE

DOUBLE COLUMN TO COLUMN