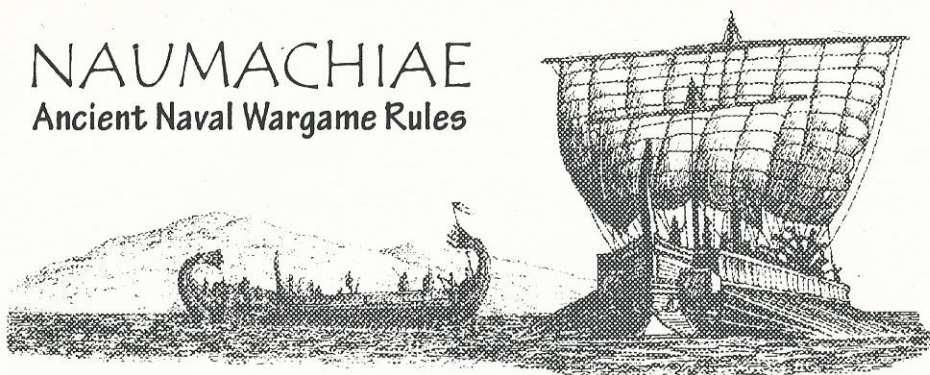


NAUMACHIAE

Ancient Naval Wargame Rules



Introductory Scenarios

To get you off to a quick start, we've written two scenarios, and

- Ω Selected the vessels;
- Ω Calculated the points costs;
- Ω Determined the initial wind and weather;
- Ω Determined compass orientation.

Your first moves will be:

- Ω Initial deployment of vessels;
- Ω Issue Fleet Orders;
- Ω Follow Play Procedure.

Both games have been kept simple and we've even started your Ship Data Card for you.

The player who moves first will be the one with the better quality admiral. He is referred to as the 'initiating player'.

You will need to refer to the Playsheets and of course, it would also help to have a quick read of the rules first.

ENJOY YOUR WARGAMING.

REQUIREMENTS:

3 X APHRACT (LATER) TRIREMES

3 X CATAPHRACT TRIREMES

Scenario One:
Athens v Sparta

The date is 400BC. It is daybreak and an Athenian squadron of light triremes is about to attack an enemy squadron facing it, across a narrow band of water.

The Athenians are facing North, with a light westerly breeze blowing across their front. Neither side is disadvantaged by the weather.

Both sides have spent the previous night ashore, so all the galleys are relatively dry and none have masts or sails aboard.

The Spartan galleys have average captains and crews and are commanded by an admiral of limited ability. However, their ships are stronger and they have more numerous and better quality marines on board.

The Athenians would be advised to utilise their superior seamanship to avoid being boarded by their more ponderous opponents.

In this scenario the enemy are Spartans but their qualities could easily apply to most navies which fought against the fleets of Athens during the century.

REQUIREMENTS:

3 X CARTHAGINIAN QUINQUEREMES

3 X ROMAN QUINQUEREMES

Scenario Two:
Carthage v Rome

The date is 250BC and a Carthaginian and Roman squadron are closing with each other across a narrowing strip of water.

There is a light breeze blowing from the West, at right angles across the front of each side's vessels, so neither can take advantage of the sails they are carrying.

The Carthaginians, approaching from the North, are superior seamen and commanded by a good admiral, but they face heavier and better armed vessels. Their agility and speed should prevail as long as they can avoid being boarded.

**The
Athenian
Squadron**
3 x (Light)
Aphract Triremes
Category 3.
Structural
Integrity 90.

Flagship:	
Good captain	36
Good crew	36
Normal hull	24
Average marines	24
Structural Integrity	90

	210

Galley 2:	
Good captain	36
Good crew	36
Normal hull	24
Average marines	24
Structural Integrity	90

	210

Galley 3:	
Good captain	36
Good crew	36
Normal hull	24
Average marines	24
Structural Integrity	90

	210

Good Admiral: 200

TOTAL POINTS COST	830
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FATIGUE LIMIT (identical attributes, so same for each vessel): 38

Initial Fatigue Limit	33
Good captain	+ 3
Carrying less than permitted units	+ 2

MOVEMENT (identical attributes, so same for each vessel):
 Their speed and ability to turn quickly is a reflection of their relative lightness,
 thus: Slow = 50mm, Cruise = 100mm, Fast = 150mm, Ram = 200mm.
 The distance they must move in a straight line between pivots is 15mm.

