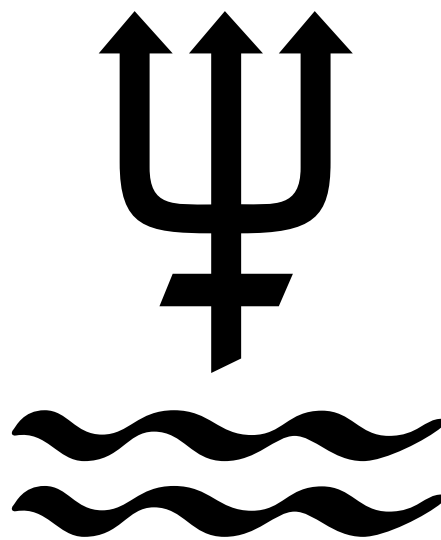

SCENARIO BOOK

GREAT BATTLES OF HISTORY - VOLUME VII

WAR GALLEY

NAVAL WARFARE IN THE ANCIENT WORLD



2nd Edition

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War Galley Scenarios

The battles, taken in sequence, portray the development of both the ships and the tactics used in the ancient world. The one major exception is the omission of the battle of Salamis from the Persian Wars with Greece which was published in a separate module.

The wars covered by the scenarios are:

The Ionian Revolt. Lade

The Peloponnesian War: Arginusae

The Sicilian Wars: Catana

The First Successor War: Salamis (Cyprus)

The First Punic War: Ecnomus, Drepanum, The Aegatian Islands

The Macedonian Wars: Chios

The War with Antiochus: Side, Myonessus

The Civil War: Tauris, Naulochus, Actium

The scenarios are rated for “Difficulty,” that rating not so much reflecting how tough it is to play, but how tough it is to play well. The Ratings go from 1 to 4, Easy to Hard, those two labels being relative to the fact that *War Galley* is not a very complex game for this genre.

Galleys. The galleys for each scenario are listed by background color, type, and ID# (as there are often many different ships within a type. E.g., there are 12 differently-rated quinqueremes.) Example: 14 Red Cataphracted Triremes, ID 50-63, or 20 Green Quadriremes, ID 40-59. Galleys with Flame capability are noted in the Special Rules sections of each scenario.

A Note on Commanders. We know the names for all the Admirals and some of the Squadron Commanders in each battle. For those for whom such information was not available, we have assigned names, usually names of some local fame (if not necessarily at that time). These “ersatz” ‘monarchs of the sea’ are so noted with an asterisk (*) in each scenario.

Suggestion to Beginners: We suggest that those not overly impatient to show their naval prowess run through a couple of turns of the Aegatian Island scenario.

LADE - 494 B.C.

Persia vs. the Ionian League

Background

The Ionian League (Greek cities in what is now western Turkey) rose in revolt against the Persians, gathering a fairly large fleet of 360+ galleys (all triremes) to block Persian Lines of Communication in the Aegean. The Persians gathered an even larger fleet—some 600 triremes—and sailed against the Ionians. Given the numerical superiority of the Persians, her fleet had no problem in outflanking the Greeks, even when deployed in three lines.

Most of the Ionians approached in Column/Line Astern. But the size of the opposition was too much for their right wing; the squadrons from Samos and Lesbos, and most of those galleys

simply turned and ran. The Ionian center, though, proved especially tough. The Chios squadron and the crack galleys of Dionysus of Phocaea (who after the battle decided that a life of Phoenician piracy offered more opportunity), created havoc in the center of the Persian line.

It was not enough, though. Both Ionian flanks collapsed, and the Chians and Phocaeans had to run to savor what minimal successes they had had. The Ionian fleet was destroyed, and the sea lanes were now open for the Persian invasion of Greece.

Maps

The game uses the “sea” map. The hex-ending xx28 row is North; the hex-ending xx00 row, South.

Lade is an island off the coast of Ionia (western Turkey), East of Miletus.

Balance

This battle is included as a look at early naval battles: small, fast ships in huge numbers. The Persians had minimal trouble winning this one, and they’re favored here.

Playing Time and Difficulty

This battle should take about 3-4 hours to reach a conclusion, more if you’re unfamiliar with the system.

The Difficulty Rating is 2.0.

Ship Scale

1 counter = 10 galleys.

Initial Deployment: Persians

The Persian Player receives the following Green galleys:

62 Triremes; ID 1-62

The Persian Player receives the following **Squadron Commanders:** **Aeaces** [Admiral]; “Egypt,” “Cilicia,” “Tyre,” “Sidon,” and “Cyprus.”^[a]

The Persian Fleet is deployed in two lines as follows: 31 galleys in one line abreast, from 2007-6 to 5007-6, inclusive (all bows heading north). The second line of 31 galleys is in 2004-3 to 5004-3, also heading north.

Squadron Commanders are deployed as the player wishes.

Initial Deployment: Ionians

The Ionian Player receives the following Red galleys:

35 Triremes; ID 1-35

The Ionian Player receives the following **Squadron Commanders:** “Samos,” “Lesbos,” “Chios,” “Teos,” and “Miletus.” There is no admiral.^[b]

The Ionian Fleet deploys in Line Astern (column), by island squadron, all heading south:

- **Samos Squadron:** Triremes #1-6; Samos SqC: 4815-4826.
- **Lesbos Squadron:** Triremes #7-13, Lesbos SqC: 4415-4428.

- **Chios Squadron:** Triremes #25-34, and Trireme #35^[c], Chios SqC: 3815-3828. The last 4 galleys will enter, in Line Astern, as the first 7 galleys move forward.
- **Teos/Priene Squadron^[d]:** Triremes #22-24, Teos Sq C: 3015-3020
- **Miletus Squadron:** Triremes #14-21. Miletus SqC: 2815-2828, with the 8th galley entering behind the others.

a = there are no names provided for this battle, other than that of Aeaces. We have opted to label the Squadron Commanders as coming from the areas of the empire that provided squadrons.

b = same as 'a,' although much is made of the Phocaeen admiral, Dionysius. Then again, there were only 3 Phocaeen galleys.

c = this is the galley representing Dionysius and the Phocaeans.

d = this squadron was made up of galleys from Teos (17 historically), Priene (12 historically), and Myus (3 historically).

Special Rules

Initiative: The Ionians have the Initiative for the first turn; after that, by die roll.

Wind: Wind is not an issue. Players may not use sails (as they probably didn't have them).

The Ionian Fleet

The Ionian Fleet was a hodgepodge of squadrons from most of the Aegean Islands and ports, all of whom were far too independent to sail under one admiral. (They resented Dionysius mightily for his trying to drill the sailors and marines into some sort of shape.)

To that end, the Ionians have no admiral. Thus:

- When rolling for Initiative, the Ionian Player subtracts one (-1) from the DR.
- No Double Activation is possible.

In addition, try to keep the squadrons together (as listed above). For example, Chian galleys may not become part of the Lesbian squadron.

PLAY NOTE: The Persian fleet was also made up of squadrons from various areas of the empire. However, they appear to have had overall coordination, and their fleet was more homogenous than the Ionians.

Treachery and Cowardice

The Ionian right wing (the Samos and Lesbos contingents) were mighty shaky, whether through treason or sheer fright on seeing the size of the Persian fleet is hard to tell.

The first time that either the Samos or Lesbos squadron is activated, the player rolls the die. The result is the number of galleys in that squadron that must, when they move, turn around and move off the northern edge of the map. Each squadron is rolled for separately (as it is activated).

Galleys that have sailed off the map, as above, do not count for victory.

HISTORICAL NOTE: 11 of the 60 Samosian galleys stayed and

attacked the Persian left. All of the (70) Lesbians, seeing the Samosian defection, cut and ran.

This is an optional rule that gives the Persian a large break they little need. If playing "competitively," we suggest you ignore this rule.

Victory

The Persian Player wins when he has at least 70 VP, and that number is at least twice that of the opposition.

The Ionian Player wins when he has at least 100 VP, and that number is at least twice that of the opposition.

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.

ARGINUSAE - 406 B.C.

Athens vs. Sparta

Background

This, one of the last naval battles of the Peloponnesian War, features a desperate Athenian fleet, manned partially by slaves and rabble from Piraeus, sailing to the aid of the main fleet, blockaded in Mytilene. The Athenians had more galleys than the Spartans (150 to 120), but their fleet was inferior. To overcome this disadvantage, and the Spartan predilection for the Diekplus, the Athenians formed in two lines (the Spartans were in a single line), which shortened their relative front vis a vis the Spartans. To compensate for that, the Athenians used West Arginusae Island as the center of their line.

The battle was a melee, free-for-all, with little maneuvering. The Spartan admiral, Callicratides, fell overboard when his ship was rammed, and the Athenians used their double line to smash the superior Spartans.

Maps

The game uses the "land" map, with only West Arginusae island ("A") representing land. Ignore all other land.

The Arginusae Islands are just off the coast of Ionia (western Turkey), and SE of Lesbos.

Balance

In balance terms, a most interesting battle. The Spartans have a better fleet with better crews. The Athenians have only numbers and the island in their favor, because the island allowed them to spread their front line, complete with a reserve, so that it matched that of the Spartans. This one is fairly evenly balanced.

Playing Time and Difficulty

This battle should take about 3-4 hours to reach a conclusion, more if you're unfamiliar with the system.

The Difficulty Rating is 2.0.

Ship Scale

1 counter = 4 galleys.

Initial Deployment: Spartans

The Spartan Player receives the following Red galleys:

30 Cataphracted Triremes; ID 1-30

The Spartan Player receives the following **Squadron Commanders: Callicratides** [Admiral], *Pleistonax, *Mindarus, and *Dexippus.

The Spartan Player is deployed as follows: all galleys in one line abreast, from 4907-8 to 2007-8, inclusive (all bows in the xx08 hex).

Callicratides is in 2308. The remaining SqC's are placed as the Spartan player sees fit.

Initial Deployment: Athenians ^[a]

The Athenian Player receives the following Green galleys:

4 Cataphracted Triremes; ID 1-4

28 Triremes; ID 1-28

7 Triremes; ID 29-35

The Athenian Fleet receives the following **Squadron Commanders: Aristocrates** (Admiral/LW), **Protomachus** (Admiral/RW), Diomedon, Hippeus, Thrasyllus.

