POSEIDON'S WARRIORS

Classical Naval Warfare 480–31 BC

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OSPREY
WARGAMES

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ILLUSTRATOR

Giuseppe Rava was born in Faenza in 1963, and took an interest in all things military from an early age. Entirely self-taught, Giuseppe has established himself as a leading military history artist, and is inspired by the works of the great military artists, such as Detaille, Meissonier, Röchling, Lady Butler, Ottenfeld and Angus McBride. He lives and works in Italy. For more on Giuseppe, please visit his website at www.g-rava.it

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FOREWORD

This is a set of rules for playing large-scale naval actions between fleets of classical galleys.

Galley combat involved a great deal of sneaky and cunning manoeuvring to position ships to ram an enemy vessel without being rammed in return, especially as so much of the action occurred around coastline or in narrow channels and shallow waters.

Of all naval wargames, ancient war galleys demand the greatest concentration and tactical finesse from players, offering the greatest challenge and providing the most fun of all the warship periods.

Galley warfare is more like a World War II air dogfight than naval combat in the gunpowder or battleship eras because the primary weapon, the ram, is on the bow and thus the whole ship has to be aimed at the target.

These rules use an integrated turn system to recreate the feints and traps employed to tempt the enemy out of position and make his ships vulnerable to a ram. Record-keeping is minimised to maintain a high tempo during game play. Real ancient galleys fought at ramming speed and so do ships in *Poseidon's Warriors*.

Inside are wargame rules, ship data, famous admirals, historical scenarios, a campaign system and brief historical notes for those who wish to refresh their memory about the weapons, tactics, major battles, campaigns and wars.

Rounding a promontory was often a tricky business in the ancient world so this flotilla of warships is making the transit under oars, while two merchant ships tack in the background. (Models by Langton, photo by author)

AN INTRODUCTION TO CLASSICAL WAR GALLEYS

War galleys had to be fast, manoeuvrable and capable of sailing in any direction irrespective of the wind. The key to the development of the warship was the oar – a paddle lengthened to increase leverage and worked against a fulcrum (rowlock) on the side of the boat.

Classical war galleys were not rowed by slaves, unlike the equivalent Renaissance vessels. The oar crews were free men who expected to be paid for their labours. This meant that running a war fleet was an expensive proposition that needed a healthy cash economy to finance.

Warships had to be light racers to satisfy speed and manoeuvrability specifications. This requirement produced a whole series of knock-on effects: galleys were flimsy so they could not operate on rough seas, they had large crews but minimal cargo carrying capacity so little food or water could be carried, seriously limiting their range. The practice was to dock galleys every night if possible, pulling them stern-first onto a beach if no permanent harbour was available.

Galleys were kept out of the water when not in use as much as possible. Even so, a war galley only had a working lifespan of 25 years at most. A war galley could not stay on station at sea like a Napoleonic ship-of-the-line. It had to operate from a friendly land base nearby where it could be docked or

Carthaginian quinqueremes unfurl their sails as they leave harbour. (Photo by Langton Miniatures)

beached for the crews to obtain food and secure sleeping accommodation. This is why ancient naval battles commonly occurred close to shore usually around key port cities like Syracuse or at narrow choke points such as the Hellespont. Galleys were not blue-water navies, and this should be born in mind when designing scenarios.

In the late Bronze Age, warships were used to intercept merchantmen, carry warriors on city-sacking raids like the Trojan War and fight combats that were not dissimilar to land battles. Ships manoeuvred to bring their warriors into contact with enemy vessels so that they could discharge missile weapons and board.

Marines, the oldest naval weapon, continued to be important right through the age of the war galley. They would be armed with missile weapons such as bows and javelins as well as close-combat weapons and were decisive in boarding actions. The Romans in particular relied upon marines in the early period of their wars with Carthage. In a set-piece naval battle such as Actium, additional soldiers would often be taken on board just for the day of the battle.

The naval ram projecting from the front of ancient galleys was constructed from a substantial piece of timber sheathed in bronze. It had a blunt, square face, usually with three transverse fins. It was not designed to penetrate deep into a hull, which threatened to lock the rammer to the rammed with potentially disastrous results, but to punch a hole. It functioned as a battering ram rather than a spear. In 1980, Israeli divers discovered an ancient ram in

Closing to ram, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 222: *Salamis 480 BC.*
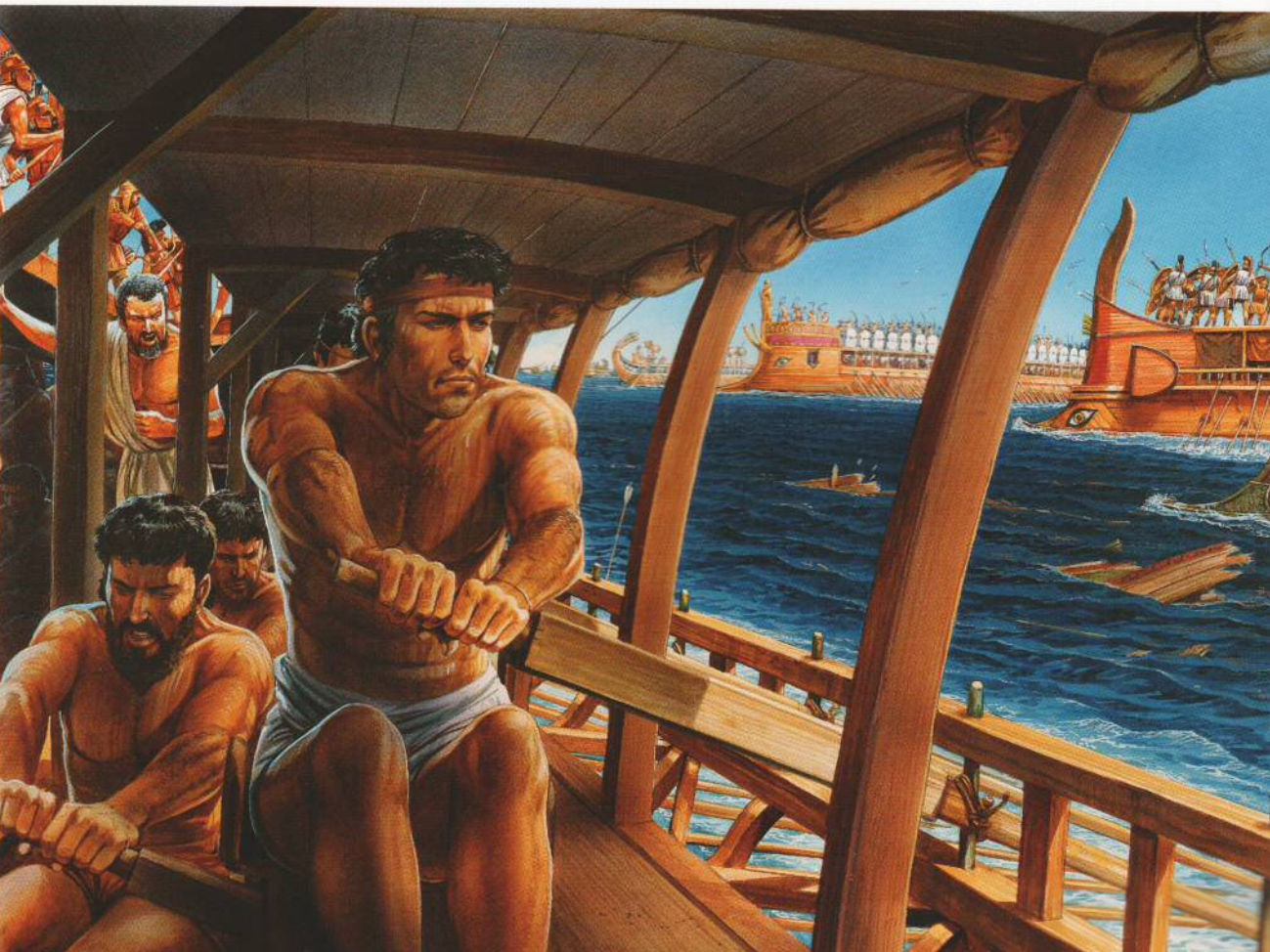
perfect condition off Athlit. This impressive weapon is 2.3m long, 0.8m wide and 0.9m high, and sheathed in half a ton of bronze. Examination of the naval memorial set up by Augustus to commemorate the Battle of Cape Actium shows that the Athlit ram, massive though it is, was only from a quadrireme or quinquereme. The largest ram in the Actium memorial, probably from a Ten, was around three times larger.

TIMELINE

- **850 BC:** Invention of the ram and the Classical war galley, probably by the Greeks.
- **700:** Invention of the bireme, probably by the Phoenicians.
- **650:** Invention of the trireme, probably by the Phoenicians.
- **499:** Greek–Persian Wars start.
- **494:** Battle of Lade Island off Miletus between Ionian Greeks and the Persians.
- **480:** Battles of Salamis and Artemisium between mainland Greeks and the Persians – first known use of 'fast' triremes.
- **432:** Battle of Sybota near Corfu between Corinth and an alliance of Corcyra and Athens.
- **431:** The Peloponnesian War breaks out.
- **429:** Battles of Rhium and Naupactus in the Corinthian Gulf between Athens and the Peloponnesian League.
- **425:** Athenian fast triremes outmanoeuvre Spartan fleet off Pylos.
- **415:** Athenian invasion of Sicily.
- **413:** Series of naval engagements in the Grand Harbour of Syracuse between the Syracusans and Athenians.
- **411:** Series of naval engagements in the Hellespont and Propontis between Athens and the Peloponnesian League.
- **409:** Athenian fleet attacks the harbour at Byzantium.
- **407:** Athenian Fleet attacks the harbour at Mytilene. Sparta defeats Athens in a minor naval engagement off Asia Minor at the Battle of Notium (or Ephesus).
- **406:** Last Athenian victory of the Peloponnesian War, the Battle of the Arginusae Islands off Asia Minor. Syracusan Fleet of Dionysius I attacks Carthaginian camp at Gela in Sicily.
- **405:** Sparta destroys the Athenian fleet in the Battle of Aegospotami, ending the Peloponnesian War.
- **398:** Quadriremes and quinqueremes invented in Syracuse.
- **396:** Carthaginian fleet defeats Syracusans off Taurus and subsequently enters the Grand Harbour to besiege Syracuse.
- **394:** Spartan fleet destroyed by a combined Athenian–Persian fleet in the Battle of Cnidus, ending Sparta's naval power.
- **367:** Dionysius II recorded as having a Six as a flagship.
- **334:** Alexander the Great blockades and captures Miletus.
- **322:** Athenian fleet defeated by a Macedonian fleet off Amorgos in the Cyclades, ending Athens' naval power.
- **315:** Demetrius Poliorcetes builds Sixes and Sevens war galleys.
- **311:** Rome equips 20 triremes.

