

OI NAVARCOI !

A WARGAME RULESET FOR FLEET BATTLES IN THE CLASSICAL ERA

Introduction

The V century b.c. 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, when the triereis ruled the Mediterranean. Oi Navarcoi! is a wargame for fleet battles in this era¹.

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

The basic unit that will move and fight is the squadron, composed by triereis models placed on four stands. 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 may want to have a few stands with only one model, to use when a unit lost half a stand in melee. You will also need some tokens to indicate that a unit is disordered or unformed (I use a single Alkedo floating hull model on a round base, painted yellow for disordered or red for unformed).

ON! can also be played at a 1-to-1 scale, with squadrons composed of 15 ship models on 8 stands, the last of which will have only one model. This scale allow you to field real-life scale squadrons and is suitable for smaller battles such as Naupactus. But the game will be also be realistically messy... To play in the 1-to-1 scale, use the normal rules except that in melee you will need to double the losses.



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


1. PRE - BATTLE STUFF

Create your fleets

The first thing to do is to prepare the two fleets for battle. You can use the modifiers in the table below to characterize squadrons on the basis of the crews' training and morale levels and of the ships' quality. This allows you to field well trained, but reluctant squadrons (Phoenician subjects of the Great King, perhaps?),

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://irregular2mm6mm.onlineweb.shop/browse/catvVZal_146769.aspx



or goofy but determined crews, such as the dogged Corinthians. The specific use of the modifiers 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.*

Once you have all squadrons prepared, you should group them in “wings” - left, right and if you want also center. This rudimentary organization will allow you to “control” the fleet during battle by signals (see the relevant paragraph below).

Then, choose one of the squadron commanders to be your strategos, or fleet commander. The strategos does not have any actual role in the game, but you’ll be in trouble if he gets killed.

Finally, define one of the two fleets as α and the other as β .

Table, terrain and deployment

The gaming table is 6x4 feet. If a battle involves more than seven squadrons for each side, consider using a larger table. The gaming surface should be as wide as the bigger fleet in line, plus 1/3 (this will leave you room for manoeuvre on one or both flanks).

Each table side, including land sides, 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).

Deployment must occur between 10 and 15” from a median line running across the center of the table, parallel to the longer sides. Also, no squadron should be placed closer than 10” from the lateral edges.

Deployment is simultaneous. 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.

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

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 motherland.** The tactical situation is similar to the previous scenario, but one side 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 at least a flank by anchoring it on land (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 an invading fleet. The goal for both is to destroy the enemy. No signals can be employed.

Terrain and deployment: terrain should be as in the general rules.

As for deployment, both fleets must start the game in up to three columns of squadrons, formed before the battle by more than one squadron for each column. All squadrons must be in *epi keras*. The relative positions of the columns, which can be either in line ahead or abreast to each other, must also be decided.

All columns must be oriented almost parallel to the lateral edges of the table, and can deviate no more than 45° from that direction.

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, from the center to one end of the table. This represent a 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

Signals are directed to wings, and allows the squadrons of a wing to perform pre-defined manoeuvres fast and safely.

There are five different signals:

1. All stands simultaneously turn 90° to their right;
2. All stands simultaneously turn 90° to their left;
3. Squadrons deploy from *epi keras* to *epi mias*, to the right of the lead stand;
4. Squadrons deploy from *epi keras* to *epi mias*, to the left of the lead base;
5. Squadrons engage the enemy. Squadrons must contact the enemy the turn the signal is given.

Note that signals n. 1 and n. 2 imply a formation to change from *epi keras*, the column, into *epi mias*, the line, or viceversa.

Signal manoeuvres are additional to the normal movement. They are performed at the beginning of the movement of a squadron. Having performed the movement ordered by the signal, the squadrons can then freely move their full movement allowance.


Moreover, **signal manoeuvres are exempted from a Manoeuvre test**, so there is no risk of squadrons 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.

To determine how many signals can be used, count the number of squadrons in a fleet and divide by two, rounding up.

In the pre-battle phase, each player writes down which signals will be used during the battle and to which wing(s) they are directed. The same signal can be chosen more than once, and can be addressed to more than one wing.

A wing may have more than one signal assigned, but they must be played in different turns.

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.