The Athenian Player is deployed ^[b] in five (5) squadrons ^[c], as follows:

- **Squadron #1:** Aristocrates and 1 Cataphracted Trireme in 2220-2221; 3 Triremes in 2120-21, 2320-21, 2420-1; 4 Triremes two hexes behind (bow in the xx23 row).
- **Squadron #2:** Diomedon and 1 Cataphracted Trireme in 2820-21; 3 Triremes in 2620-21, 2720-21, 2920-21; 4 Triremes two hexes behind (bow in the xx23 row).
- **Squadron #3:** Hippeus (3520); Hippeus' squadron is comprised of the ID# 29-35 triremes, in 3120-1, 3320-1, 3520-1, 3720-1, 3920-1, 3323-4, 3723-4.
- **Squadron #4:** Protomachus and 1 Cataphracted Trireme in 4220-21; 3 Triremes in 4120-21, 4320-21, 4420-1; 4 Triremes two hexes behind (bow in the xx23 row).
- **Squadron #5:** Thrasyllus and 1 Cataphracted Trireme in 4820-21; 3 '3s' in 4620-21, 4720-21, 4920-1; 4 Triremes two hexes behind (bow in the xx23 row).

a = mostly Athenians, with contingents from her allies. This was a rather slap-dash Athenian fleet, made up mostly of patched up "old" boats that were inferior to those of the Spartans, using equally haphazard crews. Makes the Athenian victory all the more interesting.

b = there is some disagreement as to exactly how-or even if-the Athenians used West Arginusae Island. The most detailed modern description, in Rogers' book, smacks a bit of the parade ground mentality, one of those maneuvers that looks quite effective but is hell to pull off. Then again, compare this with the "lager" circle adapted at Patras (429 BC) by the Corinthians against the Athenians. Wonder how easy it was to get into that formation?

c = historically, there were nine squadrons (with eight "sub-admirals," including Pericles, son of the famous Athenian). However, bowing to a minor god of playability, we combined both lines of each group under one command.

Special Rules

Initiative: By die roll.

Wind: Wind is not an issue. Players may not use sails.

Victory

The Spartan Player wins when he has at least 80 VP, and that number is at least twice that of the opposition.

The Athenian Player wins when he has at least 70 VP, and that number is at least twice that of the opposition.

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.

CATANA - 397 B.C.

Carthage vs. Syracuse

Background

This major naval action was part of the centuries-ongoing conflict over control of Sicily, between Carthage and, for the most part, Syracuse. This one is notable because it is the first (recorded) instance of the use of on-board artillery, as well as an early appearance of the quinquereme, soon to become the standard war galley for 300+ years. The battle was won by superior Carthaginian seamanship (the new quinqueremes were hard to maneuver), although it may be more accurate to say it was lost by Syracuse because Leptines refused to follow orders, attacking with his squadrons piecemeal.

Hovering over the battle, if not actually present, is Dionysius, Tyrant of Syracuse, one of the great men of the era. It is Dionysius (through his engineers) who is attributed with "inventing" mechanical artillery, the quinquereme, and, possibly, even the use of fire. It is interesting to ruminate on what Dionysius would have become had his center of power been a bit less restrictive.

The end result of Catana was that Carthage was able to bring her army to bear against Syracuse, an assault that turned into a disaster for the Punics.

Maps

The game uses the "all-sea" map; the right flank of the Carthaginians (the map edge along the 6000 column) is considered land (Sicily).

Catana is directly north of Syracuse, on the eastern coast of Sicily.

Balance

The Syracusans lost this battle. However, it appears they lost because Leptines did not follow his brother's orders and attacked piecemeal—something few, if any players, will do. To that extent, the battle favors the Syracusans slightly.

Playing Time and Difficulty

This battle should take about 3-4 hours to reach a conclusion, more if you're unfamiliar with the system.

Difficulty Rating: 2.5

Ship Scale

1 counter = 4 galleys. The ancient sources state that the Syracusans had c. 180 ships, the Carthaginians a bit more (not counting transports). Many modern historians say, based on economic evidence, etc., that that number may be inflated by 2x.

Initial Deployment: Carthaginians

The Carthaginian Player receives the following Green galleys:

- 20 Cataphracted Triremes; ID 1-20
- 5 Cataphracted Triremes; ID 26-30
- 10 Transports

The Carthaginian Player receives the following Squadron Commanders: Mago (Admiral), *Gisgo, *Himilco.

The Carthaginians deploy first, as follows:

They may place the bows of all their war galleys in hexes that are no more than six (6) hexes from the south (xx27 or xx28) edge of the map. The transports shall be placed in a single line abreast (whether it is adjacent or with interval is up to the player) either directly behind, or within 2 hexes, of the war galleys. The Squadron Commanders are placed as desired. Within these restrictions, the Carthaginian Player is free to deploy as he wishes. (In essence, his fleet is moving into the battle area).

Initial Deployment: Syracusans

The Syracusan Player receives the following Red galleys:

- 2 Biremes; ID # 1-2
- 14 Cataphracted Triremes; ID 1-14
- 7 Quinqueremes; ID 1-7^[a]

The Syracusan Player receives the following **Squadron Commanders: Leptines** (Admiral^[b]), *Gelon, *Diocles.

a = the first use of on-board artillery has been factored into the M-rating of the galleys.

b = the brother of Dionysius, Tyrant of Syracuse and one of the more fascinating figures of the 3rd century BC.

The Syracusans deploy after the Carthaginians by undergoing a Movement segment, which is considered to occur before the actual game/battle begins. To that end:

- all galleys are set up along the north (xx00) map edge, with their bows in a xx00 hex.
- They may so deploy in any hex between 1900 and 6000.

- Squadron Commanders may be placed as desired.
- Each galley may now undergo a Movement segment at Cruise Speed, after which the battle starts with the normal Play Sequence.

Special Rules

Initiative: By die roll.

Wind: Wind is not an issue. Ships may not use sails.

Transports: The Carthaginian Transports do not have any "manpower." Treat the M-rating as '0' (and see Salamis for why the counters have an M3 rating.)

The Transport Squadron does not need a Squadron Commander to move. All transports may be moved in any one Activation Phase.

Transports may not move off the map, nor may they move with 2 hexes of the coast (the eastern edge). (The coast was held by Syracusan troops, and the transports, which had to stay within protective reach of the Carthaginian fleet, could not venture too close.)

Victory

Mago's transports have a VP value equal to their Ram Defense, as per the standard rule.

The Carthaginian Player wins when he has at least 55 VP, and that number is at least twice that of the opposition.

The Syracusan Player wins when he has at least 80 VP, and that number is at least twice that of the opposition.

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.

SALAMIS - 306 B.C.

Antigonids vs. Ptolemaics

Background

This is one of the many battles fought by the Diadochoi, who sought to succeed Alexander the Great. It is also the first battle (for which we have information) where the "big ships" start making an appearance.

With his fleet somewhat numerically short, compared to that of Ptolemy, Demetrius loaded his transports with marines, giving them the ability to board and his fleet the ability to outflank Ptolemy's. The strategy worked rather well, as Demetrius' extended left, complete with all its heavier ships, swamped the Egyptian right. Meanwhile, Ptolemy managed to break through the Antigonid right, but, by that time, the Egyptians had lost about 120 ships, and the battle was over.

Maps

The game uses the “sea” map. The map edge along the short end (next to the 1000 row) is Coastal. The xx00 long side is North; the opposite (xx28 hexes) is south.

Salamis is a city along the eastern coast of Cyprus.

Balance

The Antigonids are outnumbered, in war galleys, by about 50%. However, they have Demetrius and Plistias, two very capable commanders, good crews, plus those big ships, which have great boarding and flame capabilities, plus the use of “transports” for boarding. It all adds up to a fairly even battle, much depending on the skill of the players.

Playing Time and Difficulty

This battle should take about 4 hours to reach a conclusion, more if you’re unfamiliar with the system.

Difficulty Rating: 3.5 (most of that “difficulty” attributed to playing well).

Ship Scale

1 counter = 3 galleys.

Deployment

The two fleets are rather close together, as they were historically (or so the sources say). Perhaps this is how Demetrius’s left found it so easy to outflank the Ptolemaic right.

Initial Deployment: Antigonids^[a]

The Antigonid Player receives the following Green galleys:

- 7 Quadriremes; ID 1-7^[b]
- 10 Quadriremes; ID 8-17
- 10 Quinqueremes; ID 1-10. *These galleys have Flame Capability.*
- 3 Sexterres; ID 1-3. *These galleys have Flame Capability.*
- 2 Hepteres; ID 1-2. *These galleys have Flame Capability.*
- 18 Transports^[c]

a = Antigonus, one of the “original” Diadochoi, is the father of our fleet admiral, Demetrius Poliorcetes (the Besieger), both major players in the First Successor War.

b = this group of Quadriremes came from Athens.

c = Demetrius’ “transports” were called “pharsali,” and, most likely, consisted of aged war galleys (probably pentakonters and early triremes) that had been refitted as transports. Useless for ramming or raking, they were filled with troops from Demetrius’ army, giving them the capability of boarding, a tactic in which relative speed was a minimal factor.

The Antigonid receives the following Squadron Commanders: Demetrius (Admiral), Plistias, *Orestes, *Memnon, *Telemachos.

The Antigonid Player is deployed on the North side, with the coast on his right, as follows:

- **Right Wing, Front Line.** Plistias in 1506-7; 7 Quinqueremes facing south, from 1206-7 to 1806-7, all bows in a xxx7 hex.

- **Right Wing, Reserve Line.** 7 Quadriremes, from 1203-4 to 1803-4 all bows in a xxx4 hex.
- **Center, Front Line:** Orestes in 2507; 11 Transports from 3007 to 2007, all units in xxx7 hexes.
- **Center, Reserve Line:** 7 Transports, from 2805 to 2205, all units in a xxx5 hex.
- **Left Wing, Front Line:** Demetrius (3906-7), Memnon (3506-7); 2 Hepteres, one each in 3906-7 and 3506-7; 10 Quadriremes in 4306-7 to 3206-7, excluding hexes occupied by Hepteres; all bows in xxx7 hexes
- **Left Wing, Reserve Line:** Telemachos; 3 Sexterres, 3 Quinqueremes, from 4003-4 to 3503-4, all bows in xxx4 hexes

Initial Deployment: Ptolemaic Fleet

The Ptolemaic Player receives the following Red galleys:

- 26 Quadriremes; ID 1-26
- 20 Quinqueremes; ID 8-27

The Ptolemaic Fleet receives the following **Squadron Commanders:** Ptolemy (Admiral), *Haroses, *Djoser, *Khefren, *Josephus.