A 1:300-scale trireme in fighting trim. (Models by Langton, photo by author)
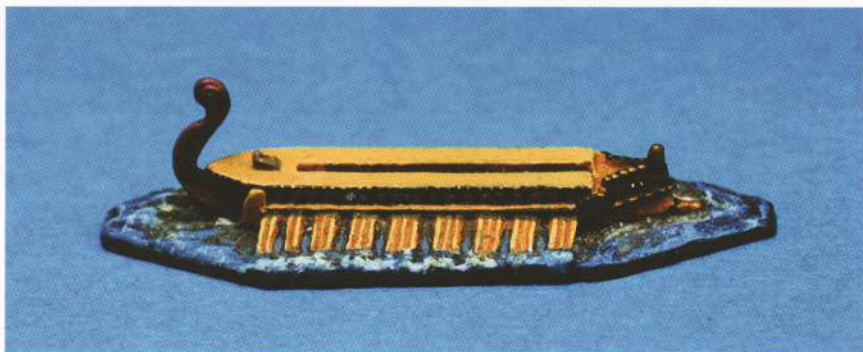
- **306:** Battle of Salamis off Cyprus between Hellenistic warlords Demetrius Poliorcetes and Ptolemy.
- **305:** Siege of Rhodes by Demetrius Poliorcetes.
- **303:** Demetrius Poliorcetes attacks and captures the harbours of Sicyon and Corinth.
- **301:** Demetrius Poliorcetes builds Eights, Nines, an Eleven and a Thirteen, forcing Lysimachus' relief force to withdraw from the siege of Soloi.
- **291:** Tarentum defeats a Roman fleet.
- **289:** Demetrius Poliorcetes builds a Fifteen and Sixteen prompting his rival, Lysimachus, to also build a Sixteen.
- **285:** Demetrius is defeated on land and his enemies, notably Ptolemy, claim his battleships as spoils.
- **264:** The First Punic War breaks out.
- *c.***261:** Antigonatus Gonatus defeats Ptolemaic fleet off Cos.
- **260:** Rome builds a fleet of quinqueremes based on a captured Carthaginian ship. Rome defeats Carthage off Mylae by means of the *corvus*.
- **256:** Antigonos Gonatas builds a Nine. Rome defeats Carthage off Cape Ecnomus in Sicily in what is arguably the largest naval battle in history.
- **255:** Rome defeats Carthage in naval engagement off Cape Hermaeum, North Africa, but the victorious Roman fleet is destroyed by a storm.
- **253:** Roman fleet destroyed in a storm off southern Italy.
- *c.***250:** Antigonos Gonatas defeats Ptolemy in naval battles off the islands of Cos and Andros in the Aegean Sea.
- **249:** Carthaginian fleet inflicts a crushing defeat on Rome off Drepana, Sicily, and most of the surviving Roman ships are shipwrecked.
- **245:** Gigantism in Hellenistic naval architecture reaches ridiculous levels when Ptolemy II builds a Twenty and two Thirties.
- **242:** Rome builds a new fleet.
- **241:** Rome wins a decisive victory over Carthage in the Battle of the Aegates Islands off Sicily, ending the First Punic War.
- *c.***215:** Ptolemy IV builds a Forty.
- **213:** Roman siege of Syracuse.
- **209:** Roman siege of Tarentum.
- **201:** A combined fleet from Rhodes, Pergamum, Cyzicus and Byzantium defeats a Macedonian and pirate fleet off the Island of Chios in the Aegean Sea. Rhodian Embassy to Rome.

- **200:** War between Rome and Philip V of Macedonia.
- **192:** War between Rome and the Seleucid King, Antiochus III 'The Great'.
- **191:** A combined Roman–Punic–Pergamum fleet defeated the navy of Antiochus III off Cape Corycus in Asia Minor.
- **190:** Roman allied fleet defeats new Phoenician fleet raised by Antiochus III at battles of Side and Myonneus. Rhodian ships use fire pots.
- **171:** War between Rome and Perseus.
- **168:** Rome captures the last Hellenistic Sixteen rotting in a Macedonian dockyard.
- **89:** War between Rome and Mithridates VI.
- **67:** Pompey destroys the pirates.
- **36:** Marcus Agrippa, defeats the fleet of Sextus Pompeius in two engagements near Mylae and the Naulochus promontory in Sicily, ending the Pompeian challenge to the Second Triumvirate.
- **31 BC:** Marcus Agrippa destroys the combined fleet of Mark Antony and Cleopatra at the Battle of Actium confirming Octavian (Augustus) as Princeps (Emperor), ending the Roman civil wars.

A powerful Roman flotilla of two command ships, a Six and an Eight, escorted by Triremes. (Photo by Dean Motoyama)

THE BASICS

This set of rules is designed to recreate naval battles with ancient galleys. The design philosophy is that the rules should be complex enough to give the flavour of the different ships and tactics but simple enough to play easily and quickly. A fun game can be had if each player has 5–7 squadrons of ships, each squadron consisting of one to five models.

SHIPS

Ships are divided into four arcs. The front arc of 90° runs 45° each side of the bow. The stern arc is similarly a 90° arc at the rear of the ship. At the sides are the port and starboard arcs.
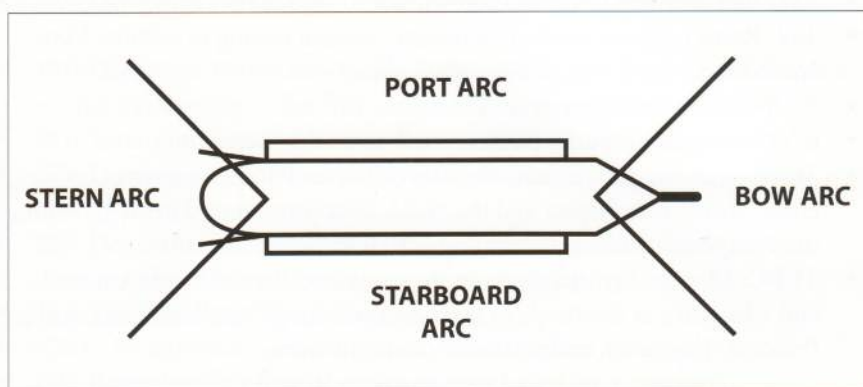
PLAYER AIDS

The game uses standard D6 (six-sided) dice.

If an event in the rules is said to happen on a 4+, it means that a D6 roll of 4, 5 or 6 is successful. Die rolls may be modified upwards or downwards: e.g. a +2 modifier means add two to the die roll so in the above example a 4+ is actually achieved by rolling a 2 or greater.

The player will need a ruler marked in inches and some way of measuring a 45° angle. A convenient device is a card cut to a 45° angle with the sides marked off in inches.

Record-keeping has been kept to minimum in the game but some temporary records are needed to record damage. This can be done by numbering the base of each ship and recording damage on paper or by simply placing markers alongside the ships. Gem-markers, which are cheap, colourful and available from a number of retailers, do the job admirably.

"As the two fleets drew closer the battle signals were hoisted on the flagships of both admirals and the vessels engaged."
– From Polybius

ORGANISING A FLEET

Poseidon's Warriors is intended to be played with 1:1200-scale models but ship scale is not critical. Larger scales such as 1:300, however, will need plenty of room and it would probably be a good idea to double all the movement distances and ranges.

Ships move and fight in squadrons, light galleys and triremes in squadrons of five ships, quadriremes and quinqueremes in squadrons of three, while large ships, Sixes or bigger, have just one ship per squadron.

A squadron must stay together, keeping all ships within 2" of another in the same squadron. If a squadron is split into two or more groups, the largest group is the squadron and the rest are 'separated'. This has implications for morale. If neither group is larger, then the player nominates one to be 'separated'. The separated section must attempt to re-join the squadron and may not initiate combat.

A player can easily handle half a dozen squadrons or so, which together make up a fleet. For larger actions, play in teams, with each player an admiral controlling his own fleet. Note that each fleet checks morale separately, and may use different morale numbers.

One ship, by tradition the biggest and most imposing, must be designated the fleet flagship. If the advanced rules for Leaders (see p.22) are employed, then the admiral or commander is on the flagship.

SHIP DATA SUMMARY

The below table presents the full stats for each type of vessel covered by these rules.

