

OI NAVARCOI !

A WARGAME RULESET FOR FLEET BATTLES IN THE CLASSICAL ERA

Introduction

The V century b.c., when the triereis ruled the Mediterranean, was the golden age of ancient naval warfare. It was the age of the Persian and Peloponnesian wars, of Salamis and the Arginusae, of Themistocles and Phormio. Oi Navarcoi! is a wargame ruleset to play fleet battles in this era¹.

ON! is focused at the level of the overall commander of a fleet, whose main task was to draft a general strategy before the battle, and at the level of the squadron commanders whose task was to execute the strategy during the battle. Therefore, the rules are not concerned with the movement and fate of single ships, which is entirely abstracted.

The basic unit that you will move and fight in Oi Navarcoi! is in fact the squadron, composed by triereis models placed on four stands. One of these must be identified as the squadron commander's. I use my own Alkedo 1/2400 scale triereis, available from Irregular miniatures² (all models in the pictures are Alkedo). I base them on 5x3,5 cm stands, two for each stand. Similar measures will work fine. You will also need a few six sided dices (d6s) and some kind of tokens to indicate when a unit lost half a stand during a melee, is disordered or unformed (you can also use the Alkedo floating hull model, painted either wooden, yellow or red). All distances are in inches.



From left to right: Greek undecked triereis, floating trieres' hull, Phoenician triereis.

A full-size version of the rules would also work, where each squadron is represented by 8 stands with two ships glued on each (except the last one, which will have only one trieres). This scale allow you to field 1-to-1 scale squadrons, as these were usually composed by fifteen ships, but the game will be more realistically clumsily. Movement rates remain the same. In melee, simply double the numbers of stands lost according to the Battle test.

1. PRE-BATTLE STUFF

Design your crews and ships

The first thing you want to do is to prepare the two fleets for battle. In ON! you can use modifiers to characterize squadrons on the basis of their crews' training and morale and of the ships' quality. This allows you to field well trained, but reluctant squadrons (Phoenician subjects of the Great King, perhaps?), or goofy

¹ It should be "Hoi Nauarchoi", I know. It was just a bad pun. The name stuck and I cannot change it anymore. Also, I know that several poleis – including Athens – did not have nauarchoi at all, their strategoi would command at sea as well. But again. The name stuck.

² <https://www.irregularminiatures.co.uk/2mmRanges/ALKEDOBoats.htm>



but determined crews, such as the dogged Corinthians. The specific use of the modifiers, summed up in the following table, are explained in the relevant sections of the rules.

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

* Applies to diekplous and periplous resolutions only.

Table, terrain and deployment

The gaming table is 6x4 feet, but if the battle involves many squadrons, say more than five for each sides, consider using a larger table. The gaming surface should be at least as wide as the bigger fleet in line plus 1/3 of its length. You want to have room for manoeuvre on one or both flanks.

As for terrain, consider that fleets operated close to the coastline and moreover often battles occurred in chokepoints. You can place an island or a promontory in a quarter area of the table, and/or choose one short table side as beach or land.

Each table side, including the land side, must be defined as either friendly, neutral or enemy for each fleet. After the battle, this will allow you to assess the total losses of each fleet (see chapter 3, Post battle stuff). You need to define the two fleets as α and β . Design one of the squadron commanders as strategos (this is only needed in case he is killed, the strategos does not have any other role in the game).

Deployment is generally done simultaneously, without looking at the enemy. You may use a screen on the table or deploy on paper first, each player drawing a small map of the placement of its squadron, noting also their formations.

Deployment must occur between 10 and 15" from a median line running at the center of the table, parallel to the longer edges. Also, no squadron should be placed closer than 10" from the shortest (lateral) edges. Scenarios can dictate exceptions to the terrain and deployment rules.

Scenarios

Here are a number of different situations which provide interesting tactical challenges for the players.

- 1. Clash in open seas.** In this scenario, the most common in classical Greece, two warring fleets meet in a certain geographical spot, being aware of the respective positions. The two sides beach their ships, eat dinner, discuss a battle plan and go to sleep. They will take the sea at dawn, after breakfast, to offer battle to the enemy.