The Ptolemaic Player is deployed on the South side, with the coast on his left, as follows:

- **Front Line:** Ptolemy (1420); Haroses (2220) Djoser (3120); 10 Quinqueremes (2120-1 to 2220-1), 13 Quadriremes (2220-21 to 3420-1); all bows in a xx20 hex.
- **Second Line:** Khefren (1623) and Josephus (3223); 10 Quinqueremes (1223-4 to 2123-4), 13 Quadriremes (2223-4 to 3423-4. all bows in a xx23 hex.

PLAY NOTE: That there is no Squadron Commander in the center of Ptolemy’s Reserve Line is correct. Such (lack of) deployment is not based on any specific information, but on game balance issues and the fact that Ptolemy did not have an easy time bringing much of his fleet to bear.

Special Rules

Initiative: For the 1st turn, the Antigonid Player has the choice of either going first or letting Ptolemy go first. After that, it’s by die roll.

Wind: Wind is not an issue. Ships may not use sails.

Victory

The Antigonid Player wins when he has at least 125 VP, and that number is at least twice that of the opposition.

The Ptolemaic Player wins when he has at least 100 VP, and that number is at least twice that of the opposition.

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.

ECNOMUS - 256 B.C.

Rome vs. Carthage (1st Punic War)

Background

This is probably the most interesting battle, from a maneuver point of view, in the game. It is also the naval battle with the most information available.

The Romans are trying to set up a Line of Communications between bases in Sicily and North Africa, so that consul Regulus can move his army against Carthage. They have a new fleet, this one equipped with a new invention, The Corvus, used to take advantage of Rome's superiority in boarding, and to negate the greater seamanship of the Carthaginians. As the Romans move around Sicily, Carthage moves, in a series of widespread columns, to attack the Roman Fleet.

Regulus, seeking to protect his transports (which may or may not have been loaded with anything; sources differ), adapts a most unusual, arrowhead formation. The Carthaginians split their columns to the flanks in an effort to hit the Romans from that direction. The Romans then use individual squadrons to combat each of the approaching Punic squadrons, their deployment emerging from the arrowhead formation as the battle developed. The transports? They headed for the rear and the safety of the shore.

The arrow squadrons, under Regulus and Manlius, went head-to-head with Hamilcar. The Punic LW squadron did just fine against the Roman "3rd" squadron, pushing it against the shore. However, when Hanno and the Triarii squadron, on the Roman left, got entangled, Regulus extricated some of his galleys from the center and fell upon Hanno, driving them off.

The Roman naval success was complete, and Regulus was able to transfer his legions to North Africa (whereupon he got decisively whopped by the Carthaginians, under Xanthippus, at Bagradas Plains).

DESIGN NOTE: Rogers' book-see the Bibliography-has several excellent schematics of this battle.

Maps

The game uses both maps, joined along the long (34") edge, to make one map. Ignore all land designations.

Ecnomus is a mountain on the southern coast of Sicily.

Carthaginian Side (North^[a])

Roman Side (South)

The North edge rows should show hex numbers running 1000 - 6000, west to east. The southern edge of the bottom map should show hex numbers running 1028-6028, west to east.

The eastern edge of both maps (beyond the 6000 column) is treated as Coastal.

a = although the battle takes place off the southern coast of Sicily, where you would assume the battle to flow in an east-west direction, because of the curve in the shoreline, the Carthaginians are approaching from the NW, with the Romans sailing in from the SE.

Balance

The initial deployments of both sides makes this a most unusual, and interesting, battle (perhaps the most interesting of all galley set-tos). Although the Romans have more ships, they're slower than the Carthaginians. So it's Roman manpower vs. Carthaginian sea savvy, the classic ancient era battle. And while the Romans won here, sinking and capturing more than twice the ships they lost (and driving the Carthaginians off), playtesting has shown it could go either way. We would say that it favors the Romans; however, the odds can be tilted slightly in the other direction by playing Transport Option #2 (below).

Playing Time and Difficulty

This battle should take about 3+ hours to reach a conclusion, more if you're unfamiliar with the system.

Difficulty Rating: 3.0. This is one of the battles that requires players to have solid foundation in the various tactics of the era, and how best to use them. This is also a very maneuver-oriented, wide-open battle.

Ship Scale

1 counter = 8 galleys. We have adopted this rather large scale to emphasize the maneuver aspects of the battle, as well as to make this interesting situation as accessible as possible to players. It would not be overly difficult to double the number of counters (to a 1-to-4 scale), as long as you retained the formations and the relative distances between the two fleets.

Initial Deployment: Romans

The Roman Player receives the following Red galleys:

22 Quinqueremes; ID 8-29. ^[a] *Corvus capability*

6 Cataphracted Triremes; ID 31-36. ^[b]

9 Transports

a = the sources state that both Manlius and Regulus had sixers as their flagships, but there is no indication that there were any other 6s. Given the 1-to-8 scale, we simply ignored their presence, as they had no (apparent) affect on the outcome.

b = although Roman fleets of this era were usually all quinquereme (copied directly from captured Carthaginian vessels), Polybius says that there were some Triremes. The Roman fleet appears to have been about 25% Trireme at the start of the 1st Punic War. By Ecnomus, that may have been reduced.

The Roman receives the following **Squadron Commanders:** **Regulus** (Admiral), **Manlius** (Admiral), *Agricola, *Drusus.

The Roman Player is deployed, on the South map, in five squadrons, one of those squadrons being the (uncommanded) Transports.

- **Squadron I.** Manlius (Admiral) and 6 Quinqueremes in 3712-3, 3814-15, 3915-6, 4017-8, 4118-9, 4220-21. This Squadron is considered to be in Line Astern.
- **Squadron II.** Regulus (Admiral) and 6 Quinqueremes in 3512-3, 3414-5, 3315-6, 3217-8, 3118-9, 3020-1. This Squadron is considered to be in Line Astern.

PLAY NOTE: The Romans had two admirals for this battle: Manlius and Regulus. Both may use the Admiral rules. However, if one is killed, the other becomes the sole admiral.

- **Squadron III.** Agricola in 3621-2; Nine Quinqueremes, all adjacent with bow in a xx21 hex, from 3221-2 to 4021-2
- **Transport Squadron.** All 9 Transports in the hex directly behind each galley in Squadron III. They are considered to be “towed”; see below. They do not have a SqCdr.
- **Squadron IV (Triarii Squadron).** Drusus and a Quinquereme in 3026-27. Six Cataphracted Triremes in hexes 3226-7 to 4226-7, each separated by one hex. This squadron is considered to be In Command, regardless of Range, for the first turn, only.

PLAY NOTE: One of the easier ways to maintain command with the Triarii Squadron is to form Line Astern moving off to port (left).

Initial Deployment: Carthaginians

The Carthaginian Player receives the following Green galleys:

- 8 Cataphracted Triremes; ID 1-8
- 16 Quinqueremes; ID 11-26

The Carthaginian receives the following **Squadron Commanders: Hamilcar** (Admiral), Hanno, *Gisgo.

The Carthaginian Fleet deploys on the “north” map, as follows:

- **Hanno’s Squadron:** Hanno in 2615-16, 8 Cataphracted Triremes in direct Line Astern, from 2616-2601.
- **Hamilcar’s Squadron:** Hamilcar and a Quinquereme in 3708-9. 4 quinqueremes in Line Astern from 3305-3312; 4 quinqueremes in Line Astern from 4005-4012.
- **Gisgo’s Squadron:** Gisgo in 4714; 7 Quinqueremes in 4714 back to 4701.

Both fleets are heading directly towards each other.

Special Rules

Initiative: For the 1st turn, the Carthaginian Player has the choice of either going first or letting the Roman go first. After that, it’s by die roll.

Wind: The Wind is blowing directly towards the northwest (at the back of Roman fleet). Place the Wind Direction marker in 6028, pointing at 5927. The Roman fleet may take advantage of this to Raise Sails at the start of the game. Players roll for changes in Wind Speed and Direction (as per 6.2). However, any Wind Speed result other than Dead Calm is ignored.

Grappling Effects: Corvus

All the Roman quinqueremes are equipped with the Corvus, a grappling device that greatly aided boarding—the Roman’s strength—but slowed the galley and decreased its maneuverability. The Corvus is at the bow end of the galley.

In any turn in which a Roman galley is attempting to Grapple, and the ship’s Bow/Flank hexside is shared by any flank hexside of the target ship, add two (+2) to the Grappling die roll. This does not apply to the Roman triremes.

In any disengage attempt by the opposing galley, subtract two (-2) from that DR. The Roman galley subtracts one (-1) when it wishes to disengage.

Corvus does have drawbacks. Galleys with Corvus may never use Maximum Speed.

DESIGN NOTE: The Corvus machinery dipped the bow too low for the galley to make anything more than a moderate level of speed.

Roman Transports

Essentially, Hamilcar’s immediate target was the 90+ Roman transports, which were in tow by the 3rd Squadron for protection. When the battle was about to be joined, the transports cut their tow lines and headed for the shore, to the south, where they were safe—unless the Carthaginians could break through.

Now, understanding that the Roman player will waste little time getting those transports off the map, we suggest one of the following when playing here:

1. Ignore the transports (don’t deploy them). When doing this, the 3rd Squadron has a 1st turn Speed of ‘2’. (Cutting the tow lines).
2. The Roman player gets to move the transports. However, he may activate only 4 Command Squadrons per turn, and, for this purpose, the transports are considered a Command Squadron. Therefore, to move the transports he must not move any one other squadron. (Artificial? You betcha. But it does create some interesting decisions ... and you can always use #1).

When using #2, there is the problem of the Tow Lines:

- Galleys towing transports have their Cruise and Maximum Speeds halved (rounding up). In addition, they may not move adjacent to an enemy ship.
- Or the player can cut the tow lines. It costs him 1 MP to do so.

The Roman moves the transports as if they were a Command Squadron. They do not need a SqC to do so; simply move all the Transports on the map.

Victory

The Roman Fleet is attempting to open the way for shipping their legions to Africa; the Carthaginians are out to stop them. Therefore, for this purpose, Roman transports are worth 10 VP each. Roman transports that exit the map (they must exit to the south) do not count as Carthaginian VP, unless, for every 2 trans-

ports so exited, the Carthaginian exits (along the south edge) a galley. In that case:

- The exited transports (in groups of 2) do count as VP.
- The exited Carthaginian galley does not count as Roman VP, but it may not return.