During the battle, in fact, players **can signal only once per turn**. Signals must be announced before moving the wing to which that specific signal was assigned. All squadrons concerned by the signal must perform the prescribed manouvre.

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.

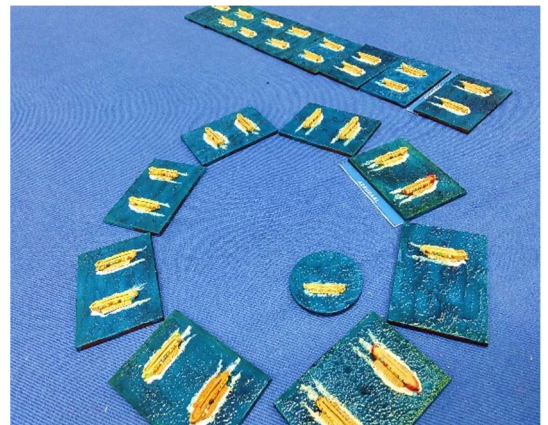
** : If the scenario does not foresee an invader and a defender, apply to both.

Movement phase

Roll a d6 for each side. 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 battle, because it afforded manoeuvrability and was easy to transform 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 phases of combat), but it is faster and also easier to move in, because the wheeling arc is shorter. Also, thanks to its depth, the formation is not vulnerable to diekplous but can perform the diekplous itself, as 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 to be adopted in 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 a squadron will find itself unformed as result of mistakes in manoeuvring 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 this is the only option to perform such a move – unformed, of course.



A Disordered full-size Phoenician squadron forming kyklos.

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

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..



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

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 or is contacted by 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 the test 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	

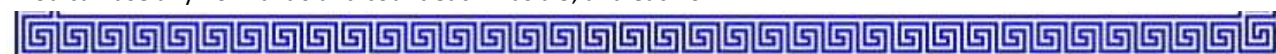
To rally from Disorder, squadrons must spend a movement phase stationary and not in melee. They automatically recover at the end of the turn. Note that this implies that they still fight as Disordered if attacked by the enemy in the same turn they are rallying.

Melee

All melees are fought simultaneously. 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.

Then, **each squadron in contact performs a Battle test by rolling 2d6 and aiming at 6+ for success**. Results are applied immediately.

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



A unit engaged in a frontal melee while in *epi pollon*/*epi keras* formation will form line against the enemy in the movement phase of the following turn.

Squadrons in *epi keras* will also be immediately Disordered.

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. Roll normally for each squadron involved, losses being divided equally between the side with multiple squadrons.

BATTLE TEST	5 or less	6 - 8	9 - 10	11 - 12
	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*.



A rear attack.

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.

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.

Dieklous and periplous

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

Dieklous. The unit trying to perform a dieklous (the attacker) must be in *epi pollon* or *epi keras*. It must declare the dieklous 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 dieklous. 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 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 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 the test 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

A wild melee.

turn the pursuing squadron will not move in the movement phase. In the morale phase, after moving the routing squadron another 2Avd" ahead, the pursuing squadron will test again. If it is successful, it will stop pursuing. It is considered immediately Unformed. It will move or rally normally in the following turn. If it fails, it will continue to pursue the routing squadron and will try again in the subsequent turns.

Amphibious warfare

A phalanx is composed by three stands of hoplitoi (the heavy infantry component) and two of euzonoi, the light infantry (this includes both the feared peltastoi and the poorer psiloi). Euzonoi move as the hoplitoi's satellites, keeping a specific position on the flanks or front of the hoplitoi, and have no effect on the battle.

The drill test

Roll a 7 or more on 2d6 to pass. Good troops also pass with 6s. Green troops need an 8 or more.

The turn

- After the initiative roll: Both sides secretly give orders to their phalanxes;
- After ships movements: each player moves his phalanx, in the same order;
- After naval melees: phalanx melees.

Orders

Move. Move the phalanx. It will continue to move until new orders or until it enters a 5' Respect area from the enemy phalanx.

Stop. The phalanx is stationary and rallies from disorder.

Deploy. Embark/disembark from ships or change formation from column to line or viceversa.

Must perform a drill test or be disordered.

Movement

A phalanx in line moves 1Avd inches. It must drill test each turn or be disorderd.