Ship Data Summary							
Ship	Oar Bank	Hull	Ram	Save	Speed (")	Marines	Points per Ship
Transport	0	1	0	0	2	0	0
Light Galleys	1	1	1	0	4	(1)	20
Fast Trireme & Trihemiolia	2	1	1	0	6	(1)	30
Slow Trireme	2	1	1	6+	5	1	30
Fast Quadrireme	2	1	1	0	7	1	40
Slow Quadrireme	2	1	1	6+	6	2	40
Fast Quinquireme	3	2	2	6+	5	1	50
Slow Quinquireme	3	2	2	5+	4	2	50
Six & Seven	4	2	2	5+	4	3	60
Eight & Nine	4	2	2	5+	4	4	65
Ten & Eleven	5	3	2	5+	4	5	75
Twelve & Thirteen	5	3	2	5+	4	6	80
Fourteen & Fifteen	6	3	3	5+	3	7	100
Sixteen	6	3	3	5+	3	8	110
Twenty	6	4	4	5+	3	10	130
Thirty	7	4	4	4+	2	15	190
Forty	8	4	4	4+	2	20	230

TURN SEQUENCE

The game is played in turns that consist of:

- Initiative phase
- Operational phase
- Morale phase

INITIATIVE PHASE

Both players roll a D6. The player who rolls highest may choose to go first or second. Re-roll ties until you get a result.

OPERATIONAL PHASE

The first player selects a squadron (remember that individual large ships are 'squadrons'). He moves the chosen ship(s), rams, fires any artillery and finally resolves any boarding combat for that squadron.

The second player does likewise for one of his squadrons.

This continues until all the squadrons have moved, fired and fought. If a player runs out of squadrons, then the other player moves and fights with his remaining squadrons. The phase ends when all squadrons have been given the opportunity to move and fight.

Note that a squadron is never forced to move. The player can just point to it and pass as a 'move'.

A light galley with a single row of oars. (Models by Langton, photo by author)

MOVEMENT

A ship may move all or none of its allowance in inches. It must move straight forward a minimum of 1" before it may turn. A turn may be up to 45° and uses up the equivalent of 1" of movement. Make the turn by swivelling the ship about its central point.

The ships in a squadron that remains stationary may turn on the spot up to 180°. This constitutes a complete move.

A squadron may go backwards ½"; reversing takes up an entire movement for that turn. A ship cannot reverse into combat and initiate boarding.

Note that although war galleys used sails to transit, the sails and masts would be removed to fight so there are no sailing rules.

RAMS

To ram an enemy vessel, a ship must move at least ½" straight forward before contact and finish touching an enemy ship with its bow. The ramming ship checks its ram stat. This is the maximum number of strikes it can potentially achieve. The defender rolls a D6 for each strike, needing to match or beat his save stat. Every strike he fails to save destroys a hull point.

When a ship has lost half its hull points it moves at half speed.

When all hull points are lost the ship sinks and is removed from play.

A ship rammed through its bow 90° arc is also considered to be ramming back – a prow-to-prow ram. Both ships potentially suffer damage simultaneously. If a single ship is rammed in the bow by two or more enemy ships from a single squadron then it only gets one ram attempt back at the squadron, but may divide any hits among the attacking ships as the defender sees fit.

Ships that come into contact must check for boarding (see p.16).

"Caesar's men damaged the lower parts of the ships all around, crushed the oars, snapped off the rudders, and climbing on the decks, seized hold of some of the foe and pulled them down."
– From Cassius Dio

OPTIONAL RULE: DEBRIS

These ships were of light wooden construction and could float for some time. Put a marker where the ship sank and treat it as an underwater obstacle. A ship crossing the obstacle hits it on a roll of 4+. The ship stops and suffers one hull damage point. On a 1–3, the ship completes its move unharmed.

OAR STRIKES

An attacker can make an oar strike rather than a ram when moving to contact an enemy ship's port or starboard side arcs. The attacker stops alongside the defending ship whether the oar strike is successful or not.

An oar strike is successful on a roll of 4+, knocking out one oar bank. If the player rolls a 6+ then two oar banks are destroyed.

When a ship loses half its oar banks it moves at half speed (quarter speed if it has also lost half its hull points, as above). When all of a ship's oar banks are destroyed, it can no longer move.

A ship carrying out an oar strike may also attempt to launch a boarding action, see below.

A 1:300 model of a slow trireme.
(Photo by Langton Miniatures)

RAM OR OAR STRIKE

BOW TO BOW RAM

RAM

RAM OR OAR STRIKE
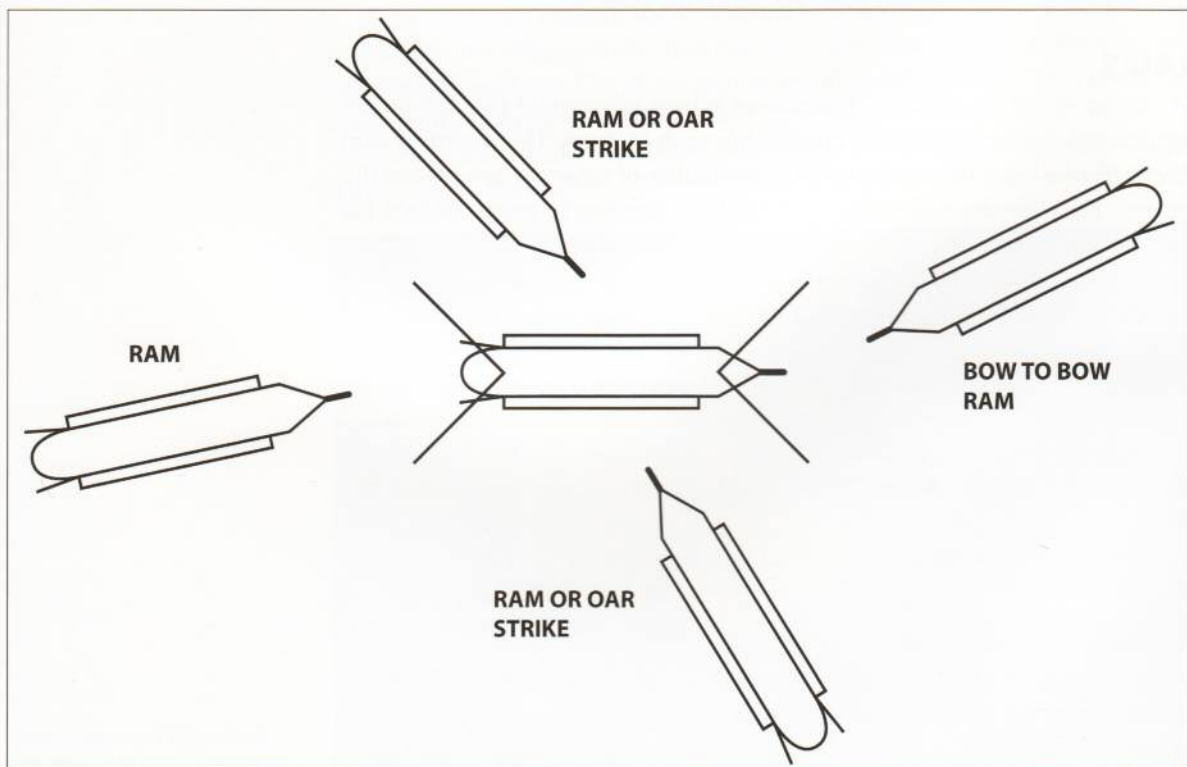
ARTILLERY

Artillery has a range of 8". Each artillery engine can fire through either side arc and hits on a 5+: ancient galleys were vulnerable to rolling because of their long and narrow hulls making it very difficult to aim accurately over the bows or stern. Add +1 if shooting through the front or rear arc of the *target* ship, as shooting down the length of the target counters pitching errors. Roll a D6 to determine the part of the ship struck when a hit is achieved:

Artillery Effect Table	
D6 Roll	**Result**
1	Special result (roll again, see below).
2–3	Marine lost.
4–5	Oar bank lost.
6	Artillery piece lost.
Special Results	
D6 Roll	**Result**
1–3	Artillery piece fails to fire.
4–5	Artillery piece malfunctions permanently.
6	Admiral or other leader killed if present on the target ship.

If the target lacks the specified area or all the specified areas have already been destroyed then the result is 'No Effect'.

A Greek slow trireme moves into the attack. Note the three oar banks. (Photo by Langton Miniatures)
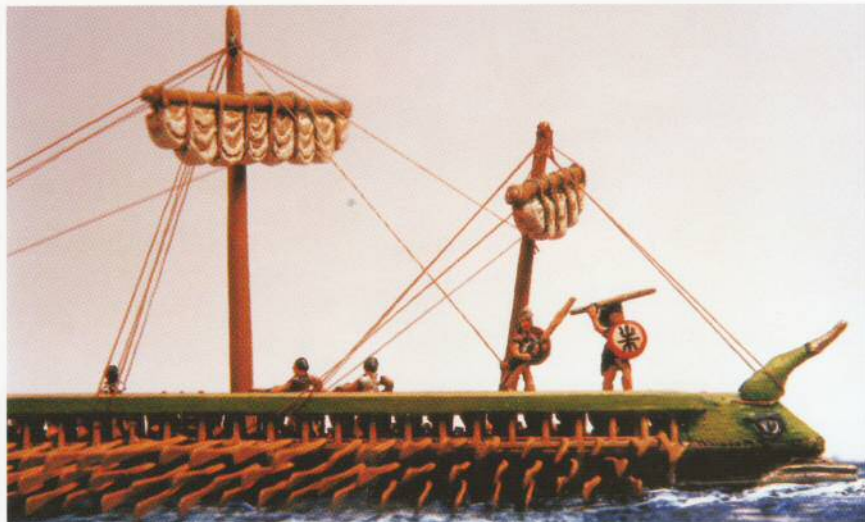
BOARDING

If a ship finishes a move adjacent to an enemy ship, including having rammed it, then the player may attempt to initiate grappling, with success achieved on a D6 roll of 5+ (6+ if the attacker carried out an oar strike). The defender (i.e. the non-moving ship) may choose to initiate grappling if the attacker declines but requires a 6+ to successfully grapple. If grappling is declined by both players, or is unsuccessful, then move the ships slightly apart as no boarding can take place.