Both sides are considered as an invading fleet. The goal for both is destroying the enemy.

Terrain and deployment: follow the general rules.
- 2. Defending the land.** The tactical situation is similar to the previous scenario, but one of the fleets is defending a strait or a beach which is important for the security of the motherland. The other fleet is considered as the invading fleet. The defenders' goal is to stand their ground: they are not obliged to attack the enemy. The invaders' goal, instead, is to destroy the enemy, so they must attack.

Terrain and deployment: same as in the general rules, but the defending fleet should be able to secure a flank, or both, by anchoring it on land. This may be a beach, an island or a peninsula. Also, all table sides are friendly to the defending fleet and hostile to the invaders, except the one where the invaders deploy.
- 3. Meeting engagement.** This was also a pretty frequent occurrence: two fleets are looking for each other, and meet unexpectedly at sea.

Both sides are considered as an invading fleet. The goal for both is to destroy the enemy.



Terrain and deployment: terrain should be as in the general rules, but one of the shortest table sides must be land.

Also, squadrons must start in *epi keras* and both fleets must start the game in columns of squadrons. Before the battle, each player must form columns made of more than one squadron. Each player will then specify the relative positions of the columns, which can be either in line ahead or abreast to each other.

4. **Ambush.** A raiding fleet (the invaders) is ambushed by the fleet of the local polis (the defenders). The goal for both is to destroy the enemy.

Terrain and deployment: the table must be open except for a land mass which should protrude 12 to 24" along the longer table side, starting from the center and running to one end of the table. This represent the cape behind which the defending fleet is hiding.

From the tip of the cape, run two imaginary lines at 90° from each other, one running parallel to the longer table side and the other perpendicular.

The defending fleet must deploy behind the cape, just on the imaginary line, in any formation it prefers.

The invading fleet must deploy just beyond the other line. Its squadrons must be arranged as per the deployment rules in scenario 3. The invaders cannot use Signals (see next para).



Greek triereis.

5. **Bottled up.** A fleet is laying siege to an enemy polis, base or camp. The defenders perform a surprise attack on it while it is at anchor (out for lunch?).

The goal of the defending fleet is to destroy the enemy. That of the invaders, the fleet caught by surprise, is to survive.

Terrain and deployment: one of the table's long sides must be land.

Both players must deploy on paper, blindly. The invader fleet's squadrons must be distributed along the beach in *epi pollon* formation, the front of the squadrons touching land. The defending fleet must form one single column, the tip of which will be placed 24" offshore from the center of the line composed by all of the defending squadrons on the beach.

Each game turn, the invading fleet can launch at sea one squadron of its choice. It will also roll 2d6 for each squadron still at anchor: it can launch

on 10+. In the turn they are launched, squadrons will be in *epi pollon* formation, Disordered, and will be able to make one full move towards offshore (i.e. they will not need to change frontage, we assume the manoeuvre is done during launch).

6. **Convoy.** A fleet catches an enemy convoy at sea. The convoy is carrying the polis' army, foodstuff to sustain a siege or other essential cargo, and must be preserved at all costs.

In this scenario, both sides are considered invaders. The goal of the attacking fleet is to destroy all the freighters, that of the defending fleet is to safely have them exit the opposing table edge.

Make sure that both fleets have the same number of squadrons, or the attacking one may have one more. The defending fleet should escort two squadrons of freighters, which are sailing ships.

Consider them Poorly motivated in Crew Morale and Green in Crew quality during combat (may actually be Well trained when testing movement).

Terrain and deployment: as per scenario 3. Consider wind as blowing tailwind from the convoy's original direction.



7. **Amphibious battle.** An invading fleet safely landed a Phalanx close to an enemy polis. The fleet must now flank the Phalanx from the sea and be ready to evacuate it in case it is routed from the enemy.

Both sides should have an hoplite Phalanx besides their fleets. The Phalanxes will fight independently.

The goal of the invading fleet is to stand by until the land battle is over and be ready to land and receive its routing hoplites. The goal of the defending fleet is to destroy the invaders.

