

INTRODUCTORY SCENARIO

ANCIENT NAVAL COMBAT IN THE YEARS BCE

The following scenario is provided as a means to ease into the game system provided in Návarchoi. Although the system is not complex relative to other games on the same topic (or many wargames for that matter) it may still be confusing for newer players. Review the Special Rules on how to learn the game in a "programmed" manner.

Ship Ratio: ?:1

SIDE A (SIDE A, HAND SIZE: 4)

Quality: 4

Fleet: 15 x Quinqueremes (5)

Setup: Set up first within the first two rows (1 and 2) of the map.

SIDE B (SIDE B, HAND SIZE: 4)

Quality: 3

Fleet: 18 x Quinqueremes (5)

Setup: Set up second within the last two rows (15 and 16) of the map.

MAP LAYOUT

A	B	C

SPECIAL RULES

1. Play the battle out without using the Event text printed on the cards and no card may be used to specify hand size (players must roll for hand size at the beginning of each turn). Cards may only be used as Activation cards. Also, do not use Random Events. The game ends at the end of 10 turns. Add up victory points to determine the winner.
2. Play the battle out again, but hand size cards are allowed, as are Random Events.
3. Play the battle out again, but this time, use all the rules.
4. To make things more interesting, rather than use the fixed fleets specified above, each player gets 100 points to build their fleets according each ship's victory point value. The player with the most unspent points gains a Quality of 4 (Side A) with the other player gaining a Quality of 3 (Side B). In case of a tie, roll a die, with the higher roller getting the higher Quality. Both players start with an initial hand size of four cards.

Wind: Roll a die: 1-8 indicates direction. If 0, Side A chooses. If 9, Side B chooses. The direction determined after fleets are set up.

Game-End: 0

TURN/IMPLUSE/INITIATIVE TRACK

7	3-4-5-6-7	2-4-5-6-7	1-3-5-6-7	2-4-5-6-7	3-4-5-6-7	6-7	8	9	10
1	2	3	4	5	6	7			

DESIGN YOUR OWN

CREATE YOUR OWN ANCIENT NAVAL BATTLES

It is a very simple matter to put together your own battles for Návarchoi. You can do this to create special scenarios for tournament play or to study a particular battle that was not included in the game. Follow the guidelines provided here to design your own battles and then make sure to test them out before presenting them to other players.

Ship Ratio: The number of units is limited. Therefore, you need to determine how many ships partook in the battle you're designing and compare those to the units included with the game. If needed, you can substitute certain types of ships for others, and make note of those so that they can be handled properly (see the include *Lilybaeum* Special Scenario Rules for an example. Ideally, the number of ships in your game should be no less than 10 to 12 per side, with 20 to 30 being ideal for a meaty battle. Clearly you don't want a unit to represent less than a single ship, but if your fleets are too small, the activation cards become harder to use properly.

Quality: Typically the more highly skilled fleet should have higher quality than its opponent. Start with a baseline quality of '4.' If a fleet performed above average, increase that to a '5.' If a fleet was below average, reduce its quality to a '3.' Remember that the fleet quality indicates how many ships can be in a formation. You don't want to increase the value to a point where it will be too easy or too difficult to activate ships. Generally, if you have really large fleets, you can go to larger values. The same is not necessarily the case with smaller fleets using smaller values. Hand size is also an indicator of quality. Both fleets should have the same hand size (typically '4'), unless one fleet needs to be hampered in some fashion.

Fleet: Use a ship's victory point value to build a balanced match up. A trireme is worth 3 points, a quinquereme is worth 5 points, and so on. Add a point to the value of a ship for each of cataphracting, corvus, ballista, harpax, and per level of towers.

Setup: Layout the maps as desired. You can mate them along their long or short edges. Using short edges will provide space for a very large fleet that doesn't need to go very far before engaging the enemy (you'll only have ten squares). The best use of space would be either 16x40 or 20x32 square configuration. Both fleets should be setup as far apart as possible (unless the situation warrants otherwise), typically in the first (1 and 16 or A and J) or first two rows (1-2 and 15-16 or AB-IJ) of the map.

Special Rules: If there's anything out of the ordinary that took place or there are any special conditions that existed during a battle, define them as Special Rules. This is an opportunity to "break the rules" as written. Just make sure that doing so does not break the game in the process!

Wind: Set the wind direction as required. Typically, if any fleet historically used its sails, give them the benefit of having the wind at their backs.