The Roman Player wins when he has at least 65 VP, and that number is at least twice that of the opposition.

The Carthaginian Player wins when he has at least 75 VP, and that number is at least twice that of the opposition.

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.

DREPANUM - 249 B.C.

Rome vs. Carthage (1st Punic War)

Background

This is the infamous “Chicken of the Sea” battle, where, not appreciating the augurs’ fowls’ failure to eat their corn (which would have been a favorable sign), Claudius Pulcher had them all tossed into the briny with the apocryphal statement, “If they won’t eat, let ‘em drink.” Didn’t do much for the morale of the crew.

Not that it was that good to begin with. Claudius’ fleet was brand new, just built, and his crews were untrained. His plan was to sail up the coast of Sicily and surprise the Carthaginian fleet, in harbor, at Drepanum. The augurs, no doubt spotting a bad choice of time and place (and material), probably fixed the chickens to reflect the lack of enthusiasm anyone, except for Pulcher, had for this venture.

Turned out the chickens were dead right. The Romans, trying to surprise the docked Punics, sailed slowly up the coast. However, a sharp lookout spotted the approach of the Roman vanguard too soon. Adherbal, one of the better Carthaginian admirals, quickly readied his galleys and sailed his fleet, line astern, north of the islands guarding the harbor until they turned to form a line abreast directly across from the stumbling Romans, who were not getting orders from Pulcher. He had placed his flagship at the rear of the entire “column.” It didn’t help the Romans any that the galleys of the vanguard reacted individually to the speed of the Carthaginian deployment, so that that squadron resembled more a day at the Bumper Cars festival than anything else.

The only thing that saved the Romans from a Cannae-like disaster was their superiority in boarding. Still, they had little room for maneuver, pinned, as they were, against the shore, and they lost 3/4 of their fleet.

Map

The game uses the “land” map, with the land sections labeled “D” in play. Ignore all other land designations. The 6000 row is North.

Drepanum is a port along the western coast of Sicily, north of Lilybaeum.

Balance

The Approach Scenario gives the Romans a much better chance. This is the scenario least likely to be played out historically (for which the Romans give thanks), if only for the fact that the players have a birds-eye view of the proceedings.

The Battle Scenario heavily favors the Carthaginians, who have caught Pulcher’s fleet in a state of disarray, especially the hastily retreating vanguard.

The Carthaginians have a far better fleet than the Romans.

Playing Time and Difficulty

The Approach battle should take about 4 hours to reach a conclusion; the Battle Scenario about an hour or so less.

Difficulty: 2.5

Ship Scale

1 counter = 4 galleys.

Deployment

Players have two choices as to where to start this battle:

The Approach: The battle starts with the Roman vanguard approaching; the Carthaginian fleet has just raised the alarm and is about to head out to sea.

The Battle: This eliminates the Carthaginians leaving port and presents the players with the historical dispositions right before battle.

Carthaginian Fleet

The Carthaginian Player receives the following Green galleys:

20 Quinqueremes; ID 11-30)

11 Quinqueremes; ID 31-41

The Carthaginian player receives the following **Squadron Commanders:** **Adherbal** (Admiral), Hanno, *Gisgo, *Himilco.

Roman Fleet

The Roman Player receives the following Red galleys:

20 Quinqueremes; ID 30-49

11 Quinqueremes; ID 50-60 (The Vanguard)

The Roman player receives the following **Squadron Commanders:** **C. Pulcher** (Admiral), *Fabius, *Metellus.

The Approach Scenario

The Carthaginian fleet is deployed “in port” at Drepanum. They are set up anywhere as from 1 to 4 separate squadrons. The lead galley in each squadron is placed with its bow in any land hex between hexes 6016 and 6028 (inclusive), its stern off-map, with the ships pointed directly to sea. The remaining ships in each of those squadrons are considered off-map, in Line Astern behind the initially deployed ship.

PLAY NOTE: Let's assume the Carthaginian chose a 4-squadron In Port deployment, with 3 squadrons of 8 galleys each, and one of seven. The lead galley of, say, Adherbal's Squadron is placed with its bow in 6016 pointing into 5915. When activated (at Cruise) it uses 4 MP to move 5915 to 5815 to 5814 to 5813, with the rest of the ships in that squadron following suit (in Line Astern).

HISTORICAL NOTE: Historically, the Carthaginian fleet was divided into 4 squadrons, which would have their lead ships in hexes 6016, 6018, 6020, 6022. They immediately headed westward, swung around the islands and formed a huge line abreast, thus threatening Claudius Pulcher's line astern, moving up the Sicilian coast.

The Roman Fleet deploys as follows:

- **The Vanguard Squadron:** the 11, 2-crew-rated quinqueremes and Fabius, moving north in Double Line Astern, in hexes: 2326-2227, 2126-2027, 2127-2028, 1926-1826, 1927-1827, 1726-1627, 1727-1628, 1526-1426, 1527-1427, 1326-1227, and 1327-1228.
- **Squadron #1:** 10 x 1-crew-rated quinqueremes and Metellus. This squadron may enter the game/map, in double Line Astern, through hexes 1027 and/or 1028 starting with the 3rd turn.
- **Squadron #2:** 10 x 1-crew-rated quinqueremes and C. Pulcher. This squadron may enter the game/map, in double Line Astern, through hexes 1027 and/or 1028 as soon as all ships in Squadron #2 are on the map.

HISTORICAL NOTE: Historically, Claudius Pulcher was in the rear of the line, creating many command problems as the battle unfolded. Players wishing to do this should place Pulcher in either of the galleys next-to-last to enter. Also, note that Squadrons 1 and 2 enter, essentially, as one huge Line Astern.

First Turn Restrictions

The Roman Player may not move his two off-map squadrons onto the map until the third turn of the game.

No galleys may use Maximum Speed until:

- Romans: all Roman galleys are on the map.
- Carthaginians: all Punic galleys are fully in the water.

The Battle Scenario

The Carthaginian fleet is deployed in Line Abreast, from 4908-9 to 1908-9, all galleys in xx08/xx09 hexes, heading east. Adherbal should be in the center of the line; the other Squadron Commanders as desired.

The Roman Fleet is deployed as follows:

Vanguard Squadron (eleven 2-Crew quinqueremes): The first hex listed is the hex the bow is in; they're not all headed in the same direction: 4226-4125, 4227-4126, 4426-4326, 4527-4427, 4523-24, 4726-4626, 4727-4827, 4824-4724, 4826-4926 (Fabius), 4924-5024, 4925-5025.

The remaining Roman galleys are placed, in double Line Astern, all heading north (towards Drepanum) in any hexes that end in xx25 through xx28, between the 3900 column and the 2000 column, inclusive. (E.g., 2 galleys could be in 3526-3426 and 3527-3427. Pulcher is placed in the 2500 column; Metellus in the 3600 column.

Initiative

The Carthaginians automatically have the initiative for the first turn and may choose who goes first.

First Turn Restrictions

For those who really feel the need to beat up on the Romans, we suggest you play that, for the first turn, no Roman galleys may use Maximum Speed.

Special Rules (Both Scenarios)

Roman Line Astern: Both scenarios find the Romans in Line Astern; however, they are not in strict "command," as per the rules. For this battle, as long as the Romans remain in Line Astern as they enter, they do not need to follow strict command/squadron rules. Thus, the entire fleet, except for the Vanguard, is treated as one Squadron, until, of course, the Roman player decides to break the formation, at which point this rule is no longer in effect.

Wind: There is no Wind in this scenario.

HISTORICAL NOTE: Several sources indicate that the Romans may have had Corvus; after all, it was only 7 years after Ecnomus. However, the other sources offer more cogent arguments against, not the least of which is that Corvus slowed down the ship and needed more than a green crew to operate.

Victory

A Player wins when he has at least 85 VP, and that number is at least twice that of the opposition.

In addition to the usual VP determination method, the Roman player earns 3 VP for every galley counter he Runs Aground in any northernmost hex from 6016-6028 (the city of Drepanum). Such galleys are not considered eliminated; however, they may not return. Remove them from the map (so that other galleys may perform the same function).

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.

AEGATIAN ISLES - 242 B.C.

Rome vs. Carthage (1st Punic War)

Learning Scenario

Background

The final defeat of the Carthaginian navy sealed the end of the first Punic War. Near the Aegatian Isles, Hanno is trying to join his army with that of Hamilcar. But control of the seas in that area was Roman. With rough seas, and the assumption that Rome would not venture out in such weather, Hanno took his fleet-untrained, ill-supplied and greatly inferior in manpower to Catulus-and ran for Sicily, whereupon he ran directly into the superior Romans. The Carthaginians lost 120 ships, and the first Punic War.

Map

The game uses the “sea” map.

The Aegatians are a series of islands just west of Drepanum, Sicily.

Balance

This scenario is heavily balanced in favor of the Romans. Because of that, and because it is a straight ahead banger with few extra rules, we recommend that players wishing to learn the system play this battle first.

Playing Time and Difficulty

This battle should take about two hours to reach a conclusion, more if you’re unfamiliar with the system.

Difficulty: 1.5

Ship Scale

There are no exact figures on the number of ships at this battle, although it is suspected that Rome’s fleet numbered around 200, and the Carthaginians’ about the same (even as some of their galleys had skeleton crews). If the numbers are true, the scale is about 1 counter = 6 galleys.

Roman Fleet Deployment

The Roman Player receives the following Red galleys:

33 Quinqueremes; ID 50-82

The Roman Player receives the following **Squadron Commanders**: **Catulus** (Admiral), *Metellus, *Agricola, *Drusus.

The Roman Fleet may deploy as the Roman player wishes, in any hexes within 5 hexes of the xx27/8 edge of the map. Rome deploys first.

Carthaginian Fleet Deployment

The Carthaginian Player receives the following Green galleys:

33 Quinqueremes; ID 53-85^[a]

The Carthaginian Player receives the following **Squadron Commanders**: **Hanno** (Admiral), *Gisgo, *Himilco, *Barbax [4].

The Carthaginian Fleet may deploy, after the Roman Player, as the Carthaginian player wishes, in any hexes within 5 hexes of the xx00 edge of the map.

a = the Carthaginian fleet was drastically undermanned.