Terrain and deployment: as per the general rules. The two phalanxes must be placed in line with their fleets.

Signals.

In ON!, a simple system of signalling is used to simulate the implementation of the plan elaborated by the generals before the battle (usually the evening before, after dinner, when they could calmly discuss which role each wing or squadron should play).

Players who had likewise planned how to fight their battle can implement their plans through a signals which allow squadrons to perform pre-arranged manoeuvres faster and more safely.

In fact, **signal manoeuvres are performed in addition to normal movements**, at the beginning of the movement of a squadron. Having obeyed the signal, the squadron can then move its full movement allowance.

Moreover, **signal manoeuvres are exempted from a Manoeuvre test**, so there is no risk of the squadron getting disordered or worse. We assume the manoeuvre by signal was explained in advance to the crews, therefore everyone concerned was ready to execute it.

In the pre-battle phase, therefore, each player may write down which signals will be used during the battle and by whom.

There are five different signals:

1. Execute a simultaneous 90° turn to the right;
2. Execute a simultaneous 90° turn to the 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 base;
5. Engage the enemy. Squadrons must contact the enemy the turn the signal is given.

Example. I deployed my fleet into a single line, anchored on the beach at my right. I plan to encircle the enemy from the offshore side, at my left. Therefore, I assigned to the left wing squadrons the signal 2, which will allow them to form epi keras towards the open sea and rush offshore, and the signal 1, which will allow them to rapidly reform into epi mias after they completed the encirclement. I give all center and right squadrons the signal 5, as they just have to engage the enemy straight ahead when the encirclement is done.

Note that orders 1 and 2 de facto are a change of formation from *epi mias*, the line, to *epi keras*, the column, and viceversa.

To determine how many times during the battle a player can use a signal, count the number of his squadrons and divide by two, rounding up.

A signal can be used more than once.

All signals must be written down in the QRS. Players must specify to which squadron(s) they are directed.

A single signal may be directed at more than one squadron at the same time.

A squadron may have more than one signal assigned to him.

During the battle, players **can signal once per turn**. Signals must be announced just before moving the squadrons to which that specific signal was assigned. All squadrons concerned by the signal must be moved.





2. 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 roll chooses to move first or second.
- b) First player moves all 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 manoeuvre test.
4	A seagull fishes a tuna (!) in front of a navarcos' ship. It's a good omen! 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 or more 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 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 manoeuvre test**.

*: Round up. If both fleets already lost half of their squadrons or more, both players roll a d6 adding these modifiers:

- defending fleet +1
- fleet with more Determined squadrons +1
- fleet with more Poorly motivated squadrons -1
- Admiral was killed -1

The fleet which rolls lower is the one abandoning the field. Roll again if it's a tie.



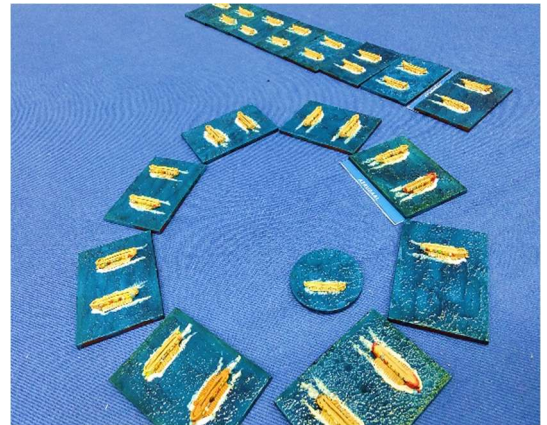
** : If the scenario does not foresee an invader and a defender, apply this to both.