Game-End: The game-end die roll is crucial. On average, a scenario lasts ten turns plus a number of turns equal to ten minus the value of this die roll. If the battle was fairly quick, increase the roll. If it was long, decrease the value.

TURN/IMPLUSE/INITIATIVE TRACK

7	3-4-5-6-7	2-4-5-6-7	1-3-5-6-7	2-4-5-6-7	3-4-5-6-7	6-7	8	9	10
1	2	3	4	5	6	7			

CATANA

GREECE VS. CARTHAGE, 397 BCE

In 404 BC, the Greek Tyrant Dionysus resumed his attempt to conquer the Carthaginian holdings on Sicily. His opponent was Himilco, who was crowned King of Carthage during these renewed hostilities. Dionysus found the task to be much harder than he had anticipated as not only did he have to contend with Himilco, but also with series of revolts within his own controlled territories. An opportunity to turn the tide arose in 397 BC while the Carthaginians were marching toward Syracuse. An eruption of Mt. Etna forced the Himilco's army away from their supporting navy. Dionysus ordered the admiral of his fleet, Leptines, to attack this larger but less well equipped fleet during this disruption. Leptines' fleet was armed with a large number new quinqueremes armed with more marines and missiles. Unfortunately, Leptines ignored Dionysus' order to attack in order and instead attacked piecemeal in an effort to strike before the Carthaginian fleet under Mago could form up. But Mago's ships and sailors proved of greater speed and quality. After taking some initial losses from the high powered Greek ships, Mago's forces overwhelmed the Greeks by force of numbers. With the Greek fleet disorganized, Mago was able to pick it apart until it was forced to withdraw. What could have been a Carthaginian disaster was turned to a great victory that ultimately led to the capture of Syracuse.

Ship Ratio: 8:1

CARTHAGE (SIDE A, HAND SIZE: 5)

Quality: 4
Fleet: 13 x Cataphracted Triremes (3)

Setup: Setup first with all ships within Rows 1-3.

GREECE (SIDE B, HAND SIZE: 3)

Quality: 3
Fleet: 5 x Cataphracted Triremes (3), 6 x Quinqueremes (5)

Setup: Setup second with five Quinqueremes in formation and within six squares of any Carthaginian ship. All additional ships enter per Special Rules.

SPECIAL RULES

After the Random Event draw, draw an additional card. If the activation value is less than or equal to the current turn, the additional Greek ships may enter along through Row 16 in formations beginning on the following turn. Any ships unable to enter as part of a formation must delay until the turn (or turns) after, until they can enter.

Wind: Direction 5
Game-End: 3

MAP LAYOUT

A	B
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TURN/IMPLUSE/INITIATIVE TRACK

7	3-4-5-6-7	2-4-5-6-7	1-3-5-6-7	2-4-5-6-7	3-4-5-6-7	6-7	8	9	10
1	2	3	4	5	6	7			

SALAMIS OF CYPRUS

DEMETRIUS VS. PTOLEMY, 306 BCE

As part of the fourth war between Alexander's Successors, Demetrius set in motion his plan to conquer Cyprus which had been in Ptolemy's hands for a decade and used to attack the former's possessions along the coast of Syria and Asia Minor. Demetrius landed and began a siege of Salamis, trapping Ptolemy's brother Menelaos within the city, along with 60 ships. Ptolemy landed on the west coast of Cyprus with the intent of breaking the siege and freeing his brother's fleet and combining with it to defeat Demetrius' fleet. Unfortunately Demetrius learned of the plan and was able to form his fleet in time to meet Ptolemy before his fleets could combine (Menelaos was unable to break out in time to be of assistance). Both sides met with their stronger ships to the left of their lines, with the intent of defeating their opponent's right. Both plans succeeded, but Demetrius was more effective in his attack, ultimately forcing Ptolemy to retreat to Egypt after losing almost 80% of his fleet. Without Ptolemy's support, Menelaos soon surrendered and Cyprus fell into Demetrius' hands.

Ship Ratio: 4:1

MAP LAYOUT

A	B	C

DEMETRIUS (SIDE A, HAND SIZE: 5)

Quality: 4

Fleet: 13 x Cataphracted Triremes (3), 8 x Quadriremes (4), 3 x Quinqueremes (5), 3 x Hexarmemes (6, with Ballistae), 2 x Septireme (7 with Ballistae)

Setup: Set up first with all ships within Rows 1-5. Divide the ships into two groups: one with all of the Triremes and the other including all other ships. The first group sets up within columns BC and CJ. The second group sets up within columns AA and AH.