Special Rules

Initiative: The Carthaginian has the Initiative automatically for the first turn; he may decide who goes first.

Wind: The Wind is blowing into the stern/flank hexsides of the Carthaginians. Place the Wind Direction marker in 1000 pointing into 1100. The wind remains steady; do not roll for change.

Victory

Either Player wins when he has at least 80 VP, and that number is at least twice that of the opposition.

In addition to the usual VP determination method, the Carthaginian player earns 3 VP for every Carthaginian galley he exits from the east (Roman) edge of the map that is not Crippled. Carthaginian ships so exiting do not count as VP for the Romans, but they may not return.

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.

CHIOS - 201 B.C.

Macedonia vs. Rhodes/Pergamum

Background

The attempted expansion of Philip V of Macedon into the Aegean was strongly resisted by the Asian powers of Rhodes and Pergamum. Philip had seized both Samos and Chios and was laying siege to Pergamum, an enterprise which was not going well. Not wishing to get trapped by the combined naval superiority of the Rhodian and Pergamene fleets, Philip decided to make a dash for Samos.

Despite his head start, the faster allied galleys were catching up with the Macedonians in the strait of Chios. Philip, not wishing to be picked apart from the rear, turned his fleet to face the oncoming allies. The latter took up some time deploying in formation (if alone to give the rowers a rest), and the two fleets went at it.

The Macedonian fleet was quite a mixture, with a bunch of heavy galleys and a large number of lembi, small boats Philip was intent on using to harass the mostly quinquereme and trireme fleets of the allies. Right off the bat, things went badly for the Macedonians. Her flagship, with Admiral Demokrates, sank when it failed to retract after ramming a tremiola.

The Pergamene wing, on the allied left, used its superior seamanship to break the Macedonian right and cause most of it to flee. The only exception was Philip’s personal squadron, which entered in reserve, attacked Attalus’ flagship and captured it as Attalus fled to shore while the sailors looted its treasure. Mean-

while, the Rhodians, on the Macedonian left, were having some trouble with all those pesky little lembi. Unfortunately for the Macedonians, the open nature of the battle meant lots of open sea, giving a major edge to the more maneuverable Rhodians. The Rhodians added an interesting twist: when ramming they, depressed their bows, so when the two ship collided, the Rhodian's ram was under water, the target ship's above. (Such detail is, unfortunately, not in the game.)

Philip ended up losing about half his fleet, even as he claimed victory because of his action in capturing Attalus' flagship. Rhodes, however, uneasy at the Macedonian show of power, decided it needed some help, for which it asked the Romans. We all know where that sort of help went.

Maps

The game uses the "sea" map, with the short grain, 6000 row, the north. Both long sides of the map are "land." The battle area is in the strait of Chios, between the mainland of Iona (the Erythraean peninsula, to the east), and Chios Island, itself, to the west.

Balance

This is one of the more intriguing battle situations, as you can see when you set up. The pursuing Rhodians and Pergamenes have more, and better manned, war galleys. However, the Macedonians have a fair number of heavy galleys plus all those pesky little lembi, which did a yeomen job of interfering with the allies' maneuverability. This was also a battle which saw almost the total range of galley tactics, from ram and rake, to fire and board. The historical battle was a big victory for the allies, despite Philip's claim to the contrary. However, it is not that easy for the Allied Player to produce that result (3 ships lost compared to half the Macedonian fleet). Still, this scenario does favor the Allies.

Playing Time and Difficulty

This battle should take about 4 hours to reach a conclusion, more if you're unfamiliar with the system.

The Difficulty Rating is 3.0

Ship Scale

1 counter = 3 galleys. However, we have scaled the Macedonian Lembli at 1 to 6, as they were viable only as blocking vessels.

Deployment

We have started this battle just as the Macedonians, who are attempting to move their fleet south, realize that they will not outrun the pursuing Rhodians and Pergamenes, and do not wish to be caught from behind and picked off.

Initial Deployment: Macedonians

The Macedonian Player receives the following Red ships:

- 1 Dekares; ID 1
- 2 Octares; ID 1-2
- 1 Hepteres; ID 1
- 1 Sexteres; ID 1

- 6 Quinqueremes; ID 83-88
- 6 Quadriremes; ID 1-6
- 1 Tremiola; ID 1
- 25 Lembli; ID 1-25

The Macedonian Player receives the following **Squadron Commanders: Demokrates** (Admiral), Philip V ^[a], *Nicanor, *Aristodemus, 3 Lembli SqCdrs.

The Macedonian Fleet deploys as below. They do not have their Sails Up, as they are preparing for battle, by turning into the wind.

Royal Squadron: Philip V, 3 Quinqueremes in 1820-1919, 1920-2020, and 1921-2021, all heading south. ^[b]

Main Squadron: Demokrates, Nicanor, Aristodemus, and all remaining galleys (except for Lembli). The main fleet is in a Line Astern, heading east, in hexes 2708-2725, plus 2808-3902 (heading south, but following the Macedonian van, which has turned east to form line of battle). The Macedonian heavy galleys—the dekares, the 2 octares and the hepteres—are placed between 2714-2721 (inclusive), with the flagship dekares and Demokrates in 2720-21.

Lembli Squadron: In three lines, all line astern, with the lines heading eastward. Each "line" gets a Lembli SqC (for which see Special Rules, below).

- 1st Line (8 ships): 2507-14
- 2nd Line (9 ships): 2306-10, followed by 2406-2704.
- 3rd Line (8 ships): 2105-7, followed by 2205-2603.

a = although Philip V is King of Macedon, he is not the admiral here; Demokrates is. Philip commanded the Reserve Squadron.

b = Philip had taken his small squadron and headed for shore, only to turn around mid-battle and personally attack Attalus, driving him ashore.

Initial Deployment: Rhodes/ Pergamum

The Pergamum and Rhodian Fleets, combined against a common enemy, operate separately. Pergamum Squadron Commanders may not command Rhodian galleys, and vice versa.

The Player receives the following Green galleys for the Pergamene Fleet:

- 11 Quinqueremes; ID 31-41
- 3 Tremiola; ID 1-3

The Pergamene Fleet receives the following **Squadron Commanders: Attalus** (Admiral), Dionysidorus.

The Pergamene Fleet deploys in double column [a], Line astern. The Pergamenes may distribute their galleys (14) within these columns as they wish, except that no Tremiolas may ever be a Command Ship.

- **Port line:** 3623-4120, 4221-4924, all heading south. Attalus is in 3623.
- **Starboard line:** 3621-4118, 4219-4922. Place Dionysidorus wherever the player wants

The Player receives the following Green ships for the Rhodian Fleet:

- 11 Quinqueremes; ID 42-52
- 1 Cataphracted Trireme; ID 26

The Rhodian Fleet receives the following **Squadron Commanders: Theophiliscus** (Admiral), Philostratus.

The Rhodian Fleet deploys in double column [a], Line astern. The Rhodians may distribute their ships (12) within these columns as they wish.

- **Port Squadron** (6 ships): 5308-5409, 5108-5209, (3) 5009-5511, and 5212-5312. Philostratus is in 5009.
- **Starboard squadron** (6 ships): 5203-5303, (3) 5004-5506, (2) 4904-5206, with Theophiliscus in 4904.

All ships are moving south, southwest. The Allied Player may have Sails Raised, if he wishes (see Wind, below).

a = the Rhodian pursuit was in some disarray, as they were moving a bit too fast to maintain strict formation. The Pergamenes were a bit more regulated, as Attalus had signaled for an ordered approach as the Macedonians deployed into Line Abreast.

Special Rules

Initiative: Players roll.

Wind: The Wind is blowing south/southeast. Place the Wind directional marker in 6000 pointing to 5900. This remains steady for the entire game (the standard wind for this time of the year, or so several sources say), and there is no die rolling for change.

PLAY NOTE: This means that the Allies have the wind to their stern/flank and may take advantage of it, if desired.

The Lembi: The huge number of Lembi (double the total Allied fleet in sheer numbers) is assigned three Lembi SqCs. Each of these is treated as a normal Command Squadron, as per the rules. However, the Lembi SqC's may transfer only to other Lembi; they may not be used to command war galleys.

Victory

The Allied Player wins when he has at least 60 VP, and that number is at least twice that of the enemy.

The Macedonian Player wins when he has at least 70 VP, and that number is at least twice that of the enemy.

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.

SIDE - 190 B.C.

Rhodes(Rome) vs. Syria(Antiochus)

Background

Antiochus, King of Syria, was in an expansive mood, a disease everyone in the eastern Mediterranean seemed to be catching. The Romans weren't about to let that happen, especially as it gave them the opportunity to gain a foothold in Asia.

Side was, superficially, a minor battle between squadrons, not fleets. However, the victor would be able to link up her rather large squadron with the main fleet, giving the latter naval superiority in the eastern Med. To that end, both squadrons headed towards each other from their bases along the southern coast of what is now Turkey. The scenario finds the Syrians deployed with Hannibal, the great Carthaginian field commander, in charge of their left (Phoenician) wing-awaiting the arrival of Eudamus' Rhodian fleet, whose approach has been hidden by a promontory.

The Rhodians entered in three lines astern, and, realizing that the Syrian fleet was larger, and thus able to outflank (if face-to-face) the Rhodians, Eudamus attempted to maneuver his fleet seaward. What resulted was a most unusual battle for the Roman era, one where manpower meant little, and seamanship everything. In Rodgers' words, it was "... a reversion towards the tactics of the Athenian navy in its great days, with Dieklus, anastrophe and Periplus"

The Rhodians quickly established superiority on their left (lee-ward) wing, and Apollonius, commanding the Cilician squadron, signaled Hannibal for help. That was most unfortunate, because Hannibal was more than holding his own against the Rhodian right. This shift in galleys proved disastrous to both Syrian flanks as it left both partially denuded for too long. The Syrians withdrew, but the Rhodians were in no shape to follow up.

Maps

The game uses both maps, placed in elongated fashion, so that they join at the short (22") edges. Place the "land" map on the left-hand side; ignore all land indicators. All of the deployment is on the leeward/northern map. The far, right-hand (6000 row) map edge, is north; the fleets are approaching from east (Syrians) and west (Rhodians). There was a promontory that hid each fleet from the other; however, as the two fleets went into battle positions it does not seem to have played any part in the battle. The right-hand-most/north map edge is treated as land.