Movement phase

Roll a d6 for each side for initiative. Higher roll chooses whether to move first or second. After the first player moved 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:

- *Epi mias*. All stands are in line abreast. It literally means “one deep”, referring to the number of lines in a naval formation. It is the typical melee formation, because all available rams are oriented towards the enemy and ready to strike. However, it is difficult to move in, and is vulnerable to diekplous because of its lack of depth.
- *Epi pollon*, or “many (lines) deep”³. The stands are in two lines of two stands each. *Epi pollon* is an umbrella expression meaning that the squadron is arranged in several lines, most commonly three of five ships each. That’s what historians suspect was the standard formation a squadron would adopt in the battle area, because it afforded manoeuvrability and was easy to turn into line or column, as needed. It is less efficient in melee than *epi mias* (only the ships in the first line can in fact engage, at least in the initial phase of combat). However, it is faster and also easier to move in, because it has a shorter wheel to do. Also, thanks to its depth is not vulnerable to diekplous but can perform the diekplous itself, because the ships are already arranged in columns.
- *Epi keras*. The stands are in column. Literally meaning “to the wing”, is translated as “in column” because squadrons in an *epi mias* battle line would form column by turning simultaneously 90° towards the wings of the fleet. It is the best formation to move around (no wheeling required!), but unsuited for combat – only a couple of rams from the first ships of the column would be available to engage the enemy, and they would be vulnerable on the flanks.
- *Kyklos*. A circle with prows oriented on the outside. Fights as a line without flanks or rear, but cannot move. Therefore, it is a purely defensive formation for desperate situations.
- *Unformed*. This is not a formation: rather, it is the lack of it. It is just a bunch of ships together, like a school of fish. It is difficult to move in, ineffective in combat and bad for morale. Mostly you will find yourself unformed as result of mistakes in manoeuvring the squadron or because of the chaos of battle. But your squadron commander might need to shout “follow me!” and execute a sudden and sharp change of direction, and the squadron would follow him – unformed, of course.



A Disordered full-size Phoenician squadron forming *kyklos*.

Civilian ships (i.e. freighters in a convoy) are always unformed.

The **movement rates** are as follows (all movements are in inches).

³ Contrary to *epi mias* and *epi keras*, actual terms utilized by ancient sources in relation to naval formations, I made up the expression *epi pollon* to include all the other different possible formation composed by a squadron, such as: *epi duo* or two deep, *epi tria* or three deep, *epi tessaron* or four deep, etc..





A squadron in *epi mias* moves up to the distance rolled to 1 average dice (1Avd), a six-sided dice numbered 2-3-3-4-4-5⁴. It turns by wheeling. It can back water 2" per turn. It can perform an About face of 180°.

A squadron in *epi pollon* moves 8" per turn. It can turn by wheeling or it can change front by turning all stands simultaneously 90° to the left or right. It can also perform an About face of 180°.

A squadron in *epi keras* moves 8" and turns in succession after the lead ship, up to 90° (no movement is expended for turning).

Unformed squadrons can only move 1Avd"-1. They can move in any direction in a straight line.

Disordered squadrons suffer a malus of -1 in movement.

Civilian freighters can only sail away from the wind, moving 2Avd", or perpendicular to it – in this case they only move 1Avd".

To see **how to perform the different formation changes**, see **Annex I**.

As a rule, **units that change front, formation or About face do not move**. The only exception is when they manoeuvre using Signals or when they choose to go unformed. In this last case, the squadron commander will scream "follow me!" and will move in any direction followed by the unformed squadron. However, to form again, the squadron will need to spend a turn stationary, "changing" formation (in this case actually gaining a formation).

A squadron which wheels, changes front or formation, performs an About face, backs water or engages the enemy (i.e. contacts the enemy with this movement) must **perform a Manoeuvre test by rolling 6 or more on 2d6**. Add the modifiers included in the table below. If it fails, the squadron becomes Disordered, but the manoeuvre it was attempting is still performed successfully (i.e. the squadron still wheels, changes formations, etc.). However, a squadron already Disordered which fails the Manoeuvre test becomes unformed instead.

MANOEUVRE TEST	5 or less	6 or more
	Squadron disordered/unformed	Manoeuvre successful
Modifiers	Crew quality -/+1	
	Manoeuvre performed within 8" of an enemy -2	

To rally from Disorder, squadrons must spend a movement phase stationary and not in melee. They automatically recover at the end of the turn. Note that this implies that they still fight as Disordered if attacked by the enemy in the turn they are rallying.