PTOLEMY (SIDE B, HAND SIZE: 4)

Quality: 3

Fleet: 21 x Quadriremes (4), 14 x Quinqueremes (5)

Setup: Set up second with all ships within Rows 12-16. Divide the fleet into two groups based on type (4s and 5s). Each group is set up in formation. Set the group of 4s up on maps B and C with at least one ship in or adjacent to column CJ. Set up the group of 5s on maps A and B, with at least one ship no more than one square away from one of the 4s.

SPECIAL RULES

The map edge to the right of column CJ is considered friendly to Demetrius (the shore of Cyprus). Any of Ptolemy's ships that exit through that map edge are considered captured by Demetrius. In addition, once per turn, Demetrius may use one Activation point to conduct a Missile attack at 8 MP against any enemy ship. Reduce the die roll by two for each column to the left of CJ (ex: CG would be -4).

Wind: Direction 4

Game-End: 2

TURN/IMPLUSE/INITIATIVE TRACK

7	3-4-5-6-7	2-4-5-6-7	1-3-5-6-7	2-4-5-6-7	3-4-5-6-7	6-7	8	9	10
1	2	3	4	5	6	7			

ECNOMUS

ROME VS. CARTHAGE, 256 BCE

During the First Punic War and during a brief period of stagnation in the fight for Sicily between land-based forces, both the Romans and Carthaginians began to ramp up the production of their respective fleets. By 256 BC, the Romans felt they had a fleet large enough to bring the war to the Carthaginian doorstep and began preparations to transfer their armies to Africa. The Romans assembled a fleet under Consuls Atilius Regulus and Manlius Vulso and sent it to Mount Ecnomus where the Roman armies were encamped. Realizing that their shores were vulnerable to invasion, the Carthaginian ruling council ordered a fleet under Hamilcar to intercept the Romans as it left Sicily for the African coast. Prior to the battle, both fleets knew the status of the other. In number, the Romans had the upper hand and Hamilcar knew he could not win a boarding battle. He turned his focus on the fleet of transports carrying the invasion forces. If these could be taken or destroyed, he would win a strategic victory at the expense of a tactical loss. Regulus and Vulso were aware of this likely target and arranged their fleet in such a way as to surround the transports with echelon formations. Hamilcar's approach in multiple columns forced the Roman formation to break apart to meet the individual threats, resulting in three general actions. During the fighting, the Roman transports managed to slip back to the coast for protection. Victory ultimately fell to the Romans, but their invasion had been delayed. It can be speculated that Hamilcar opted to attack too soon. Had he waited for the Romans to get further from Sicily and its protective coast, he may have been able to fall on the Roman transports when they had nowhere to run. This error may well have cost Carthage its capital city.

Ship Ratio: 10:1

MAP LAYOUT

ROME (SIDE A, HAND SIZE: 4)

Quality: 4

Fleet: 6 x Cataphracted Triremes (3), 16 x Quinqueremes (5), 2 x Hexaremes (6)

Setup:

Setup First. The Roman 6s setup in BD8 and BD9. The Roman 5s setup in two echelon formations in or adjacent to the diagonal between BE8-DA2 and BE9-DA15. The remaining 5s set up between DJ5 and DJ12. The Roman 3cs enter in any number of formations beginning on Turn 2 between DJ5 and DJ12.

CARTHAGE (SIDE B, HAND SIZE: 4)

Quality: 6

Fleet: 6 x Cataphracted Triremes (3), 12 x Quinqueremes (5)

Setup:

Divide the Carthaginian ships as desired into four formations. Each formation enters the map through squares AA3, AA6, AA11 and AA14, respectively.

SPECIAL RULES

The Carthaginians gain the victory point value of each mobile ship exiting the map through Column DJ (these are free to attack the Roman transports). The Roman ships are all armed with Corvus.