Phalanx in column moves 6". It drill tests each time it crosses an obstacle. If it enters the Respect area in column is disordered and must deploy into line the following turn.





Melee

Each side rolls 3d6 and allocates one of them to each wing. Compare the results for each couple of wings: the loser is pushed back. A wing pushed back twice routs.

A player can specify that a wing is in a defensive posture for this roll. It gets a +1, but does not push back the enemy if it wins.

An army routs when two wings are routed.

A phalanx can also attack fixed position such as beached ships or camps, which are always defended (by sailors, etc.).

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 routed on an hostile beach are 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 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 1.5

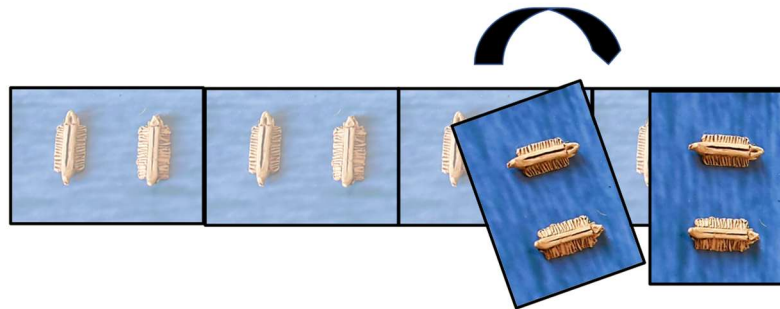
Got any feedback, comment or suggestion? Drop me a line at alkedominis@gmail.com
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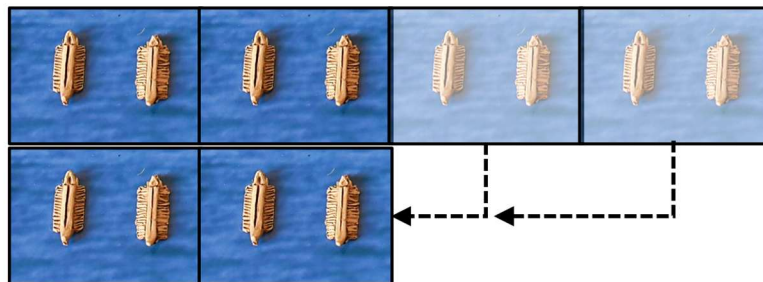
ANNEX I – FORMATION CHANGES

ΕΠΙ ΜΙΑΣ ΤΟ ΕΠΙ ΚΕΡΑΣ



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

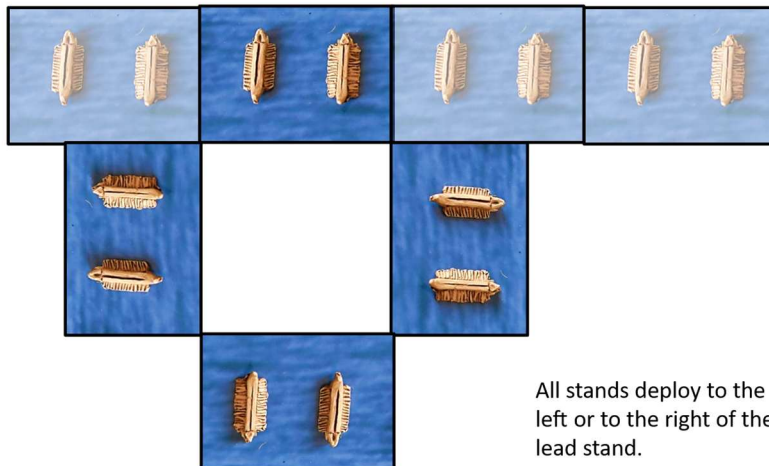
ΕΠΙ ΜΙΑΣ ΤΟ ΕΠΙ ΠΟΛΛΩΝ, ΟΡ VICEVERSA



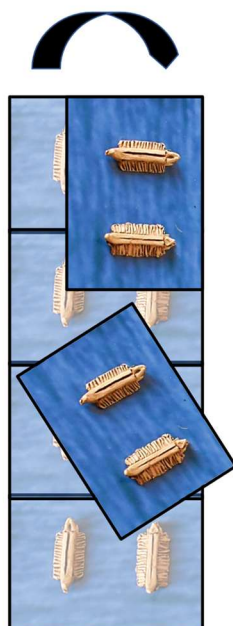
The last two stands to the
right or left deploy behind
the other two stands.