Once ships are successfully grappled together, boarding combat occurs. Combat is simultaneous. Each player rolls a D6 for every live marine point on his ship with a 5+ required to kill an enemy marine. Note that some ships have a marine factor of (1) in brackets. A bracketed marine factor can only be used in defence when boarded. It can never be used to initiate combat by boarding.

If multiple ships from a single squadron are grappled to the same enemy ship, they make a single cumulative attack using their combined marines, allocating losses as the player sees fit.

At the end of every combat round either player can attempt to ungrapple by rolling a 5+. If both players want to ungrapple, it is automatic and no roll is required. If ungrappling succeeds then the ships are moved slightly apart and combat ceases. If the two ships are still grappled at the end of a combat phase then another round of combat starts *immediately* using any surviving marines.

These rounds continue until the ships are ungrappled or at least one of the sides in a single grappling combat has no marines left. The ships without marines are captured or sunk as the winner desires.

If both sides lose all their marines simultaneously then all ships involved are presumed sunk and removed from play.

"An Aeginetan vessel bore down upon the Samothracian and sank her, but the Samothracian crew, who were armed with javelins, cleared the deck of the attacking vessel, leapt aboard and captured her."
– From Herodotus

TOWING

A captured ship may be towed away by a ship of at least the same size which has lost fewer than half its oar banks, but the speed of a towing ship is halved. Place the towed ship immediately behind the towing ship to indicate its status.

The towing ship can, at the start of its operational phase, cast off the towed ship, leaving it floating but stationary, or it may choose to sink the towed ship at the end of the phase. An unoccupied ship may be captured or sunk by the next vessel that comes alongside (i.e. moves into contact).

MORALE PHASE

Each fleet is given a morale number at the start of the game. The player must roll a D6 equal to or greater than the fleet's morale number to pass a morale check. A fleet normally has a morale number of 2+ but this may be modified according to the scenarios.

A player must check the morale of his fleet if:

- The flagship is sunk.
- A quarter of the original number of ships in the fleet are sunk.
- Half of the original number of ships in the fleet are sunk.
- An allied fleet flees (i.e. it fails a morale check).
- A scenario's special rules call for a morale check.

Accumulative die roll modifiers are:

- If the senior fleet admiral or commander is dead or captured: -2
- If half the ships in the fleet have been destroyed: -2

Note that it is individual ships sunk that matter for morale checks, not squadrons destroyed, and merchant ships are ignored. When assessing whether a morale check is necessary, treat all ships separated from their squadrons by more than 2" as 'sunk'. This rule is used solely for this purpose.

Fleets that fail their morale check are immediately removed from the table. Often this will trigger the end of the game.

The Battle of the Aegates Islands, 241 BC, by Giuseppe Rava © Osprey Publishing Ltd. Taken from New Vanguard 225: *Republican Roman Warships 509–27 BC*.

VICTORY

It will normally be obvious who has won: the loser runs away. But if both sides fail morale in the same turn then the loser is the player who has lost the most points' worth of ships. Of course, players may use special scenario victory conditions as appropriate.

* * *

If you are playing the game for the first time, stop reading now and try a few games with just the basic rules before moving on to the Advanced Rules section. The quick reference sheet at the end of the book provides data for a variety of different ships.

> *"When the Persian rout began and they were trying to get back to Phalerum, the Aeginetan squadron, which was waiting to catch them in the narrows, did memorable service."*
> – From Herodotus

ADVANCED RULES

UNIQUE SHIP CAPABILITIES

CORVUS

A *corvus* gives a +2 modifier to grappling rolls. Once a ship is grappled by a *corvus* it cannot ungrapple – only the player who owns the *corvus* can attempt to ungrapple. The presence of a *corvus* reduces a ship's speed by 1". It was only used in the early stages of the First Punic War as it severely unbalanced ships, possibly explaining the Roman predilection for losing fleets to storms – landlubber maritime incompetence being the other obvious reason.

ELITE ARTILLERYMEN

These hit on a 4+ rather than a 5+.

ELITE CREW

Some nations had elite crews compared to their contemporaries, notably the Athenians and Rhodians. Elite Crews confer a speed increase to their ship of +1".

ELITE MARINES

Certain ancient armies had better troops than their opponents, especially the Spartans and Romans. Elite Marines kill on a 4+.

The Naval Base, Carthage, showing the ship sheds in 1:300 scale. (Models by Langton, diorama and photo by Frank Becker)

HARPAX

The Romans came up with special grappling weapons to enable their excellent infantry to come to grips with those tricky naval types. A later Roman Republic special weapon used by Augustan fleets was catapult-fired grapnels. A Roman ship must have a working artillery piece to use these. They add +1 to an attacking ship's grappling rolls.

RHODIAN DIP

The Rhodians developed a special manoeuvre in which they backed water to dip the bows of their ships just before ramming so that the target ship was holed below the waterline. A ramming Rhodian warship can attempt to dip its bow. Roll a D6: on a 1 the attempt fails and the attacker's ram number is adjusted by -1, on a 3–5 it is successful and the ram number is increased by +1, and on a 6 it is successful and the ram number increased by +2.

RHODIAN FIRE POTS

The Rhodians invented fire pots that were hung on the bows of the attacking ship and dropped onto an enemy's deck. This weapon may be deployed if the bow of a Rhodian galley touches an enemy ship, for example, during a ram attack. On a 4+ the enemy ship catches fire and suffers a hull hit. In the Morale Phase at the end of each turn, test to see if the fire goes out (5+ on a D6). If not, the ship continues to burn and suffers another hull hit. Test each turn until the fire goes out or the ship is destroyed.

A 1:300-scale model of a Roman deceres (Ten) serving as a flagship. Note the towers and catapults. (Photo by Langton Miniatures)
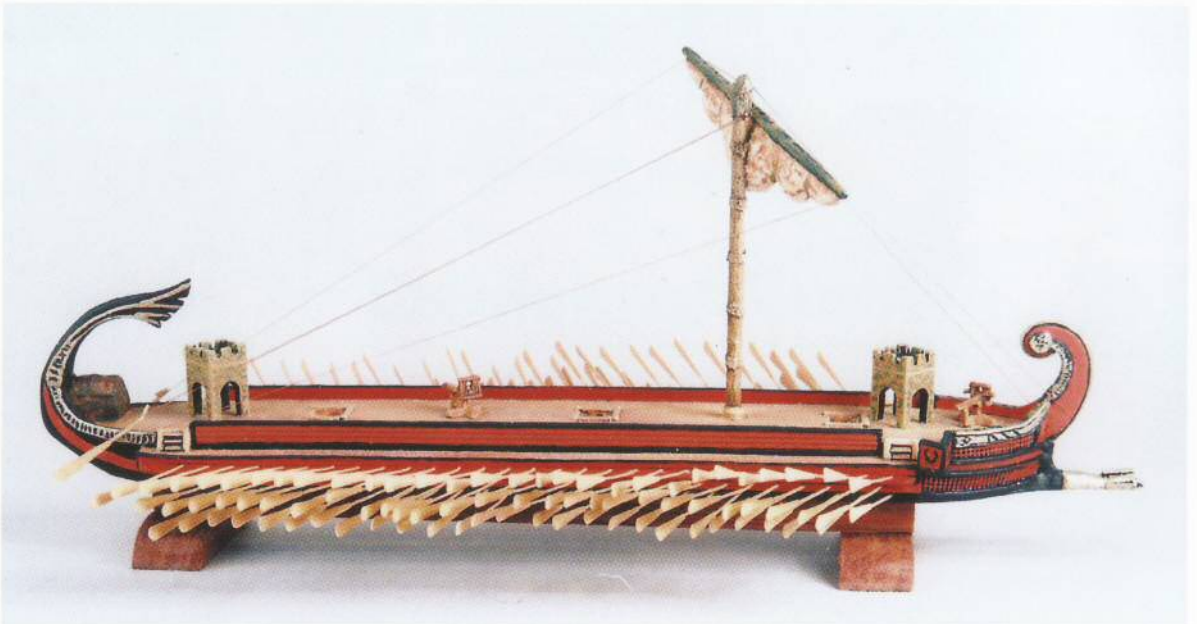
SYRACUSAN REINFORCED BOWS

The Syracusans invented reinforced bows for their triremes which gave them an advantage in ramming head to head. A trireme with a Syracusan Reinforced Bow saves on a 5+ when receiving a ram attack from the front. This modification can only be fitted to a slow trireme.

TOWERS

Each tower on a ship gives a single marine point a 5+ save in a boarding action. Only slow quinqueremes and larger ships may be fitted with towers.

TRANSPORTS

Transports are merchant sailing ships which move in any direction irrespective of the wind. Their movement is deliberately simplified in these rules as they are merely targets for the war galleys. A quinquereme or larger ship can tow a transport at half speed.

> "Going into action, [the Athenians] immediately sank three ships, disabled some others and were generally having the best of the engagement until they were surprised by the appearance of the main body of the enemy fleet and found themselves surrounded on all sides."
> – From Thucydides

LEADERS

ADMIRAL

Cost: 50pts

The admiral must be placed on a flagship and the admiral's points are paid in addition to the ship's cost. The ship he commands must be the biggest in the fleet. If the fleet contains an admiral then +1 is added to all initiative rolls. The ship commanded by the admiral gains +1 to all boarding action rolls. Furthermore, the admiral may decide to personally lead the attack or defence, in which case a further +1 is added, but if the ship takes casualties, the admiral is killed on a roll of 4+. The squadron commanded by the admiral may also re-roll one D6 per turn.

If a flagship is taken by boarding, the admiral (assuming he is still alive) is captured on a 4+. If the flagship is sunk, a player can attempt to rescue his admiral by getting a ship to the wreck by the end of the next turn and rolling a 4+.