Wind: Direction 4

Game-End: 1

TURN/IMPLUSE/INITIATIVE TRACK

7	3-4-5-6-7	2-4-5-6-7	1-3-5-6-7	2-4-5-6-7	3-4-5-6-7	6-7	8	9	10
1	2	3	4	5	6	7			

DREPANUM

ROME VS. CARTHAGE, 249 BCE

At the outset of 249 BC, the Roman siege of Lilybaeum proceeded apace. The Roman fleet had lost most of its crews to the siege operations. To refit the fleet, the Roman senate sent 10,000 levies. Upon their arrival, the Consul Claudius prepared a plan to execute a surprise attack on the Carthaginian fleet at anchor in the harbor of Drepanum, a mere 12 miles away. Unfortunately the priests on Claudius' staff were not impressed with his plan and reported that their sacred chickens would not eat. Claudius ordered the chickens drowned and proceeded anyway under haste that caused confusion to ripple throughout his fleet. Meanwhile at Drepanum, Claudius' counterpart Adherbal learned of the approaching Romans and got his fleet underway quickly and in good order. The Carthaginians managed to escape the harbor before the Romans could arrive, forcing the latter to turn about in haste. When the fleets engaged, the battle seemed an even struggle, but the difference in qualities between them soon showed. While the Carthaginians maintained good order, the Roman ships, crewed by levies, quickly tired and fell further into confusion. In addition, Claudius has placed his fleet too close to the shore, where it had no room to maneuver. By the end of the battle, Claudius had lost 75% of his fleet. He should have listened to the chickens.

Ship Ratio: 8:1

ROME (SIDE A, HAND SIZE: 3)

Quality: 3

Fleet: 17 x Quinqueremes (5)

Setup: Setup first with all ships in formation and within Rows 1 and 2.

CARTHAGE (SIDE B, HAND SIZE: 5)

Quality: 4

Fleet: 17 x Quinqueremes (5)

Setup: Setup second with all ships in formation and within Rows 15 and 16.

Wind: Direction: 7

Game-End: 3

MAP LAYOUT

A	B	C
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TURN/IMPLUSE/INITIATIVE TRACK

7	3-4-5-6-7	2-4-5-6-7	1-3-5-6-7	2-4-5-6-7	3-4-5-6-7	6-7	8	9	10
1	2	3	4	5	6	7			

AEGATIAN ISLES

ROME VS. CARTHAGE, 242 BCE

The first Punic War had been raging for almost two decades. The Carthaginians holdings in Sicily were reduced to firm grips on the ports of Lilybaeum and Drepanum under control of Hamilcar Barca, both of which were under Roman blockade. By 242 BC, both the Carthaginian and Roman treasuries had been devastated. The Roman military turned to loans by wealthy citizens to build a 200 ship fleet. During the summer of that year, the Consul Catulus led this fleet to Drepanum and enhanced the siege when finding the Carthaginian fleet still at home. Upon hearing of the arrival of Catulus, the Carthaginian Hanno sortied a fleet that was overloaded and undermanned (with the expectation that Hamilcar would resolve both issues upon the fleet's arrival). Catulus moved to intercept Hanno at the Aegatian Isles, but thought twice when the weather turned against the Romans. At the last possible moment, he decided to engage, rather than risk loss of face as the Carthaginian fleet was allowed to slip past to safety and reinforcement. This turned out to be the best decision of Catulus' career as the poor quality of the Hanno's fleet more than balanced the poor weather and the Romans managed to sink or capture at least two-thirds of the enemy's ships.

Ship Ratio: 8:1

ROME (SIDE A, HAND SIZE: 4)

Quality: 5

Fleet: 25 x Quinqueremes (5)

Setup: The Roman fleet sets up first, within Rows 1 and 2.

CARTHAGE (SIDE B, HAND SIZE: 3)

Quality: 4

Fleet: 25 x Quinqueremes (5)

Setup: The Carthaginian fleet sets up second, within Rows 15 and 16. All of the Carthaginian ships begin at Full Sail.

SPECIAL RULES

Every formation must roll for fatigue after activation, regardless of how many movement points were expended.

Wind: Direction: 1

Game-End: 2

MAP LAYOUT

A	B	C
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TURN/IMPLUSE/INITIATIVE TRACK