Melee

To start a melee, a squadron must contact another squadron. Contact cannot be made by wheeling. The attacking squadron must conform to the defending one, moving its stands straight ahead in order to put as many of them as possible in contact with enemy stands. A unit engaged in a frontal melee while in *epi keras* formation is immediately Disordered and will form line against the enemy in the movement phase of the following turn.

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.

⁴ You can use any normal d6 and count each 1 as a 3, and each 6





During the melee phase, **each squadron in contact perform a Battle test by rolling 2d6 and rolling 6+ for success.** Results are applied immediately. Melees between multiple squadrons are resolved in the same way, losses being divided equally between the participating squadrons.

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

The last modifier, the **formation differential**, penalizes squadrons engaging melee while in an ill-suited tactical formation. The differential is based on an order of formations for melee, from best to worst:

1. *Epi mias, kyklos;*
2. *Epi pollon;*
3. Unformed;
4. *Epi keras.*

The squadron with the worst formation in a melee is penalized a number of points equal to the difference between the two formations. For example, a squadron that engages melee in *epi pollon* vs a squadron in *epi mias* suffers -1.



A rear attack.

Flank and rear attacks can only happen if the attacking unit was already behind the enemy's front before contacting it. **A unit 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 para on Morale). The unit which attacked it ignores any formation differential malus and does not suffer any adverse results that may arise from failing the Battle test in the first turn of melee (i.e., if it rolls 5 or less is not Disordered and doesn't have to take a morale test).

An Unformed squadron will fight the first melee turn as if it was flanked/attacked from the rear.

A squadron reduced to 1 stand is routed automatically if fighting against 3 or more enemy stands.

Diekplous and periplous

Diekplous and periplous follow special rules. Green quality crews and Disordered squadrons cannot perform either.

Diekplous. The unit trying to perform a diekplous (the attacker) must be in *epi pollon*. It must declare the diekplous and contact frontally a target enemy squadron in *epi mias* and not already engaged in melee.

Both squadrons roll 2d6, aiming to score 6 or more. Modify the rolls with Crew Quality, Ships and Disorder modifiers.

If both are successful, the target's defensive manoeuvres obliged the attacker to abort the diekplous. It moves back 6" from the target, facing the enemy (in *epi mias* or *epi pollon*).





If both fails, both squadrons messed up their respective manoeuvres and are immediately Disordered (or Unformed if already Disordered). Place the attacker in *epi mias* in contact with the target and immediately fight a melee.

If only the attacker is successful, dieklous has been performed! Place the attacking squadron in *epi mias* in the defender's rear and immediately fight a melee.

If only the defender is successful, the dieklous attempt failed. The attacking squadron is immediately Disordered. Place it in contact with the target, in *epi pollon*, and immediately fight a melee.

Periplous. Must be performed by a squadron in *epi mias* against an enemy in *epi mias* or *epi pollon*. The attacker must declare the periplous and contact the enemy as for a normal melee. Then, both sides test by rolling 2d6 and aiming to score 6 or more. Modify the rolls with Crew Quality, Ships and Disorder modifiers. If both are successful, the attacker's manoeuvre is well executed but the target also reacted immediately. Both squadrons form in *epi keras* towards offshore and rush away, each trying to gain the advantage over the enemy in order to encircle them. Roll 2Avd and move them both the same distance rolled. Repeat the periplous test next turn. If you have the squadrons end up exiting the table, in each Movement phase in subsequent turns roll 2d6 for each of them: whoever rolls 10+ returns on the table. Roll 1d3 and subtract that number of stands (ships lost while chasing the enemy). The other squadron is lost entirely.

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

If only the attacker is successful, the periplous has been executed! Place the attacking squadron, in *epi mias*, in contact with and perpendicular to the defender's offshore flank. Immediately fight a melee.

If only the defender is successful, the periplous has been botched. The attacker is Disordered. Immediately fight a melee.

Morale phase

At the beginning of this phase, all **squadrons that failed a Battle test must test morale by rolling 6+ on 2d6**, using the modifiers from the table below. A squadron which fails a Morale test routs. All Morale tests are simultaneous.