Ship ID/Type	Category	SI	Captain	Crew	Hull	Marines	Vessel's Class
	3	90	Good	Good	Norm.	Avg.	A
MOVEMENT under Oars (Speed in mm)		RAM 200	FAST 150	CRUISE 100	SLOW 50		Acc/Dec 50
TURNING Oars/Oars & Sail comb'd		RAM -20	FAST -15	CRUISE -10	SLOW -5		SLD btwn Pivots 15
Fatigue Limit 38							
Main Sail							Up, Reduced,
Boat Sail							Furled, Stowed
							Ashore
Equipment/Extra Marines:							
Notes <i>FLAGSHIP</i>							

Ship ID/Type	Category	SI	Captain	Crew	Hull	Marines	Vessel's Class
	3	90	Good	Good	Norm.	Avg.	A
MOVEMENT under Oars (Speed in mm)			RAM 200	FAST 150	CRUISE 100	SLOW 50	Acc/Dec 50
TURNING Oars/Oars & Sail comb'd			RAM -20	FAST -15	CRUISE -10	SLOW -5	SLD btwn Pivot 15
Fatigue Limit 38							
Main Sail _____							Up, Reduced, Furled, Stowed Ashore
Boat Sail _____							
Equipment/Extra Marines:							
Notes							

Ship ID/Type	Category	SI	Captain	Crew	Hull	Marlines	Vessel's Class
	3	90	Good	Good	Norm.	Avg.	A
MOVEMENT under Oars (Speed in mm)		RAM 200	FAST 150	CRUISE 100	SLOW 50		Acc/Dec 50
TURNING Oars/Oars & Sail comb'd		RAM -20	FAST -15	CRUISE -10	SLOW -5		SLD btwn Pivot 15
Fatigue Limit	38						
Main Sail							Up, Reduced, Furled, Stowed
Boat Sail							Ashore
Equipment/Extra Marines:							
Notes							

Structural Integrity 100.

TOTAL POINTS COST

Straight line distance between pivots = 20mm.

Ship ID/Type	Category	SI	Captain	Crew	Hull	Marlines	Vessel's Class
	4	100	Avg.	Avg.	Norm.	Good	C
MOVEMENT under Oars (Speed in mm)		RAM	FAST	CRUISE	SLOW		Acc/Dec 45
TURNING		RAM	FAST	CRUISE	SLOW		SLD btwn Pivots
Oars/Oars & Sail comb'd		-20	-15	-10	-5		20
Fatigue Limit	31						
Main Sail							Up, Reduced, Furled, Stowed.
Boat Sail							Ashore
Equipment/Extra Marines:	Firepot						
Notes							

V
ROME

3 x (Light)
Quinqueremes.

Structural Integrity 120.

Good captain	51
Good crew	51
Normal hull	34
Average marines	34
Structural Integrity	120
Eqpt: boat mast & sail	6

----- 296

Good captain	51
Good crew	51
Normal hull	34
Average marines	34
Structural Integrity	120
Eqpt: boat mast & sail	6

----- 296

Good captain	51
Good crew	51
Normal hull	34
Average marines	34
Structural Integrity	120
Eqpt: boat mast & sail	6

----- 296

200

TOTAL POINTS COST	1088
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FATIGUE LIMIT (identical attributes, so same for each vessel): 37

Initial Fatigue Limit	33
Good captain	+ 3
Carrying less than permitted units	+ 1

MOVEMENT (identical attributes, so same for each vessel):

Their speed and ability to turn quickly is a reflection of their relative lightness, thus: Slow = 45mm, Cruise = 90mm, Fast = 135mm, Ram = 180mm.

The distance they must move in a straight line between pivots is 25mm.

Ship ID/Type	Category	SI	Captain	Crew	Hull	Marlines	Vessel's Class
	5	120	Good	Good	Norm.	Avg.	A
MOVEMENT under Oars (Speed in mm)		RAM 180		FAST 135	CRUISE 90	SLOW 45	Acc/Dec 45
TURNING Oars/Oars & Sail comb'd		RAM -20		FAST -15	CRUISE -10	SLOW -5	SLD btwn Pivot 25
Fatigue Limit	37						
Main Sail							Up, Reduced.
Boat Sail	S						Furled, Stowed Ashore
Equipment/Extra Marines:							
Notes							