When a flagship is lost, a new ship (the largest remaining in the fleet) must be designated as the new flagship. However, any ship that successfully rescues the admiral becomes the flagship instead. Note that the Admiral can always be transferred between adjacent ships.

COMMANDER

Cost: 20pts

A commander must be placed on a ship, and his points are paid in addition to the ship's cost. A commander may decide to personally lead the attack or

defence in a boarding action, and adds +1 to all boarding action rolls, but if the ship takes casualties, the commander is killed on a roll of 4+. The squadron commanded by a commander may also re-roll one D6 per turn.

SQUADRON HERO
Cost: 10pts

The squadron hero must be placed on a ship, and paid for in addition to the cost of the ship. A squadron hero may decide to personally lead the attack or defence in a boarding action, and adds +1 to all boarding action rolls, but if the ship takes casualties, he is killed on a roll of 4+.

OPTIONAL RULE: EXCEPTIONAL ADMIRALS

Provided all players agree, an exceptional admiral may be included as the admiral of a fleet at a cost of 100pts. They confer the usual admiral's benefits but also have special abilities. Be warned that the inclusion of one of these military geniuses will have a significant impact on the battle. A good way of introducing a handicap for a more experienced player is to allow his opponent to take an exceptional admiral for only 50pts.

After writing this I realised that all my choices of brilliant admirals were Greek. Well, that's the Ancient Greeks for you: brilliant, unstable and cunning. Beside them the Romans were a dour lot if often reliable and competent. One of the great mysteries is why the great naval power of Carthage failed to produce exceptional admirals.

THEMISTOCLES

Themistocles was the wily Athenian admiral who faced the Persians at Salamis. He was a highly skilled strategist, especially in selecting the site of the battle. Themistocles may only be used by a classical Athenian/Greek trireme fleet. The player who has Themistocles as admiral gets to lay out all the terrain and to choose the sides of the board on which the opposing fleets start.

PHORMIO

Phormio was the flotilla commander (admiral for game purposes) for the Athenian ships guarding the strategic Gulf of Corinth. He trained his crews to be exceptionally fast and so won a series of stunning victories over the Peloponnesians at the start of the war. Phormio may only be used to command an Athenian trireme fleet. Ships in a fleet commanded by Phormio get +1" movement in addition to any other movement bonuses.

A 1:300-scale model of a Roman liburnian, a light galley. (Photo by Langton Miniatures)
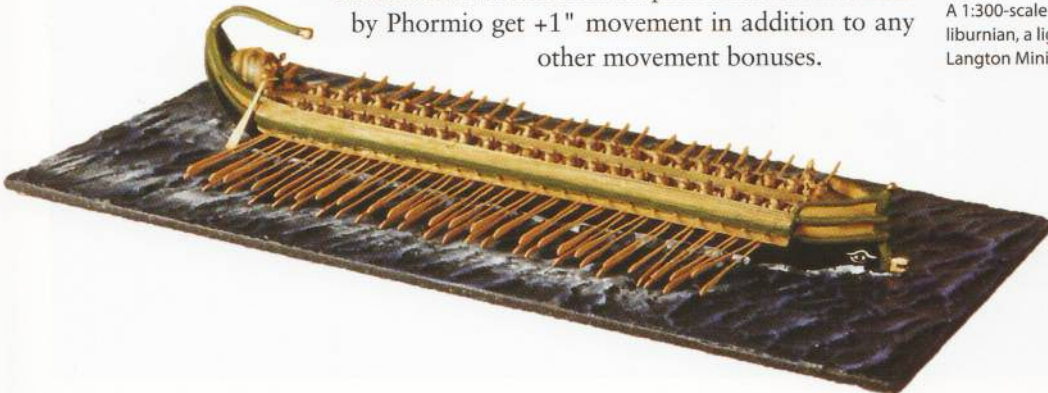
ALCIBIADES

Alcibiades was the epitome of the brilliant, amoral, intellectual, treacherous Athenian leader, and may command any Greek trireme fleet (Athenian, Peloponnesian etc.). He had a genius for wrong-footing his enemies so if a player has Alcibiades as admiral he may roll a D6 at the start of the game and consult the table below:

Alcibiades Table	
D6 Roll	Effect
1	The treacherous Alcibiades changes sides and his opponent can freeze one of the player's squadron in place at the start of the turn. It may not move until it rolls a 2+ (start trying from the player's second turn) or until it is attacked.
2	Alcibiades goes off in a huff, having heard that his enemies are plotting against him – no effect.
3–5	Alcibiades stays loyal and freezes one of the enemy squadrons (rules as before) by means of a cunning ploy.
6	Alcibiades surpasses himself and freezes two enemy squadrons.

Whatever number is rolled, Alcibiades is treated as a normal admiral for the remainder of the game.

DEMETRIUS

Demetrius was a genius at naval engineering. He can only command a Demetrian fleet, but grants its artillery, in the form of particularly powerful catapults, a range of 10".

EUDAMOS

Eudamos was one of the great Rhodian professional naval commanders so may only command a Rhodian Fleet. The player who has Eudamos as admiral can place in reserve one squadron in every five. The reserve is placed on the table in any location (provided it is more than 5" from an enemy ship) after all other ships have deployed.

Pirates in light galleys prepare to attack merchant ships escorted by a quinquereme. (Models by Langton, photo by author)

ORGANISING A BATTLE

Players have the choice of three different types of battles in *Poseidon's Warriors*. They are:

- A Freestyle Scenario using a random terrain generator.
- A Generic Scenario selected at random.
- A Campaign.

In addition, information is given where available for the forces needed to recreate 14 historical scenarios for various eras. Details about ancient naval battles are usually fragmentary, even contradictory, so players should feel free to allow themselves a fair degree of artistic licence when deciding exactly how to play one of these battles.

The Ship Data Summary found on p.11 (and in the quick-reference material on p.64) displays the point costs for each type of ship, and should be used in conjunction with the historical lists to build a fleet.

FREESTYLE SCENARIO

A game is much more interesting if the fighting area is liberally sprinkled with islands, rocks and sandbanks. Given the geography of the Mediterranean and the fact that galley battles took place near the shore and around ports, this is also realistic.

SET-UP
The playing area is divided into four and the players each roll a D6. Whoever rolls highest (re-roll ties) selects a quarter and places a terrain type of his choosing (which may simply be 'open water') into it. His opponent then selects an 'empty' quarter and does likewise, and so on until all four quarters have terrain.

Alternatively, terrain can be randomly selected by rolling a D6 for each quarter and consulting the table below:

Random Terrain Table	
D6 Roll	**Terrain**
1	Open water
2	Submerged sandbank
3	Submerged rocks
4	Small island
5	Beach coastline
6	Rocky coastline

COASTLINES

Coastlines must be placed along an 'open' side adjacent to the edge of the table. Small islands should be about 6–8" across. A coastline must be at least 12" long but should not exceed half the length of a table quarter. It may project up to 6" onto the table.

A ship beaches if it hits above-water sand and sinks if it hits above-water rocks or a cliff. A beached ship takes not further part in the game as the crew has fled ashore. It may be towed off by a friendly or enemy ship moving into contact – in the latter case it is captured.

SUBMERGED OBSTACLES

Underwater obstacles such as sand or rocks should be about 6" long by 3" across.

Submerged sandbanks and rocks should be marked on the table before the game starts and each one designated with a hit number. Dice to check for a collision every turn a ship moves across the designated area of an underwater obstacle. Appropriate collision numbers are 3+, 4+ or 5+. Normally, the players should agree a specific collision number for each underwater feature before the game starts.

- A ship hitting a submerged sandbank immediately stops moving – take another collision test next turn – and takes one point of hull damage on a 4+ (saving throws allowed).
- A ship hitting submerged rocks immediately stops moving, as for a sandbank, but takes D6-1 points of hull damage (saving throws allowed).
- A light ship (light galley, trireme, or fast quadrireme) has a -1 modifier when checking the 'to hit' number to check for collision with an underwater obstacle. A heavy ship (a Six or larger) has a +1 modifier.

OPTIONAL RULE: RANDOM COLLISIONS

A fun approach is to designate underwater obstacles and then roll a D6 for each one to establish the collision number. A really fun approach is to only

roll the die to find the collision number when the first ship tries to run across the obstacle. Note that a 1 indicates that the obstacle is actually above water.

FORCES

Agree an upper point limit then choose fleets costing up to this maximum, preferably from the same era of fleet lists.

VICTORY

It will normally be obvious who has won: the loser runs away. But if both sides fail a fleet morale test in the same turn, the loser is the player who has lost the most points' worth of ships.

GENERIC SCENARIOS

INTRODUCTION

The following instructions apply to all scenarios unless stated otherwise in the scenario instructions:

- Players' fleets are set up on opposing 'long' table-sides within 8" of the edge of the table
- Both fleets are chosen from the same historical era's fleet lists (see p.38).
- Fleets must not exceed a maximum number of points agreed in advance by the players.
- The fleet which costs fewer points get a +1 to its initiative rolls in addition to any other modifiers.
- The game is won by the player whose opponent flees the table. If both sides fail morale in the same turn then the loser is the player who has lost the most points' worth of ships.
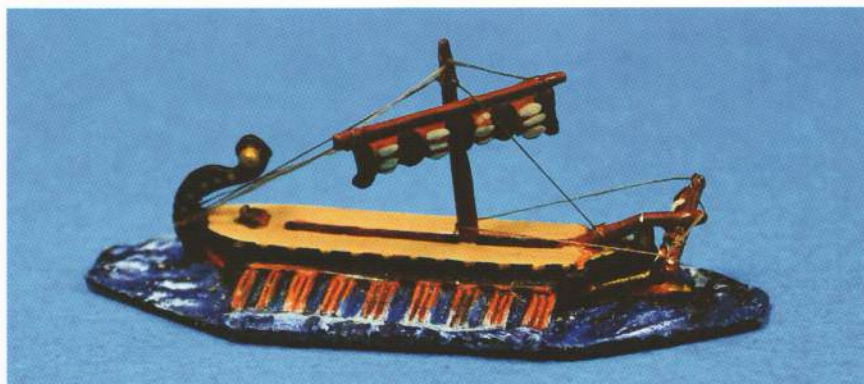
A beautifully painted 1:300-scale model of a trireme under sail. (Models by Langton, photo by author)

The final sea battle in the Great Harbour at Syracuse, 413 BC, by Peter Bull © Osprey Publishing Ltd. Taken from New Vanguard 132: *Ancient Greek Warship*.