ΕΠΙ ΜΙΑΣ ΤΟ ΚΥΚΛΟΣ



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

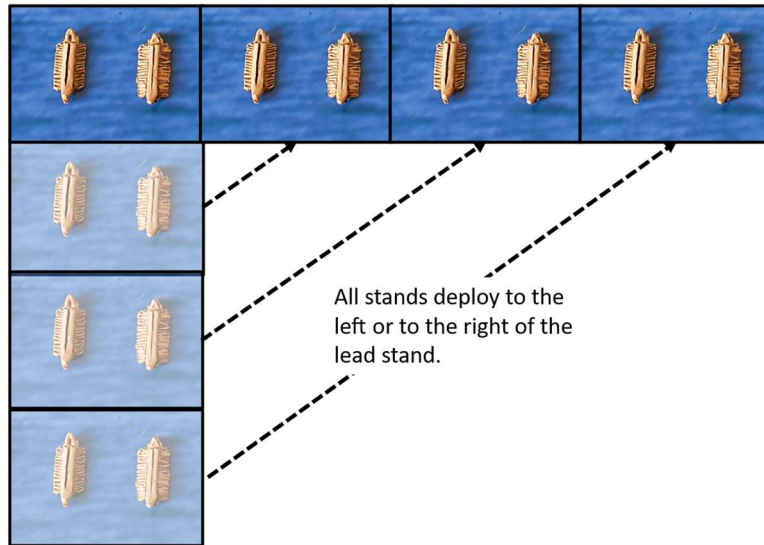


ΕΠΙ ΚΕΡΑΣ ΤΟ ΕΠΙ ΜΙΑΣ

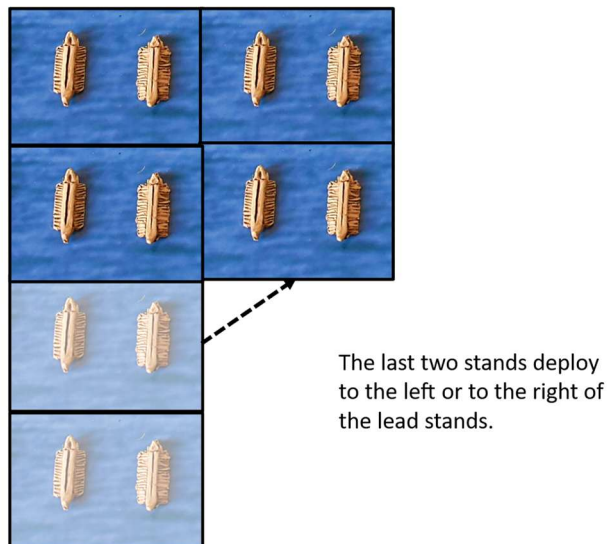
All stands turn 90° simultaneously to the left or to the right.



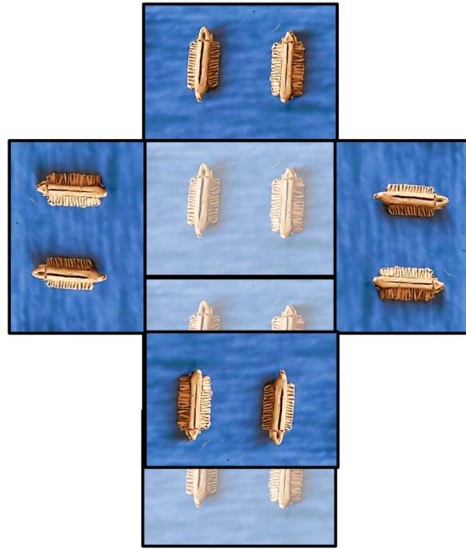
ΕΠΙ ΚΕΡΑΣ ΤΟ ΕΠΙ ΜΙΑΣ (VARIANT)



ΕΠΙ ΚΕΡΑΣ ΤΟ ΕΠΙ ΠΟΛΛΩΝ



ΕΠΙ ΚΕΡΑΣ ΤΟ ΚΥΚΛΟΣ



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