7	3-4-5-6-7	2-4-5-6-7	1-3-5-6-7	2-4-5-6-7	3-4-5-6-7	6-7	8	9	10
1	2	3	4	5	6	7			

LILYBAEUM

ROME VS. CARTHAGE, 218 BCE

At the outset of the 2nd Punic War, both the Roman and Carthaginian forces had already seen the writing on the wall and had been actively building their fleets for the coming hostilities. Rome's fleet near Sicily was substantial, having been amassed from older vessels, captured vessels, and some new construction. Rome was clearly in command of the western Mediterranean. Carthage was aware of this and could do little to oppose it. Therefore, the Carthaginians had to resort to guile and surprise when taking on the Roman navy. One such effort was an attempt to capture Lilybaeum in 218 BCE, soon after the outbreak of hostilities. While the bulk of the Roman navy was drawn north to assist in the suppression of a rebellion, the Carthaginians took the opportunity to strike by surprise with a force of 35 quinqueremes. Unfortunately, these were undermanned due to sickness or perhaps the speed at which the assault was mounted. The Romans had left a token force of 20 quinqueremes and perhaps a few smaller vessels (the exact makeup of their fleet is not known). The Romans detected the Carthaginians as the latter approached at night, the signaling causing the Carthaginians to drop their sails, effectively inviting the Romans to engage. And engage they did. With full complements of soldiers aboard, the Romans took full advantage of the corvus to board and capture the enemy vessels. By the end of the battle, seven Carthaginian ships had been taken. Only a single Roman vessel was holed from a ramming attack, but it was quickly patched up.

Ship Ratio: 1.7:1

ROME (SIDE A, HAND SIZE: 4)

Quality: 5

Fleet: 2 x Cataphracted Triremes (3), 14 x Quinqueremes (5)

Setup: The Roman fleet sets up first, within Rows 1 and 2.

CARTHAGE (SIDE B, HAND SIZE: 3)

Quality: 3

Fleet: 25 x Quinqueremes (5)

Setup: The Carthaginian fleet sets up second, within Rows 15 and 16. All of the Carthaginian ships begin at Full Sail.

SPECIAL RULES

1. All Carthaginian ships begin with one Manpower hit due to a shortage of crew.
2. All Roman ships are armed with Corvus.
3. **Expanded Scenario:** Relatively speaking, this was a tiny engagement. Unfortunately, due to counter mix limits (and the desire to include as many scenarios as possible in the game), there are not enough 5s in the mix to use historical numbers. If substituting ships does not bother you, make the following adjustments:
 - a. Add map panel D to the right of C (as shown in the layout diagram).
 - b. Increase the Carthaginian fleet to 35 Quinqueremes (5), by using an additional 10 Quadremes (4). Treat these 4s as if they were 5s in every way.
 - c. Increase the Roman fleet to 20 Quinqueremes and the 3 Cataphracted Triremes (3).

Wind: Direction: 6

Game-End: 3

TURN/IMPLUSE/INITIATIVE TRACK

7	3-4-5-6-7	2-4-5-6-7	1-3-5-6-7	2-4-5-6-7	3-4-5-6-7	6-7	8	9	10
1	2	3	4	5	6	7			

MAP LAYOUT

A	B	C	D*
			SEE SPECIAL RULES

SIDE

SELEUCIDS VS. RHODIANS, 190 BCE

For two years, Rome had been at war with the Seleucid Empire under Antiochus III. The latter had been extending his reach into Thrace and threatening Macedonia, territory previously conquered by Rome who was unwilling to part with it so soon. Control of the Hellespont was key to the campaign as it was Antiochus' doorway into Europe. In order to control the Hellespont, a strong fleet was needed to support the armies crossing it. The Romans seemed to have naval superiority in the Aegean through alliances and superior boarding infantry quality. These allowed Rome to defeat the Seleucids in 191 BC at the battle of Corycus (Cissus). In order to defeat the Romans at sea, Antiochus realized he would have to divide the Roman fleet and defeat it in detail. Antiochus reinforced his fleet and moved it to threaten the main Roman army moving to the Hellespont. He also ordered Hannibal (yes, that Hannibal) to raise a second fleet in Phoenicia. Aware of the quality of Roman infantry aboard their ships, Hannibal opted to match it with larger ships. Unfortunately, as Hannibal approached Side and the mouth of the Eurymedon River, he encountered not the Romans but an allied Rhodian fleet. The Rhodians were superb seamen and had no intention of allowing boarding actions. Rather than meet the Seleucids head-on, the Rhodians reverted to more classical tactics of maneuver and struck like wasps. The Seleucid fleet quickly collapsed in confusion.

Ship Ratio: 3:1

MAP LAYOUT

A	B	C

SELEUCIDS (SIDE A, HAND SIZE: 3)

Quality: 4

Fleet: 3 x Cataphracted Triremes (3), 5 x Quadriremes (4), 5 x Quinqueremes (5), 2 x Hexaremes (6), 1 x Septireme (7)

Setup: The Seleucid fleet sets up first, within Rows 1 and 2.