CHOOSING A SCENARIO

Dice to determine the attacker, who then rolls a D6 and consults the table below:

Generic Scenario Table	
D6 Roll	**Result**
1	Invasion
2	Between the Rock and the Hard Place
3	Channel Assault
4	Channel Dash
5	Harbour Break-In
6	Harbour Break-Out

The players may agree to add some extra non-coastal terrain as described above.

> "*A great many [Persian ships] were driven ashore and wrecked on Athos –
> indeed, reports say that something like three hundred were lost with over
> 20,000 men.*"
> – From Herodotus

SCENARIO 1: INVASION

INTRODUCTION

This scenario simulates the situation when a convoy is intercepted at sea in open water.

SET-UP

The game is played on open sea with no terrain. The players' fleets start at opposite short table-edges and the game is played down the table.

FORCES

The defender controls the convoy. He takes one merchant ship for every squadron of warships in his fleet. The attacker has a standard war fleet.

SPECIAL RULES

The game ends when all the merchant ships have been destroyed or have sailed off the table or a fleet's morale fails.

Merchant ships are not subject to morale rules and sail in squadrons of one ship.

VICTORY

The players receive victory points as follows:

Situation	Player	Victory Points
Per merchant ship that sails off the attacker's table edge	Defender	3
Per merchant ship that sails off any other table edge	Attacker	1
Per merchant ship destroyed	Attacker	5
Per merchant ship remaining on the table at the end of the game	Defender	1
Enemy fleet forced to flee	Attacker/Defender	5

When the game ends, compare the players' victory point totals:

Difference	Result
0–2	Honours even.
3–6	Tactical victory – gain 1 Campaign Point.
7–10	Strategic victory – gain 2 Campaign Points.
11+ (Attacker)	If the difference is 11+ and no merchant ships have exited off the attacker's table edge, the attacker has won a victory of annihilation and gains 3 Campaign Points.
11+ (Defender)	If the difference is 11+ and no merchant ship has been destroyed, the defender has won a victory of annihilation and gains 3 Campaign Points.

SCENARIO NOTES

It is very easy in a scenario like this to lose track of what you are trying to achieve. In a standard game of, say, six squadrons, the attacker has 30 victory points up for grabs by destroying the defender's merchant ships. Similarly the defender has 18 points available for shepherding his flock off the correct table edge. In this situation, the 5 points for destroying an opposing fleet's morale is a mere tiebreaker.

SCENARIO 2: BETWEEN THE ROCK AND THE HARD PLACE

INTRODUCTION

This scenario simulates the situation where one fleet has the other bottled up against a coastline.

SET-UP

The game is played across the table from long edge to long edge. One of the long edges consists entirely of a rocky coastline. The defender sets up first within 2" of this coast. The attacker sets up within 8" of the opposite table edge.

FORCES

The attacker has 20% more points to select a fleet than the defender, rounding fractions down.

SPECIAL RULES

At the end of turn five, roll a D6. On a 1–4 the game continues for one more turn and for two more turns on a 5 or 6. Otherwise the game ends when a fleet's morale breaks.

VICTORY

Victory	Attacker Situation	Defender Situation
Tactical victory (1 Campaign Point)	Fleet is unbroken at the end of the game, and has destroyed more ships than the defender.	Fleet is unbroken at the end of the game.
Strategic victory (3 Campaign Points)	Broke defending fleet's morale, and has destroyed more ships than the defender.	Fleet is unbroken at the end of the game, and has destroyed more ships than the attacker.
Victory of annihilation (5 Campaign Points)	Broke defending fleet's morale, and destroyed twice as many ships as were lost.	Fleet is unbroken at the end of the game, and broke attacking fleet's morale.

"Time and again [Roman] pilots had tried to persuade them not to sail along the southern coast of Sicily where it faces the Libyan Sea as it is on a rocky shore that possess few safe anchorages."
– From Polybius

SCENARIO NOTES

The attacker has it all to do in this game. Note that defender can pick up Campaign Points just by surviving, so the attacker must be aggressive. It is conceivable that both players can claim a Tactical Victory and go home to celebrate with a Campaign Point. The defender has the disadvantage of a small fleet but the advantage of his back being protected by the rocky coastline. On the other hand, his initial position is cramped with little room to manoeuvre and nowhere to retreat. Some forward movement before battle is engaged may be useful but how far is a matter of fine judgement. With more ships, the attacker will almost certainly be able to outflank and get behind the defender's line if he moves his fleet too far forward.

SCENARIO 3: CHANNEL ASSAULT

INTRODUCTION

This scenario simulates a situation where a defending fleet is blocking a strategically vital channel that the attacker has to force to allow the safe passage of transport ships to provision his army marching down the coast.

SET-UP

Set up a channel with a rocky coastline on each side about 24" apart and about 40" long for a standard five-to-seven-squadron game. The attacker places his fleet not more than 6" from a table edge at one of the entrances to the channel. The defender then places his squadrons anywhere in the channel, provided they are more than 8" from an attacking squadron. 20% of the attacker's squadrons may be held in reserve, rounding fractions down.

FORCES

The attacking fleet player has 20% more points to select a fleet than the defender, rounding fractions down.

SPECIAL RULES

Starting from turn two, the attacker rolls a D6 and adds the result to the turn number. If the total is 6 or more then the attacker may bring his reserve fleet onto the table at either of the channel entrances. This represents the attacker outflanking the defender by sailing ships around the channel by open sea.

This game is fought for six turns or until a fleet's moral breaks, whichever comes sooner.

VICTORY

Victory	Attacker Situation	Defender Situation
Tactical victory (1 Campaign Point)	Fleet is unbroken at the end of the game, and has destroyed more ships than the defender.	Fleet is unbroken at the end of the game.
Strategic victory (3 Campaign Points)	Broke defending fleet's morale, and has destroyed more ships than the defender.	Fleet is unbroken at the end of the game, and has destroyed more ships than the attacker.
Victory of annihilation (5 Campaign Points)	Broke defending fleet's morale, and destroyed twice as many ships as were lost.	Fleet is unbroken at the end of the game, and broke attacking fleet's morale.

SCENARIO NOTES

The major strategic decision is for the attacking player, as to where he chooses to bring on his reserves, and the defender had better be prepared for them. An attack by a fresh force into the rear is every admiral's nightmare.

SCENARIO 4: CHANNEL DASH

INTRODUCTION

This scenario recreates the situation found in key straits such as Sicily or the Hellespont. Two war fleets are contending control of the strait. They probe to find the location of the enemy fleet but each commander is wary of breaking formation first and risking defeat.

SET-UP

Set up a strait lengthways down the table with rocky coastlines about 24" apart. The opposing fleets start at opposite with all their ships in line astern within 2" of one of the opposing shore, their rear ship against the short table edge. Dice to see who gets first choice of side.

FORCES

Each player selects a fleet of equal points from one of the ship lists, preferably from the same era of lists.

SPECIAL RULES

The ships move along their coastline on a straight course at the speed of the slowest ship in the fleet until the fleets are released.

Fleets are released by testing aggression at the start of the initiative phase. Each player chooses an aggression number from one to six by placing a D6 face up to the chosen number on the table edge but concealing that number from his opponent. Aggression numbers are revealed simultaneously. Fleets are released from their preprogramed course if the sum of the two aggression numbers plus the game turn is equal to or greater than 13. Play then continues normally.

The game lasts for six turns.

VICTORY

Victory	Player Situation
Tactical victory (1 Campaign Point)	Fleet is unbroken at the end of the game, and has destroyed more ships than the defender.
Strategic victory (3 Campaign Points)	Broke defending fleet's morale, and has destroyed more ships than the defender.
Victory of annihilation (5 Campaign Points)	Broke defending fleet's morale, and destroyed twice as many ships as were lost.

SCENARIO NOTES

There is a certain element of poker in this scenario. Try to unsettle your opponent with aggressive dice choices. However, don't trigger the battle before you are ready.

SCENARIO 5: HARBOUR BREAK-IN

INTRODUCTION

Besieging major port cities was a significant component of ancient Mediterranean naval warfare. This commonly involved breaking into the harbour to blockade from within a safe anchorage as galleys could not stay on station out to sea like later fleets. Harbour entrances were often defended by booms ranging from a buoyed chain to merchant vessels lashed together. Hellenistic ports would commonly mount catapults to cover the boom.

SET-UP

The terrain should resemble a harbour entrance flanked by rocky promontories or stone quays, which count as rocky shores. The space inside the harbour should be large enough to allow a limited degree of manoeuvre.

One catapult may be mounted on each promontory/quay. The attacking fleet starts at least 6" outside the harbour while the defending fleet starts inside.

FORCES

The attacker has 33% more points to spend on a fleet than the defender, rounding fractions down. The defender may spend some of his points on a boom which stretches across the harbour entrance, and/or one or two catapults.