If you are playing a full-size version of the rules, with 8 stands squadrons, also squadrons in melee with 4 stands or less must test morale.

The Katastrophe malus applies to squadrons which have been flanked/attacked from the rear or are Unformed.

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

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

After the tests, **move all 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 (or Unformed id already Disordered).





Routing squadrons do not play any other role in the game: they never rally or engages in melee, they 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 a squadron in *epi mias*, where the melee was fought. Any squadron crossing the marker even with a small part must move at half speed and is Disordered, if not already (and will be punished by the Gods later on, for sure).

Squadrons in melee with routing squadrons must then roll a Morale test themselves, to see if they pursue. If it fails, the unit excitedly pursues the routing enemy: move it straight ahead and put it in contact, Unformed, with the routing squadron it defeated. In the following turn it will not move in the movement phase. In the morale phase, after moving the routing squadron another 2Avd" ahead, test again for pursuing. If it is successful it stops pursuing. It is considered immediately Unformed. It can be normally moved or rallied in the following turn. If it fails, move it again with the routing squadron and try again to stop it in the subsequent turns.



A wild melee.

Amphibious warfare

Land troops move and melee in the same turn sequence as the ships. In each phase, land troops move and fight before the ships.

There are two different kind of units, the Phalanx and the Positions.

A phalanx is composed by 1 stand of hoplitoi (the heavy infantry component) and 2 stands of euzonoi, the light infantry (this includes both the feared peltastoi and the poorer psiloi). Euzonoi usually move as the hoplitoi's satellites, keeping a specific position on the flanks or front of the hoplitoi. But euzonoi can also be sent away to perform specific tasks, such as attacking or defending a Position. 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).

Positions are geographical feature which can host and shield troops, giving them an advantage in melee. A position can be a camp protected by a palisade, beached ships, a town, a temple, woods.

Position can be unmanned, manned or defended. This should be defined in the scenario. An unmanned Position is empty and will offer no resistance to anyone occupying it. A Position is manned if no Phalanx troops are within it but we assume someone is defending it anyway - a camp is manned by some guards, beached ships by rowers, a town by citizens, and so on. If there are hoplitoi or euzonoi within it, the Position is considered defended.

Hoplitoi move 1Avd if in line, +2 if in column or unformed, -2 in bad going which also disorder them (disorder is just a malus in melee, has nothing to do with the unformed formation). They turn by wheeling if in line, or turn in sequence up to 90° if in column, as a cloud if unformed. It takes one full turn to change formation, embark/disembark from ships and recover from disorder.

Euzonoi if alone move 2Avd+2, otherwise they move with the hoplitoi. They move as a cloud in any direction.





The phalanx must always have an order. Either the general can emanate a new order or the phalanx can continue executing an order from the previous turn. Orders are:

- charge an enemy formation;
- move to a specific location. If it's a position, the phalanx will charge and fight for it;
- change formation. The phalanx does not move this turn;
- recover from disorder;
- embark/disembark from ships;
- send out a stand of euzonoi with a specific "charge" or "move" order.

When two phalanxes attack each other, or euzonoi engages other euzonoi, or anyone attacks a Position, both sides rolls 2d6 aiming for 6 or more.

If both pass or both fails, nothing happens. Roll again next turn's melee phase.

If one side pass and the other fail, the loser is pushed back (move the melee 1" backwards).

If a side is pushed back twice in a row, it is destroyed.

Modifiers:

- phalanx is disordered -1;
- phalanx in melee without euzonoi against a phalanx protected by euzonoi, -1;
- Position is defended -1
- enemy is only euzonoi -1;

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 routed.

The roll has -2 if the phalanx has no euzonoi to protect it.

When a phalanx or groups of euzonoi are given the order to attack beached ships, each stand can attack one squadron. Only one stand can attack one squadron.

3. POST BATTLE STUFF

After a fleet left the battlefield and all routing squadrons exited from the table, it is time see if this 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 which routs pushed them on an hostile beach, are considered to be entirely lost.