We have included the extended map because of the need for flanking maneuver space. You could play the scenario without it, but with reduced maneuver capability.

Side is a town in Pamphylia, along the southern coast of what is now Turkey.

Balance

This battle is most interesting for several reasons:

- It uses a 1:1 scale

- It contains Hannibal, and
- It was a ram and rake battle, not the usual Roman Boarding contest.

The Syrians have more, and, to some extent, better ships, but the Roman/Rhodians have the far better on-board personnel, plus they have twice the Flame capability of the Syrians. The actual result was somewhat underwhelming, but the Rhodians, if pressed, could have been awarded the victory. To that extent, this is a nicely balanced scenario.

Playing Time and Difficulty

This battle should take about 4 hours to reach a conclusion, more if you're unfamiliar with the system.

The Difficulty Rating is 3.0, mostly because the initial moves require good knowledge of how to best use the different types of ships, and it is one of the "bigger" battles in the game (in terms of number of counters).

Ship Scale

1 counter = 1 galley.

Initial Deployment: Syrians

The Syrian Player receives the following Red galleys:

- 3 Hepteres; ID 1-3 *Flame Capability*^[a]
- 4 Sexteres; ID 1-4 *Flame Capability*
- 10 Quinqueremes; ID 83-92 *Flame Capability*
- 20 Quadriremes; ID 1-20
- 10 Cataphracted Triremes; ID 37-46
- 5 Triremes; ID 1-5

The Syrian Player receives the following **Squadron Commanders**: **Apollonius** (Admiral), Hannibal^[b], *Zeuxis, *Phillipus, *Minnius.

The Syrian Player deploys first, his fleet in two lines, placing his ships within the restrictions below, as he pleases:

- **1st Line:** In any hexes between the 2500 column and the 5500 column (inclusive), with the bow of each ship six hexes from the long edge (east; e.g., 2521-2), heading west.
- **2nd Line:** In any hexes between the 2500 column and the 5500 column (inclusive), with the bow of each ship at least two hexes (one hex space) behind a ship in the 1st Line.
- **Squadron Commanders.** These may be placed as desired, except that Hannibal is placed on the LW of the 1st Line; Apollonius on the RW of the 1st Line.

a = only the Rhodians are stated as having fire, although it is hard to believe that Antiochus, who had built some of this fleet based on the experiences of the past decade or so would not have had it. That they did, several months later, at Myonessus, lends credence to that.

b = despite his remarkable military background, Hannibal was not placed in charge of the entire fleet; just the left wing. This may have less to do with his capabilities and more to the lack of trust by Antiochus.

Initial Deployment: Rhodians^[a]

The Rhodian Player receives the following Green galleys:

- 20 Quadriremes; ID 20-39 *Flame Capability*
- 12 Quadriremes; ID 8-19 *Flame Capability*
- 4 Cataphracted Triremes; ID 1-4
- 6 Triremes; ID 36-41

The Roman Player receives the following **Squadron Commanders**: **Eudamus** (Admiral), Pamphilidus, Chariclitus, *Agricola, *Drusus.

The Rhodian Player deploys after the Syrian sets up, in three columns of Line Astern. He may place his different ship types in either line, but the RW and LW lines must each have 16 ships each; the center 10 ships. The pre-battle Approach Phase (see below) starts with some of the Rhodian Fleet on the map, the rest trailing behind:

- **Right Wing:** 8 galleys, rowing SE, in hexes 2907-4400 (straight line); the remaining eight galleys enter through 4400 directly behind the one-mappers. Eudamus in the galley in 3106-3206; Agricola anywhere in the line.
- **Center Line:** 8 galleys; 3 moving south in 4110-4105'; followed by 5 galleys heading SE in 4104-5000. The remaining two galleys enter through 5000 directly behind the on-mappers. Pamphilidus in the ship in 4107-8. He is the only SqC for this squadron.
- **Left Wing:** 8 galleys; 5 rowing directly South in 5112-5003, followed by 3 rowing SE in 5102-5500. The remaining eight galleys enter through 5500 directly behind the on-mappers. Chariclitus in the galley in 5009-5010; Drusus anywhere in the line.

a = Rhodes is an ally of Rome, here.

Special Rules

Initiative: The first turn is comprised solely of the Rhodian fleet starting to move into position. Command requirements must be met. After the Rhodians have finished their Approach Move, the regular sequence starts, and the players DR for Initiative.

Wind: The Wind is blowing to the NW. Place the Wind directional marker pointing 1028 to 1127. This remains steady for the game, and there is no die rolling for change.

Pestilence: The Rhodian crews were top-rate. However, their number had recently been decimated by a "pestilence," and the disease appears to have been debilitating enough to cause them to fatigue more easily. To that extent, when rolling for Fatigue, the Rhodian player adds one (+1).

Victory

The Rhodian/Roman Player wins when he has at least 135 VP, and that number is at least twice that of the enemy.

The Syrian Player wins when he has at least 100 VP, and that number is at least twice that of the enemy.

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.

MYONESSUS - 190 B.C.

Rhodes(Rome) vs. Syria(Antiochus)

Background

This follow-up battle to Side gave control of the eastern Med to the Romans, leading to the great Roman land victory at Magnesia. Antiochus had lost his Phoenician squadron (at Side), so he had to rely solely on his Cilician/Asian squadrons. Even so, he had numerical superiority.

In another semi-meeting engagement, the Romans and Rhodians entered the battle area in double columns, to find the slightly larger Syrian fleet already arrayed. The Roman squadron deployed first, facing the heavier Levantines on its right, where the Syrians outflanked the Romans. Aemilius' strategy-in time-honored fashion-was to "charge" straight ahead at what was in front of him and set-to with whatever they hit. This meant that about 30 or so Syrian galleys were free to get around and in back of the Roman battle line. However, the Rhodian fleet was not far behind, and their speed and seamanship, combined with Syrian reluctance to close with firepot-armed galleys, enabled the Rhodians to drive the Syrian flank off. When the Syrian center broke, enabling the Romans there to turn against the Syrian left, Antiochus' entire fleet collapsed. They lost 42 galleys, to the two lost by the Romans.

Of much interest in this battle is the use of two differently-armed squadrons-the Roman fivers and the Rhodian cataphracted 3s-to support each other.

Maps

The game uses the "sea" map. The Romans will be entering from the north (the xx00 row); the eastern edge is coastline.

Myonessus is a town in Cardia, the western coast of what is now Turkey, just south of the island of Samos.

Balance

Better ships enable the Romans to be favored here, although not overwhelmingly.

Playing Time and Difficulty

This battle should take about 4 hours to reach a conclusion, more if you're unfamiliar with the system.

The Difficulty Rating is 2.5

Ship Scale

1 counter = 3 galleys.

Initial Deployment: Syrians

The Syrian Player receives the following Red galleys:

- 1 Hepteres; ID 4 Flame Capability
- 1 Sexteres; ID 5 Flame Capability
- 28 Quinqueremes; ID 83-110 Flame Capability

The Syrian Player receives the following **Squadron Commanders: Polyxenidas** (Admiral), *Zeuxis, *Phillipus, *Minnius.

The Syrian Fleet deploys entering the southern edge of the map in two double columns:

- **LW Column:** Polyxenidas (3021-2) and 1 Hepteres, three quinqueremes in Line Astern from 3021-3028 plus four quinqueremes off-map, entering right behind that line; and Phillipus (3120-1); four quinqueremes in 3120-7 plus three quinqueremes off-map, entering right behind that line.
- **RW Column:** Zeuxis (4121-2) in the Sexteres, three quinqueremes in Line Astern from 4120-27 plus four quinqueremes off-map, entering right behind that line; and Minnius (4221-2); four quinqueremes in 4221-8 plus three quinqueremes off-map, entering right behind that line.

Initial Deployment: Romans/ Rhodians

The Roman and Rhodian Fleets, combined against a common enemy, operate separately. Roman Squadron Commanders may not command Rhodian galleys, and vice versa.

The Roman Player receives the following Green galleys:

20 Quinqueremes; ID 86-105 Flame Capability

The Roman Player receives the following **Squadron Commanders: Aemilius** (Admiral), *Agricola, *Drusus.

The Rhodian (Roman) Player receives the following galleys:

7 Cataphracted Triremes; ID 26-32] Firepots

The Rhodian Player receives the following **Squadron Commander: Eudamus** (Admiral).

The Roman Squadron starts deployed in a Line Abreast, from 2806 thru 4706, inclusive, with all bows in an xx06 hex, facing south. Aemilius starts in 2906-7; Agricola and Drusus may be placed as desired.

The Rhodian Squadron starts deployed in Line Astern, from 5306-5206 through 4100-4000, with Eudamus in 5306. The line is heading southeast.

Special Rules

Initiative: Determined by die roll from the start.

Fire: Rhodian Cataphracted Triremes are equipped with Firepots, not Flame Capability. [See 8.53.]

Wind: Wind is not a factor; ignore it.

Victory

The Rhodian/Roman Player wins when he has at least 85 VP, and that number is at least twice that of the enemy.

The Syrian Player wins when he has at least 75 VP, and that number is at least twice that of the enemy.

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.

TAURIS - 47 B.C.

Vatinius (Caesarian) vs. Marcus Octavius (Pompeian)

Background

This is the smallest battle, in terms of galleys involved, in the game. It is also somewhat unusual, in that it is an ambush.

Vatinius has sailed from Brundisium with a small squadron, across the Adriatic towards Illyria, to stop Octavius from clogging the transport route from Greece to Italy. In foul weather and fog, his squadron is surprised by Octavius, anchored on the island of Tauris. Octavius has more and better galleys, but Vatinius has far better crews and soldiers. In what becomes a boarding battle, Vatinius, despite inferior equipment, prevails.

Maps

The game uses the “sea” map. Both long edges of the map are coast, as the map represents the channel between the islands of Tauris (south) and Pharos/Lesina (north). The 1000 hex is N/NW.

Tauris is a small island somewhat less than 2 miles south of the much larger island of Pharos (or Lesina). Both are along the Illyrian coast (in the Adriatic), south of Saloniae.

Balance

Octavius has the advantage here, if he can avoid the Caesarians getting full use of their better personnel resources.

Playing Time and Difficulty

This rather small battle should take about 2-3 hours to reach a conclusion. It's a good scenario to use to learn the system.

The Difficulty Rating is 2.0.