The Dockyards of Carthage in 1:300 scale. (Models by Langton, diorama and photo by Frank Becker)
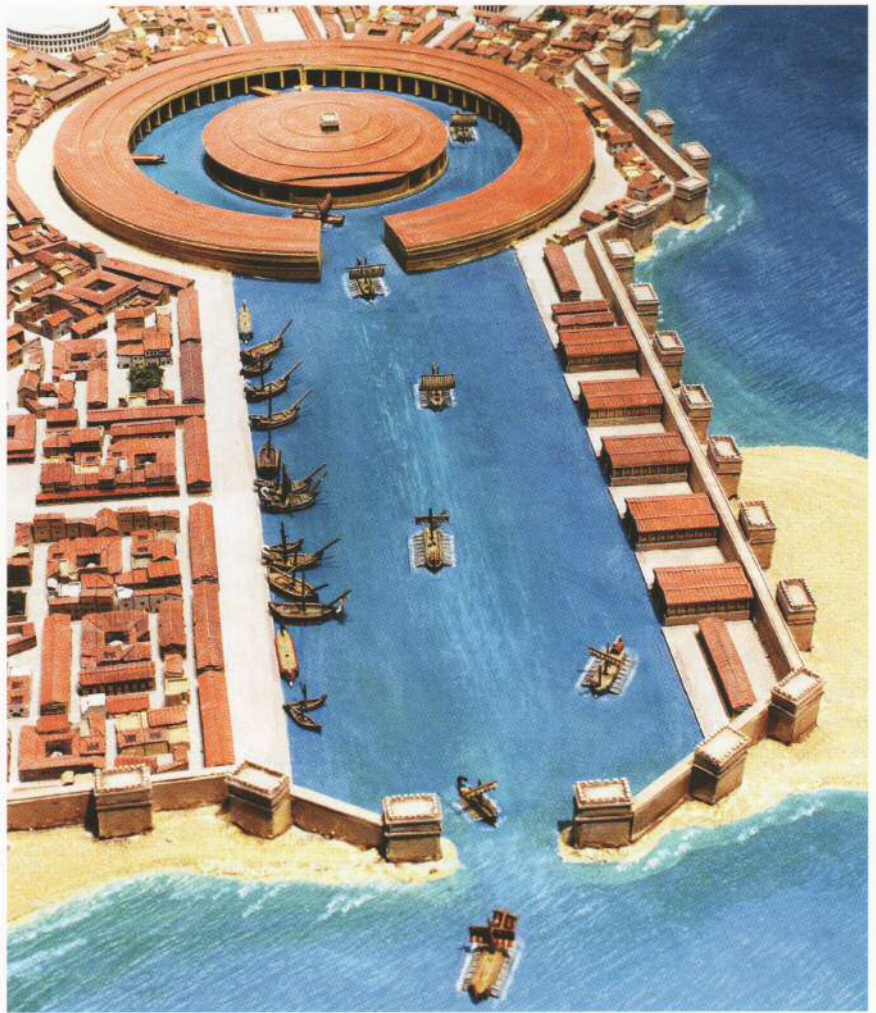
SPECIAL RULES

Booms can be light, medium or heavy and can only be destroyed by ramming.

Booms			
Type	Hull	Save	Points Cost
Light	1	6+	10
Medium	2	5+	20
Heavy	2	4+	30

Catapults cost one point each. They may only be attacked by another catapult and are destroyed if they are hit and fail their saving throw of 5+.

The game ends immediately when a fleet's morale breaks or when all the turns have been played. At the end of turn five roll a D6. The game continues for another turn on a 2+. At the end of turn six, if there is a turn six, roll again and play continues for a seventh turn on a 5+. Seven turns is the absolute maximum.

The Siege of Syracuse, 212 BC, by Giuseppe Rava © Osprey Publishing Ltd. Taken from New Vanguard 225: *Republican Roman Warships 509–27 BC.*

VICTORY

Victory	Attacker Situation	Defender Situation
Tactical victory (1 Campaign Point)	Fleet is unbroken at the end of the game, and has more ships in the harbour than the defender.	Fleet is unbroken at the end of the game.
Strategic victory (3 Campaign Points)	Broke defending fleet's morale.	Fleet is unbroken at the end of the game, and has more ships in the harbour than the attacker.
Victory of annihilation (5 Campaign Points)	Broke defending fleet's morale, and destroyed twice as many ships as were lost.	Fleet is unbroken at the end of the game, and broke attacking fleet's morale.

SCENARIO NOTES

This is a slugfest for big strong ships that can survive a head-to-head ram. Forget finesse, just go for it with the baddest ships in your fleet.
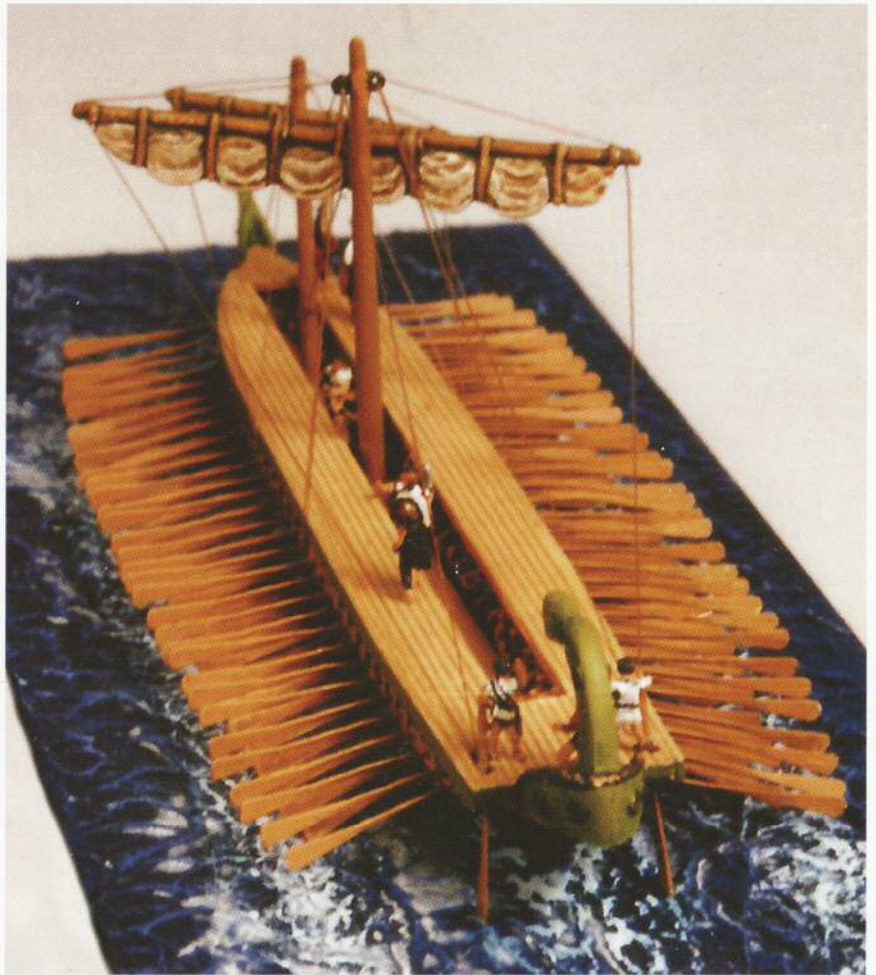
SCENARIO 6: HARBOUR BREAK-OUT

INTRODUCTION

This scenario depicts the reverse situation to Scenario 5. Here, the attacker is trying to break out of a harbour, possibly to support a relief fleet or possibly because he has been trapped in a siege that has gone horribly wrong.

SET-UP

As Scenario 5.

The attacking fleet starts well inside the harbour while the defending fleet starts just inside the harbour entrance.

FORCES

Both fleets have the same number of points to spend. The defender may spend some of his points on a boom which stretches across the harbour entrance, and/or one or two catapults.

SPECIAL RULES

As Scenario 5.

VICTORY

Victory	Attacker Situation	Defender Situation
Tactical victory (1 Campaign Point)	Fleet is unbroken at the end of the game, and has at least one ship outside the harbour.	Has more ships outside the harbour than the attacker at the end of the game.
Strategic victory (3 Campaign Points)	Broke defending fleet's morale OR has more ships outside the harbour than the defender at the end of the game.	Has twice as many ships outside the harbour as the attacker at the end of the game.
Victory of annihilation (5 Campaign Points)	Broke defending fleet's morale, and destroyed twice as many ships as were lost.	Fleet is unbroken at the end of the game, and broke attacking fleet's morale.

SCENARIO NOTES

This is another slugfest for big, strong ships that can survive a head-to-head ram. The defender has to decide whether he is going to try to bottle up the attacker inside the harbour or ambush him as he comes out. It all depends whose ships are faster and whose are stronger.

A 1:300-scale model of a fast trireme. (Photo by Langton Miniatures)

CAMPAIGN

The generic scenarios may be played as a naval campaign. Players should select an era and then any fleet from within that era. The scenarios may be played in order or random sequence as the players agree. Randomisation can be achieved by rolling a D6 or by drawing scenario names out of a mug.

Dice to choose sides. Highest die roll is the attacker, re-rolling ties.

Keep track of the Campaign Points accumulated by each player during the campaign, work out the difference and finally consult the following table:

Campaign Points Table	
Difference	**Result**
0–1	Honours are fairly even, so nothing has been decided.
2–3	You have established a moral and tactical ascendency over your opponent.
4–5	You have achieved strategic success.
6+	You have swept the enemy from the seas and are now Navarch of a Thalassocracy; your problems are just beginning!

HISTORICAL FLEETS AND SCENARIOS

THE TRIREME ERA

The first true warships (i.e. ships specifically designed to engage and destroy other ships) depended on the invention of the ram and successful ramming tactics depended on speed so there was a continuous arms race to increase speed of a galley by packing in more oarsmen while minimising weight and hull bulkiness.