Squadrons which routed out of the table from a friendly edge are considered to be automatically 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...



Version 1.4

Got any feedback, comment or suggestion? Drop me a line at alkedominis@gmail.com

www.alkedominatures.com

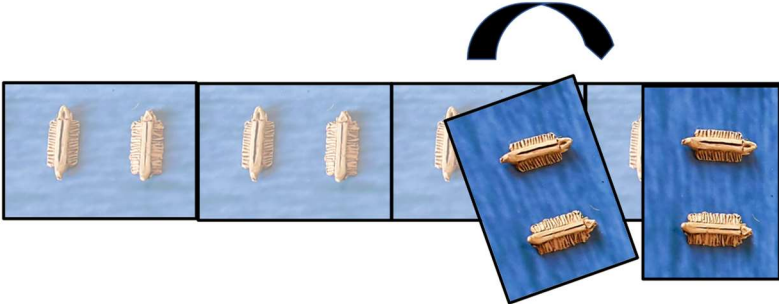
FB: Alkedo





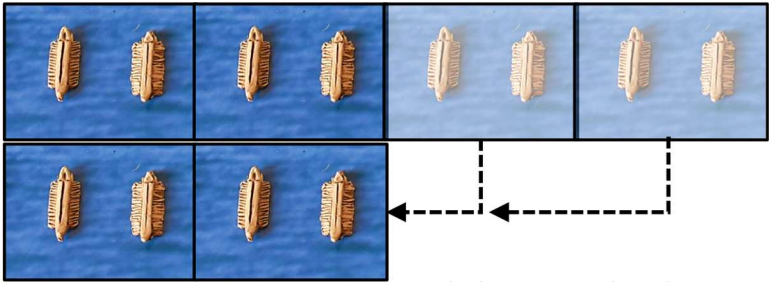
ANNEX I - FORMATION CHANGES

ΕΠΙ ΜΙΑΣ ΤΟ ΕΠΙ ΚΕΡΑΣ



All stands turn 90° simultaneously to the left or to the right.

ΕΠΙ ΜΙΑΣ ΤΟ ΕΠΙ ΠΟΛΛΩΝ, ΟΡ VICEVERSA

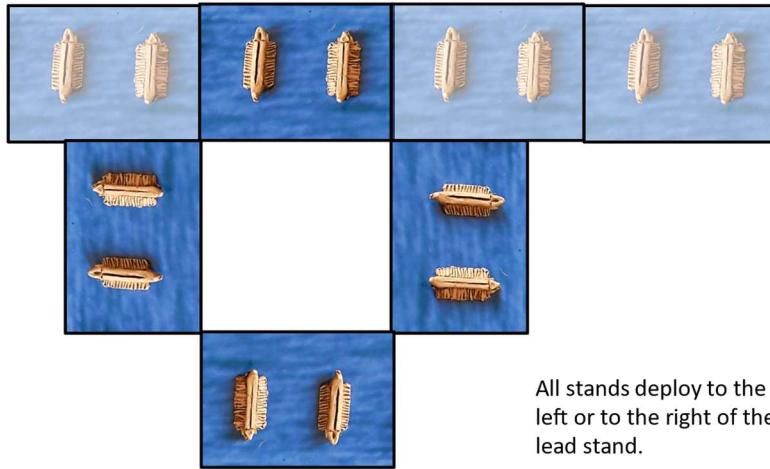


The last two stands to the right or left deploy behind the other two stands.

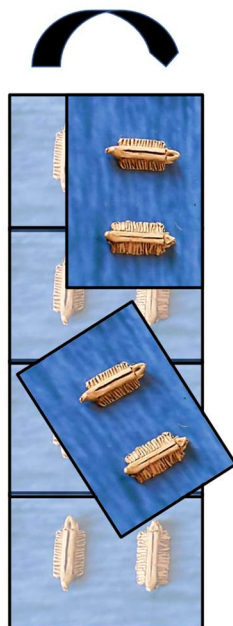




ΕΠΙ ΜΙΑΣ ΤΟ ΚΥΚΛΟΣ



All stands deploy to the left or to the right of the lead stand.