Ship Scale

The galley numbers for this battle are unavailable. Sources do indicate that both fleets were of single squadron size, which would mean anywhere from 20 to 50. Given that, this battle uses a scale of 1 counter = 2 to 3 galleys.

Initial Deployment: Publius Vatinius (Caesarian)

The Caesarian Player receives the following Green galleys:

- 4 Reinforced Lembi; ID 1-4
- 2 Liburnian Biremes; ID 1-2
- 5 Cataphracted Triremes; ID 26-30
- 2 Quinqueremes; ID 86-87 Flame Capability

The Caesarian player receives the following **Squadron Commanders: Publius Vatinius** (Admiral), *Agricola ^[a], and *Drusus.

The Caesarians deploy ^[b] as follows. All ships are heading N, NW:

- **Reinforced Lembi:** 4111, 4311 (Agricola), 4513, 4613
- **Liburnian Biremes:** 4216-4316, 4714-4815
- **Cataphracted Triremes:** 4013-4113, 4213-4313, 4416-4516, 5015-5115, 5216-5316
- **Quinqueremes:** 3713-3814 (Vatinius), 4817-4917 (Drusus)

All galleys have Sails Raised and they are all at Cruise Speed for the first turn.

a = Agricola may command only the Lembi.

b = the weather was pretty bad as Vatinius entered the channel. Choppy seas, rain and heavy fog had caused his fleet to be somewhat disordered.

Initial Deployment: Marcus Octavius (Pompeian)

The Pompeian Player receives the following Red galleys:

- 3 Liburnian Biremes; ID 1-3
- 3 Triremes; ID 1-3
- 4 Cataphracted Triremes; ID 37-40
- 4 Quadrirèmes; ID 1-4 *Flame Capability*
- 2 Quinqueremes; ID 30-31 *Flame Capability*

The Pompeian player receives the following **Squadron Commanders: Marcus Octavius** (Admiral) ^[a], *Cleomacles, and *Varus.

The Pompeians are in two lines astern, emerging from their harbor at Tauris ^[b]. All galleys are heading directly North. The player divides his galleys into two columns of ‘8’ galleys each.

- One column starts in 3421-2, with the last four galleys entering from off-map behind those already in place. The lead ship must be a quadrirème with Octavius on board.
- The second column starts in 3221-2, with the last four galleys entering from off-map behind those already in place.
- Cleomacles and Varus are placed as the player wishes.

a = use the Octavius Squadron Leader counter; his ratings are still 4 - 0.

b = the two fleets are deployed fairly close -especially as the Pompeians move first- because of the fog. Neither side knew the other was where it was until Octavius’ quadrirème loomed out of the mist almost on top of Vatinius’ fiver.

Special Rules

Initiative: The Pompeians have the Initiative automatically for the first turn; the Pompeian player may decide who goes first

Fire: Not mentioned in the sources as present, but, because “Fire” was a fairly standard weapon for the bigger ships, we assume it was used here. However, as the weather appears to have been somewhat “heavy” (winds and, possibly, rain), players

- need a DR of 5-6 (not the usual 4-6) to set a target on fire.
- subtract one (-1) from a Firefight die roll

Wind/Weather: The weather appears to have been a factor in the approach to the battle—mostly, the fog obscured the attack of the Pompeians, and the choppy seas made maneuver a bit difficult (although that’s reading into the minimal amount of information available). However, it does not appear to have been a factor in the actual battle. So, do not use any wind/weather rules, other than applies to Fire, above.

Victory

The Pompeian Player wins when he has at least 30 VP, and that number is at least twice that of the enemy.

The Caesarian Player wins when he has at least 35 VP, and that number is at least twice that of the enemy.

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.

NAULOCHUS - 36 B.C.

Agrippa (Caesarian) vs. Sextus Pompeius

Background

Naulochus was the climactic battle during the Roman Civil War for control of Sicily.

Sextus Pompey’s theory of precipitating the battle of Naulochus was that if, by chance, he could win at sea, he would isolate the Caesarian army in Sicily. His fleet was bigger and more maneuverable, and, despite the small size of the ships, this proved to be a real boarders’ battle.

To that end, Agrippa had a little surprise for the Pompeians: advanced grappling technology in the form of the Harpax, a grappling tool fired from small artillery. Because Agrippa’s marines were better than Sextus Pompey’s troops, the issue was settled fairly quickly.

Maps

The game uses the “sea” map. The southern (short) edge, the 1000 row, is all Coast.

Naulochus is a town on the northern shore of Sicily, west of the Straits of Messina, which is what all the fighting is about.

Balance

Interesting balance factors at work here, although the scenario does favor Agrippa. The Pompeians have more ships and better crews. However, their ships are smaller than Agrippa’s, his marines are better than Pompey’s, and he’s using the Harpax, which definitely gives him the edge.

Playing Time and Difficulty

This battle should take about 3-4 hours to reach a conclusion, more if you’re unfamiliar with the system.

The Difficulty Rating is 2.5, once you get the hang of the Harpax.

Ship Scale

1 counter = 3 galleys.

Deployment

A General Note on the Ships in this Battle: It is very difficult to determine exactly what type of ships each side used. What we do know is that Agrippa’s were “bigger” than Pompey’s. However—and this is most important—Agrippa’s ships were not the big 6s, 7s and 10s. Pompey’s fleet had been constructed for commerce raiding, in the main. As such, they were probably similar to Liburnian biremes and triremes. (Nelson, in his “Warfleets of Antiquity” says they were “probably” 4s and 5s, although he doesn’t say on what that guess is based.) Agrippa’s fleet for the Actium campaign (32-31 BC), as noted in Rogers’ book and which was based on the one he assembled for the Sicilian Campaign, ran from Liburnian biremes to, maybe, a few sexteres. The fast-moving Liburnians were becoming the “Galley of choice” for the Romans, whose naval activities since the wars with Antiochus were mostly wars against pirates.

Initial Deployment: Sextus Pompeius

The Pompeian Player receives the following Green galleys:

14 Liburnian Biremes; ID 1-14

25 Cataphracted Triremes; ID 1-25

The Pompeian player receives the following **Squadron Commanders: Sextus Pompeius** (Admiral [a]), Apollonphanes, Demochares, *Varus.

The Pompeians deploy as follows: Along the eastern edge of the map, all ships Line Abreast, facing west; they may be in one or two lines, players choice. The lines must be between the 17xx row and the 53xx row (inclusive), and no galley may be further west than a hex ending in xx22. Command Squadrons deployed as desired.

a = the younger son of Pompey the Great (defeated at Pharsalus and killed while escaping to Egypt by Ptolemy XIII, brother of Cleopatra), and brother of Gnaeus Pompeius, defeated by Caesar at Munda and captured/killed shortly thereafter. After Naulochus, Sextus fled to Antony’s camp, but Antony (rightfully so) didn’t trust him and had him assassinated.

Initial Deployment: Caesarians

The Caesarian Player receives the following Red galleys:

5 Liburnian Biremes; ID 1-5

6 Cataphracted Triremes; ID 31-36

5 Cataphracted Triremes; ID 37-41

12 Quadrirèmes; ID 27-38

5 Quinqueremes; ID 1-5

1 Sexteres; ID 6

The Caesarian player receives the following **Squadron Commanders: Agrippa** (Admiral), Octavian, *Agricola, *Drusus.

The Caesarian Fleet deploys as follows: Along the western edge of the map, all ships Line Abreast, facing east; they may be in one or two lines, player’s choice. The lines must be between the 17xx row and the 53xx row (inclusive), and no galley may

be further east than a hex ending in xx06. Squadron Commanders may be deployed as desired.

Special Rules

Initiative: Determined by die roll.

Fire and Towers: No fire weapons are available to either side. Sources indicate that both sides feared the results of fire, especially Agrippa, who knew that using fire and the Harpax, together, would be dangerous.

Optional Rule

If players wish to be somewhat less timid than the actual participants, all cataphracted triremes, quadriremes and quinqueremes are considered Flame-capable.

The sources indicate that virtually all the ships in the battle had Towers (except, maybe, the Liburnians). From a design point of view-and a need to keep the counter mix workable-neither side had a Height Advantage. Therefore, we do not have any "T-rated" galleys.

If you wish to use the Tower rule-and that may be done for any galleys others than Liburnians-decrease the Maximum Speed Level of each such galley by one.

HISTORICAL NOTE: What was left of Sextus' fleet escaped by jettisoning towers and running for home.

Wind: No Wind; ignore the rule.

The Harpax: All of Agrippa's 4s, 5s, and 6s (but not his L2s or cat3s) were armed with a new invention: the Harpax (sometimes called harpago). The Harpax was a mechanism that greatly increased the grappling capability of a ship. It was a catapult-type engine that shot a rather long, heavy wooden pole with grappling hooks at the front end and a long line trailing behind; its range in game terms is two hexes. The best part of the Harpax was that once it attached itself to a ship, it was most difficult for the latter to cut the lines, as the long wood pole put it out of reach. (Cf. Caesar's "Scythe of Doom" in Caesar: The Gallic Wars.)

A galley with Harpax may attempt to grapple any enemy galley whose flank hexes (not bow or stern) are within two hexes of the activated galley's flank (all) hexes. When using Harpax, the player adds:

- two (+2) to the Grapple DR if adjacent (This means, without any other DRM, Grappling is automatic when undertaken by 3- or 4-rated crews.)
- one (+1) if the distance is two hexes.

The "line of sight/fire" for the Harpax may not go through any other ships.

If the target enemy galley has been grappled at a two-hex distance, the grappling ship must now pull the target adjacent to it by moving the target "sideways." It may not enter a hex occupied by other ships, and the pulled ship must end up with a com-

mon flank hexside with the activated ship (as required for Boarding). The Harpax Pull is part of the Grappling attempt.

EXAMPLE: Agrippa fiver in 2118-2219; Pompeian Liburnian 2217-2317, and a cat3 in 2017-2117. Pompey's galleys are both heading in the opposite direction of Agrippa's fiver. Agrippa's fiver has a '2' Crew; the two Pompeian ships, '3'. The fiver, with a '2' crew, needs and adjusted DR of 4-6; but he gets a +1 DRM for the two-hex-range use of Harpax. Thus, a DR of 3-6 will grapple the Liburnian, at which point the player moves the ship (sideways) and adjacent to the fiver, placing it in 2218-2318.

