

DI NAVARCO!

TURN SEQUENCE

1. Event phase

Roll on the Event table.

2. Movement phase

- First player announces signals and moves.
- Second player announces signals and moves.

3. *Melee phase*

Solve all melees simultaneously.

4. *Morale phase*

- Move routing squadrons 2 Avd".
- Roll for pursuing squadrons to stop, then move those which are still pursuing.

SIGNALS

EVENT TABLE

2-3	Watch for the wind! Weather suddenly worsens. All squadrons must immediately perform a manouver test.
4	Good omen! The morale of a random squadron in a fleet goes up one level.

5	The navarcos is dead! Drop one level the morale of a α squadron engaged in melee.
6-8	ROW! A fleet which lost half of its squadrons leaves the field.
9	The navarcos is dead! Drop one level the morale of a random β squadron engaged in melee.
10	Good omen! 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:
 - *epi mias* **move up to 1Avd"** and turn by wheeling. Can about face or move backwards 2".
 - *epi keras* **move up to 8"**, **turn in succession** up to 90°, no cost.
 - *epi pollon* **move up to 8"** and turn by wheeling.
 - *kyklos* do not move.
- **Changing formation** or performing an about face **cost half a move** and is performed at the end of movement.
- **Disordered squadrons move at -1.**
- **Unformed squadrons move 1Avd"** in a straight line.
- **Perform a manouver test when:** wheeling, changing formation, about facing, backing water.

MANOUEVER TEST		<i>Roll 2d6 and apply results</i>
5 or less		6 or more
Squadron disordered		Success!
Modifiers	<i>Well trained +1</i>	
	<i>Green -1</i>	
	<i>Within 8" of the enemy -2</i>	

BATTLE TEST		<i>Each squadron rolls 2d6 and applies results.</i>	
5 or less	6-8	9-10	11-12
Disorder/uniform , test morale	Enemy loses ½ stand	Enemy loses 1 stand	Enemy loses 1 and ½ stands
Modifiers	<i>Well trained +1, green -1</i>		
	<i>Formation differential -X</i>		
	<i>Disordered -1</i>		
	<i>2 vs 1 bases or more +1</i>		

Formation differential:

1. *epi mias, kyklos*;
2. *epi pollon*;
3. unformed;
4. *epi keras*.

DIEKPLAWS	<i>Both squadrons roll 2d6, aiming for 6 or more.</i>	
<i>Only attacker successful</i>	Place attacker in <i>epi mias</i> in the defender's rear. Immediately fight a melee.	
<i>Both successful</i>	Move attacker 6" from defender, facing enemy (can form <i>epi mias</i>).	
<i>Both fails</i>	Attacker engages in <i>epi mias</i> , both are disordered, immediately fight a melee.	
<i>Only defender successful</i>	Attacker engages in current formation, disordered, immediately fight a melee.	
Modifiers	<i>Disordered -1</i>	<i>Non-fast ships -1</i>
	<i>Well trained +1</i>	<i>Green -1</i>

Attacker must be in *epi pollon*, not green, not in disorder, must contact enemy in *epi mias*.

PERIPLUS	
	Both squadrons roll 2d6, aiming for 6 or more.
Attacker successful	Place the attacking squadron, in <i>epi mias</i> , on defender's offshore flank. Immediately melee vs flank.

<i>Both successful</i>	Both form <i>epi keras</i> by turning simultaneously 90° towards offshore, then move 2Avd". Test again next turn.	
<i>Both fails</i>	As above, but both squadrons move only 1Avd" and are disordered.	
<i>Defender successful</i>	Attacker engages in <i>epi mias</i> and disordered, immediately fight a melee.	
Modifiers	<i>Disordered -1</i>	<i>Non-fast ships -1</i>
	<i>Well trained +1</i>	<i>Green -1</i>

Attacker and defender must be in *epi mias*, attacker not in disorder.

MORALE

Roll when failed a Battle test, contacted in flank/rear or to stop pursuing.

MORALE TEST		<i>Roll 2d6. If fails, squadron routs/pursues.</i>
5 or less		6 or more
Failure!		Success!
Modifiers	Determined +1	
	Poorly motivated -1	
	Flanked/attacked from rear/unformed -1	
	Pursuing -2	

Pursuing squadrons are unformed.

[illegible]