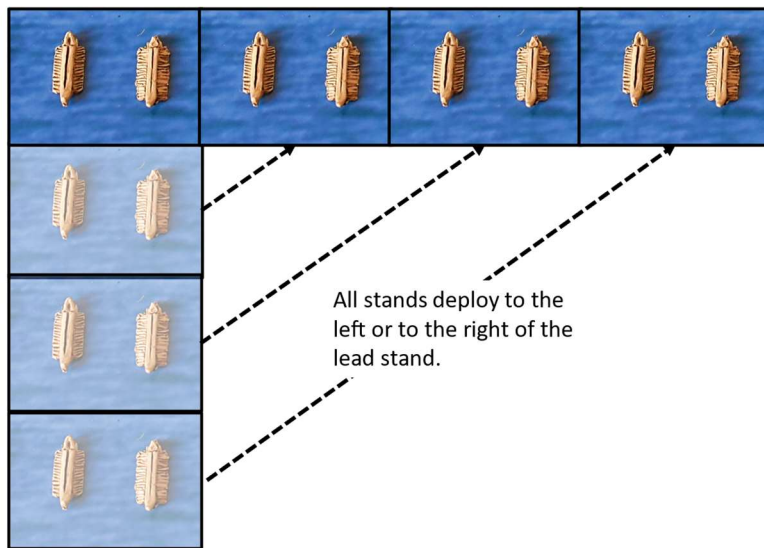
ΕΠΙ ΚΕΡΑΣ ΤΟ ΕΠΙ ΜΙΑΣ

All stands turn 90° simultaneously to the left or to the right.

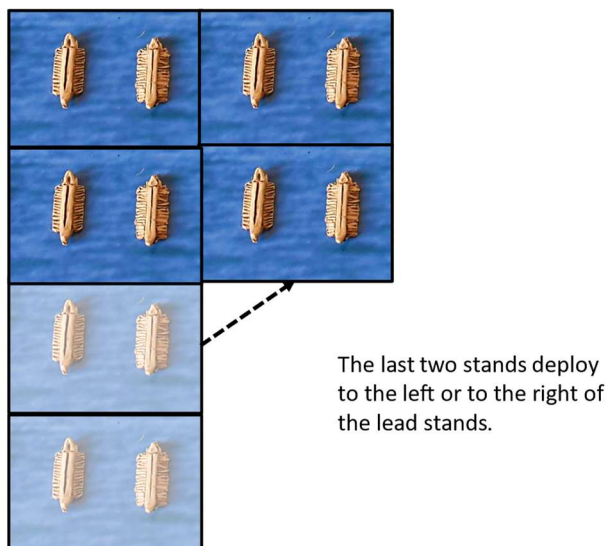




ΕΠΙ ΚΕΡΑΣ ΤΟ ΕΠΙ ΜΙΑΣ (VARIANT)

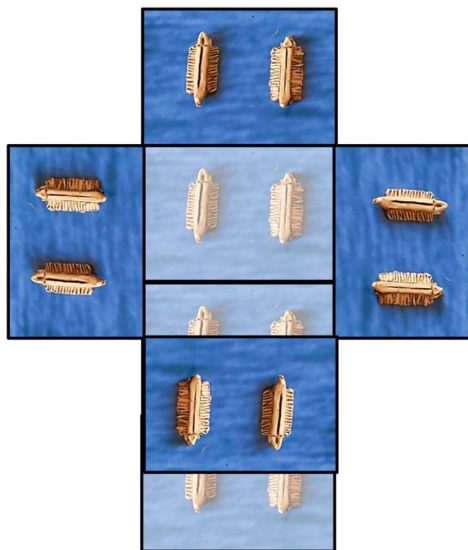


ΕΠΙ ΚΕΡΑΣ ΤΟ ΕΠΙ ΠΟΛΛΩΝ





ΕΠΙ ΚΕΡΑΣ ΤΟ ΚΥΚΛΟΣ



All stands deploy to the left or to the right of the lead stand.