Grappled target galleys attempting to disengage subtract two (-2) from their Disengage DR. The galley that used the Harpax does not incur that penalty.

Victory

The Caesarian/Agrippa Player wins when he has at least 85 VP, and that number is at least twice that of the enemy.

The Pompeian Player wins when he has at least 80 VP, and that number is at least twice that of the enemy.

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.

ACTIUM- 31 B.C.

Agrippa and Octavian vs. Antonius and Cleopatra

Background

One of the most decisive battles in history, Actium turned Octavian from a somewhat sorry military loser into the first Roman emperor (Augustus) and determined the course of European history forever.

Antony's army and navy had moved to the west coast of Greece, where he felt he could command the Adriatic, and, thus, his supply routes. However, circumstances gave lie to that strategy, mostly to do with lack of supplies and an outbreak of disease, and by the spring of 31 BC, Octavian's fleet, under Agrippa, had crossed and totally cut Antony's supply line, both on land and at sea.

Because Agrippa's ships were faster than Antony's, the latter could not use a blockade-running strategy. He, therefore, decided on one big throw of the dice: a full show of strength that would enable (most of) his fleet to break out and head south, to Egypt.

His huge treasure trove was laden on board galleys in the Reserve squadron, under Cleopatra (one assumes nominally, as she had heretofore shown no such aptitude). There was much heavy fighting all along the line, with galley-power tactics prevailing (as opposed to boarding). With the wind at their backs, about 100 of Antony's galleys broke through and went south; the remainder of his fleet, about 80 galleys, were lost. When his army surrendered to Octavian when he landed at Actium,

Antony's position was hopeless, and the Roman Republic was finished, if not officially (Octavian/Augustus went to great lengths to have himself considered a consul, not an emperor) surely most pragmatically.

Maps

The game uses both maps, joined along the short edges, as below. Ignore all land indications on the land map. The eastern map edge is all coast, except for the hexes running from South 1400 through North 4600 (inclusive). These represent the entrance to the harbor of Actium

West (xx28 hexes)
South

The 1000 column on the southern map should be laid over (overlap) the 6000 column on the northern map, so that there is no 6000 column showing on the latter.

The port of Actium, in the Gulf of Ambracia, is on the coast of Epirus, north of Ithaca, directly across the Adriatic Sea from Brundisium.

Balance

Tough to determine exactly what Antony (we opt for the Shakespearean spelling for Marcus Antonius) had in mind here in engaging Agrippa's fleet. You can make a good case for either of the two theories, below.

- The entire purpose was for Antony and Cleopatra to break through Octavian's encirclement and flee south, to regroup in Egypt.
- Antony, with bigger, heavier ships, felt that, despite being outnumbered by almost 50%, he could use that strength to destroy Agrippa.

Given the above, it will take a skillful player as Antony to defeat the great Agrippa, the finest admiral in Roman history up to this time. There is a possibility he can escape a disaster by escaping south (which Antony, Cleopatra and about 75 ships did); that, too, will not be easy. The playtesters felt this was a very even scenario. We put our dinares on Agrippa. Hail Caesar Augustus!

Playing Time and Difficulty

This is the biggest battle in the box: two maps and 110 counters. As such, it should take about 4-5 hours to reach a conclusion, more if you're unfamiliar with the system.

The Difficulty Rating is 3.5. It is big, with lots of galleys, and the opportunity for some unusual tactics.

Ship Scale

1 counter = 4 galleys.

Deployment

A General Note on the Ships in this Battle: Agrippa is using, for the most part, the same galley types from his Sicilian fleet, with some adjustments. Antony, though, had heard that Agrippa's victories at Mylae and Naulochus could be attributed, in the main, to his "bigger" ships. So he decided to build his fleet in the

heavier, Levantine fashion, counting on the fact that the bigger ships were difficult to ram and provided a boarding advantage. He did not count on the genius of Agrippa who, recognizing these facts, abandoned the standard Roman boarding battle and reverted to a maneuver/rake and outnumber/board set of tactics.

Initial Deployment: Octavian and Agrippa

Octavian receives the following Green galleys:

- 10 Liburnian Biremes; ID 1-10
- 25 Cataphracted Triremes; ID 26-50
- 20 Quadriremes; ID 40-59
- 10 Quinqueremes; ID 86-95

Octavian's Fleet receives the following **Squadron Commanders: Agrippa** (Admiral^[a]), Octavian, Aruntius, Lurius, *Agricola, *Drusus.

a = While this is Octavian's Fleet, there is no doubt that Agrippa is "admiral."

Octavian's Fleet deploys in 3 large squadrons, Left Wing, Center and Right Wing. The different ship types may be divided among the wings as the player sees fit. Agrippa deploys first.

- **LW:** Agrippa, Drusus; 22 galleys. Front line, 15 ships in Line Abreast, heading east, from N 3719 to N 5119, all bows in a hex ending in xx19. Reserve Line, 7 ships heading east with bows in hexes 3822, 4022, 4222, 4422, 4622, 4822, 5022. Squadron commanders as desired.
- **C:** Aruntius, Agricola; 21 galleys. Front line, 15 ships in Line Abreast, heading east, from N 5319 to S 1719, all bows in a hex ending in xx19. Reserve Line, 6 ships heading east with bows in hexes N5522, N5722, N5922, S1122, S1322, S1522. Squadron commanders as desired.
- **RW:** Lurius and Octavian; 22 galleys. Front line, 15 ships in Line Abreast, heading east, from S 1919 to S 3319, all bows in a hex ending in -19. Reserve Line, 7 ships heading east with bows in South map hexes 2022, 2222, 2422, 2622, 2822, 3022, 3222. Squadron commanders as desired.

Initial Deployment: Antony

Antony receives the following Red galleys^[a]:

- 2 Quadriremes; ID 27-28
- 30 Quinqueremes; ID 50-79
- 8 Sexterres; ID 6-13
- 3 Hepteres; ID 5-7
- 1 Octares; ID 3
- 1 Dekares; ID 1

Antony's Fleet receives the following **Squadron Commanders: Antony** (Admiral^[b]), Cleopatra^[c], Publicola, Insteius, M. Octavius, Sosius, *Cleomacles, *Acco.

a = Antony's fleet had suffered grievous manpower losses while beached at Actium, so bad that most ships were undermanned and many had been abandoned. Antony was dragooning local mule drivers and boys to fill in the blanks. Thus, all of his galleys are 1-rated crews, except for the original flagships for Antony and Cleopatra, which are 3-rated.

b = although Antony is officially admiral, he spent most of the time in dispatch boats, leaving instant tactical decisions to his squadron commanders: Publicola, Insteius and Sosius.

c = Cleopatra does not appear to have been truly in “command” of any ships (although that is a possibility). Given her position in Reserve, and her eventual actions, it does appear that she was giving basic orders to someone who had more knowledge of naval tactics. So we have made her a Squadron Commander with an appropriate rating (to her squadron).

Antony’s fleet (45 galleys) deploys in three front line squadrons, plus the Reserve (Egyptian) squadron.

- **RW:** Publicola and Antony; 10 galleys. Deployed in Line Abreast, heading west, on the North map, from 4408/9 to 5308/9, all bows in an xx09 hex. Squadron commanders as desired.
- **C:** Insteius and M. Octavius; 10 galleys. Deployed in Line Abreast, heading west, from North 5608/9 to South 1508/9, all bows in an xx09 hex. Squadron commanders as desired.
- **LW:** Sosius and Cleomacles; 10 galleys. Deployed in Line Abreast, heading west, on the South map, from 1808/9 to 2708/9, all bows in an xx09 hex. Squadron commanders as desired.
- **Reserve:** Cleopatra (N5505) and Acco; 15 galleys. Deployed in Line Abreast, heading west. Front line, between North 5304-5 and South 1704-5, with bow in the xx05 hex. The Egyptian Reserve squadron is lying at anchor (see below).

Special Rules

Initiative: Determined by die roll.

Flame and Towers: All galleys had Towers - even those galleys without a “T” indicator - so do not use any of the height Advantage rules. However, reduce the Maximum Speed Level of all galleys without a “T” on the counter by one.

All galleys have Flame Capability. However, Agrippa’s fleet also used an advanced version of this: flame-throwers. Thus, treat any single “D” result as a “D/F.”

Wind: The wind invariably picked up mid-afternoon off Actium, and Antony (and Cleopatra) used it to escape. Antonian galleys are all sail equipped; they start the battle with their Sails down.

There is no wind at the beginning of the game. Starting with the second turn, the Antonian Player rolls the die. If the die roll is lower than the turn (turn ‘2’ would need a ‘1’), the Wind picks up and remains in effect for the rest of the game. It is blowing from the NE to the NW; place the Wind Direction marker in N1000 pointing into N1100.

Agrippa’s fleet did not carry sails and may not use Wind Assistance.

Anchored Fleet: The Egyptian Reserve Squadron starts the game lying in anchor. (Why? Ask Cleopatra.) No galley in the Squadron can move until the squadron raises anchor to get under way. It costs an entire Activation Phase for the squadron to raise anchor.

The Treasury: Antony and Cleopatra, obviously planning on a nice few months in the warmer climes of friendly Egypt, not only packed their entire wardrobe, but carried with them Antony’s entire Treasury. The Antonian Player must place the Treasury on any one galley in Cleopatra’s Reserve, but he does not tell the Octavian Player which one. (He does write it down so as not to be accused of being a Cretan Liar.)

If the Octavian Player captures that galley, the Antonian must inform him that he has taken the Treasure Ship. Any other result -sinking, whatever-has no meaning. See Victory.

Victory

In addition to the usual VP awards:

- Octavian receives 15 VP for capturing the Treasure Ship, beyond the normal VP for capturing a galley.
- Antonian Player receives 10 VP if he successfully exits the treasure ship off the south map edge.
- If both Antony and Cleopatra are alive and not in Octavian’s hands when the game ends, if the Antonians have not won, give the Antonians an additional 20 VP. If this does not allow them to have more VP than the Octavians, then the Octavian still wins.

HISTORICAL NOTE: The above rules reflect the theory that Antony and Cleopatra had planned this as a breakaway in the first place and that, if they survived and the rest of the fleet held off, he could regroup in Egypt and start over. They did escape, but things didn’t work out.

The Octavian Player wins when he has at least 135 VP, and that number is at least twice that of the enemy.

The Antonian Player wins when he has at least 150 VP, and that number is at least twice that of the enemy.

If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.



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