RHODES (SIDE B, HAND SIZE: 5)

Quality: 5

Fleet: 2 x Triremes (3), 2 x Cataphracted Triremes (3), 11 x Quadriremes (4)

Setup: The Rhodian fleet enters the map per Special Rule.

SPECIAL RULES

1. The Rhodian fleet enters the map in formation through squares AJ16-CA16.
2. The Rhodians automatically gain the initiative on the first turn (no cards are played for initiative, the Rhodians simply get the first activation option).
3. Any ships exiting the map through Column A are considered sunk.
4. **Rhodian Fire Pots:** The Rhodians developed the use of flaming pots of oil suspended from a beam at the bow of their ships. These would cause the enemy to veer off to avoid their dropping on their deck and open them up to ramming. To reflect their use, all Rhodians add 3 (+3) to their ramming attacks.
5. **Rhodian Flu:** The Rhodian sailors were suffering from a pestilence during the battle and not sailing at peak ability. To reflect this, add 1 (+1) to all fatigue rolls.

Wind: Direction: 6

Game-End: 4

TURN/IMPLUSE/INITIATIVE TRACK

7	3-4-5-6-7	2-4-5-6-7	1-3-5-6-7	2-4-5-6-7	3-4-5-6-7	6-7	8	9	10
1	2	3	4	5	6	7			

MYONESSUS

SELEUCIDS VS. ROMANS, 190 BCE

Half of Antiochus III's fleet had been defeated by superior Rhodian seamanship at Side. The remainder of his fleet, under Polyxenidas, remains in close contact with the infantry at Ephesus, having been unable to draw the Roman fleet into action. Antiochus devised a plan to march an army to Notium, a port of Roman interest several miles north of Ephesus, in hopes of drawing the fleet out. The plan succeeded. The Roman fleet under Aemilius (a hot-headed glory seeker), with a contingent of Rhodian ships under Eudamas set sail for Notium with the intent of stopping at Chios for resupply along the way. While in rout, the Romans encountered a group of pirates that were chased into the port of Teos. Rather than wait for supplies, Aemilius opted to loot Teos. Polyxenidas approached the town, hoping to ambush the Roman fleet as it left, but Eudamas was aware of problems with the main harbor entrance at Teos and wisely advised the Roman fleet to anchor in its secondary harbor. While awaiting supplies, Aemilius was warned that the Selucid fleet was anchored nearby and quickly got his fleet under way and out of the harbor before it could be trapped. The two fleets met in line, with the Selucids having a slight edge in numbers, but enough to outflank the Roman right. Eudamas realized this and risked moving part of his superior Rhodian force from the Roman left to halt this maneuver. Eudamas was successful, and caused the Selucid left to collapse. The Selucid center could not withstand the Roman assault and also began to collapse. The remainder of the Selucid fleet fled. The loss of the remains of his fleet in the Aegean caused Antiochus to reconsider his campaign to cross the Hellespont.

Ship Ratio: 5:1

MAP LAYOUT

SELEUCIDS (SIDE A, HAND SIZE: 3)

Quality: 3
Fleet: 18 x Quinqueremes (5), 1 x Hexareme (6), 1 x Septireme (7)

A	B	C

Setup: The Seleucid fleet sets up first in a single line in Row 16. Place the 7 in AF16 and the 6 in CE16.

ROMANS (SIDE B, HAND SIZE: 4)

Quality: 4
Fleet: 4 x Cataphracted Triremes (3), 12 x Quinqueremes (5)

Setup: The Roman fleet sets up the 5s in a single line in Row 4 from Column AD to BH. The Roman player may place any number of 3s in Row 4, Columns CA to CJ, or opt for Special Rule #1.

SPECIAL RULES

1. The Roman 3s are actually Rhodian. Any number not initially set up to the left of the Roman line may enter in formation from anywhere along Row 1 beginning on Turn 2.
2. Rhodian ships may not create formations with Roman ships.
3. The Rhodians are actually Quality: 5 for the purposes of Fatigue rolls.
4. The Rhodian ships (only) add 3 (+3) to their ramming attacks for their use of fire pots (see the *Side* scenario).

Wind: Direction: 8
Game-End: 5

TURN/IMPLUSE/INITIATIVE TRACK

7	3-4-5-6-7	2-4-5-6-7	1-3-5-6-7	2-4-5-6-7	3-4-5-6-7	6-7			
1	2	3	4	5	6	7	8	9	10