Early warships had just one bank of oarsmen – monoremes. The first solution to the need for speed was simply to make galleys longer for oarsmen who needed a roughly 1m space in which to row. Homeric galleys are thought
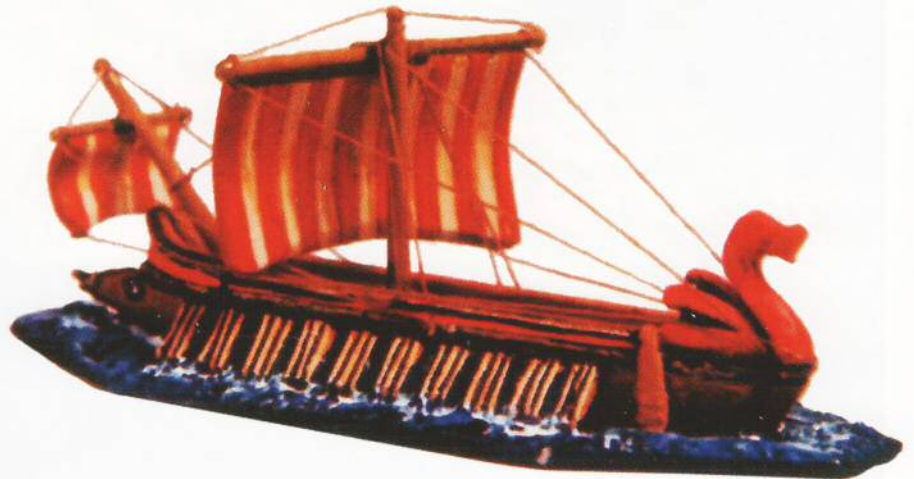
A hexeres (Six) under sail. (Photo by Langton Miniatures)

to have been somewhat less than 15m in length with ten oarsmen per side. Triaconters would have been perhaps 20m long with 15 oarsmen per side and penteconters up to 30m in length with 24 rowers per side.

Ships could not be made appreciably longer than a penteconter without becoming hopelessly unstable and unwieldy. Some Phoenician genius came up with the solution: two rowing positions at different heights in the hull. This modification involved raising the sides of the hull, making the ship heavier and more bulky, but the Greeks improved the design by cutting down the hull sides and rowing over them, thus lightening the vessel.

Conversion of this bireme into the trireme, called a *trieres* in classical Greek, was a logical next step. The Phoenicians may have been the first to use triremes, but Corinth is traditionally credited as the first Greek city to build them. A trireme had 170 rowers with one man to an oar.

Key to the development of the Greek trireme was the addition of an outrigger (*parexeresia* in Greek, meaning 'by-rowing apparatus') that projected laterally out on each side of the ship. This allowed the addition of a third bank of rowers without making an appreciably deeper, and thus heavier, ship.

A classical Greek trireme was decked only at the bow and stern with three corridors running centrally and along the sides. This open design was known as an *aphract* (literally 'unfenced'). With time triremes became *cataphract* ('fenced in') with the addition of more decking and screens to protect the oarsmen and to allow additional marines to be carried. For our purposes, triremes can loosely be classed as 'light' *aphracts* that are primarily used for ramming and 'heavy' *cataphracts* that are dependent upon marines for their primary weapon.

THE GREEK AND PERSIAN WARS

The Greek and Persian wars were triggered by the revolt of the Ionian Greek cities on the west coast of Asia Minor against the Persian Empire. Athens and its minor ally, Eretria, were culturally Ionian. Rather unwisely, they allowed national sentiment to overcome common sense and sent expeditionary forces to intervene.

The Persian Fleet beat the Greek Allied Fleet at Lades when Samos defected and the resulting capture of Miletus, the primary Greek Ionian city, caused the revolt to collapse.

In 480 BC, King Xerxes launched the largest amphibious invasion that the Eastern Mediterranean had ever seen – indeed, it held the record as the largest invasion of the European mainland ever mounted until 1944.

The Persian fleet was perhaps 400 triremes strong – they could theoretically put 700 keels into the water but probably could not crew all of them. Ranged

against this impressive force was a Greek allied fleet of 200 triremes under the leadership of Themistocles of Athens. The first clash occurred at Cape Artemisium and was indecisive but the second at Salamis saved Athens.

Greek and Persian Wars Fleet Lists		
Greeks (600–450 BC)		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
1+	Slow Trireme Squadron	- Upgrade marines to Spartan hoplites or Athenian marines (Elite Marines) for 50pts per squadron.
0–1	Light Galley Squadron	
Persians (600–450 BC)		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
1+	Ionian Slow Trireme Squadron	
1+	Phoenician, Cypriot and Egyptian Fast Trireme Squadron	
0–1	Light Galley Squadron	

THE BATTLE OF SALAMIS (480 BC)

The battle took place between the Greek and Persian fleets during Xerxes' invasion of Greece. The Greek fleet gathered in the narrow Salamis Strait, 1,500m wide, to protect the Greek allied army's flank.

The Persian Force consisted of four allied fleets:
- Phoenicians (3 squadrons of Fast Triremes, Commander Prexaspes).
- Ionian Greeks (3 squadrons of Slow Triremes, Commander Ariabignes).
- Egyptians (2 squadrons of Fast Triremes, Commander Achaemenes).
- Cypriots (1 squadron of Fast Triremes, Commander Megabazus).

The Egyptian fleet was decoyed away to guard the other end of the strait and missed the historical battle. The Cypriot fleet had been the Persian spearhead at Artemisium and had suffered heavy casualties so it is postulated that it was held in reserve at Salamis. Players may remove it from the list if they wish.

The Greek Force consisted of three allied fleets:
- Athenians (3 squadrons of Slow Triremes, Admiral Themistocles).
- Spartans & Allies (2 squadrons of Slow Triremes, Commander Eurybiadas).
- Corinthians (1 squadron of Slow Triremes, Commander Adeimantus).

The Corinthians were originally despatched to guard the other end of the channel. They seem to have turned back into the action when it was clear that the Egyptians were not coming down the strait. Roll a D6 each turn and add it to the game turn. The Corinthians enter the table from the north-eastern end of the strait on a combined total of 10.

Morale: 3+ (Cypriots), 2+ (all other fleets).

Scale: The numbers of ships have been reduced on a 10:1 scale.

Set-up: The Greek fleet took its stand in the narrow strait between the island of Salamis and the mainland to the north. This is a narrow channel with

the entrance partially screened by an island, Psyttaleia, which occupies half the entrance to the strait. The Greeks took their stand behind this island.

Victory Conditions: The victory conditions for this scenario are that the Persians must destroy the Greek fleet to win. The Greeks win just by still occupying the strait at the end of six turns.

The Historical Battle: Themistocles sold the Persians a tale that the Greeks were about to flee so the Egyptian fleet was despatched to guard the north-western entrance to the Salamis Strait and missed the battle. The Corinthians sailed back into the strait to guard the backs of the main Greek fleets. The Athenians took the left flank and the Spartans the right. The battle commenced when the Phoenicians entered the strait on their left side of Psyttaleia facing the Athenians and the Ionians entered on the right facing the Spartans. The Persians had to pass through the narrow gaps around the island of Psyttaleia in column and then had to deploy in the face of the Greek line. While they were still disorganised, the Greeks attacked. The battle lasted all day. Eventually, the Persians broke and fled south to the open water pursued for a short distance by the victorious Greeks. The Persians lost 200 ships and the Greeks 100 but they salvaged many of the wrecks.

Xerxes' view of the Straits of Salamis shortly after dawn, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 222: *Salamis 480 BC*.

THE PELOPONNESIAN WAR

The end of the Persian Wars left Athens as the dominant Greek naval power, but Sparta was still the primary land power. Athens was, however, able to circumvent Spartan military supremacy, effectively turning itself into an island by connecting the city to its port by long walls.

Athens could put 250 triremes into the water but could also call upon an additional 50 ships from Corcyra and a similar number from Chios and Lesbos. More importantly, Athens was the centre of a trading empire and could pay to support a navy whilst her enemies, apart from Corinth, were largely agricultural societies.

Sparta had few ships and so was obliged to rely upon naval assets from Corinth, Megara, Sicyon, Pellene, Elis, Ambracia and Leucas. The mercantile city of Corinth had the largest fleet, fielding 90 ships.

The Athenian fleet had complete naval dominance, both in quantity and quality, at the start of the war but this advantage gradually eroded as the Spartans learned and the Athenians took losses. The disaster at Syracuse was probably the tipping point. The two great battles in The Grand Harbour won by the Syracusan navy ramming prow-to-prow using triremes with reinforced catheads was a pointer for future Hellenistic campaigns.

The Peloponnesian War ended with the destruction of the Athenian fleet while drawn up unmanned on the beach near Aegospotami.

Peloponnesian War Fleet Lists		
Athenian Alliance (450–400 BC)		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
1+	Fast Trireme Squadron	- Upgrade to Elite Crews for 50pts per squadron.
0–1	Light Galley Squadron	- Upgrade to Elite Crews for 50pts.
Spartans, Syracusans, Thebans & Peloponnesian League (450–400 BC)		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
1+	Slow Trireme Squadron	- Upgrade marines to Spartan hoplites (Elite Marines) for 50pts per squadron. - Upgrade to a Syracusan squadron (Syracusan Reinforced Bow) for 50pts per squadron. The percentage of total points spent on Syracusan squadrons may not exceed 30% unless the battle is off Sicily, in which case the fleet may be 100% Syracusan.
0–1	Light Galley Squadron	

THE BATTLE OF SYBOTA (432 BC)

Corinth, the second-largest naval power in Greece, was in dispute with Corcyra, the third-largest. Corcyra was politically isolated so joined the Athenian Alliance for protection. The Athenians, however, were nominally at peace with the Peloponnesians, so when Corinth and allied Peloponnesian ships moved against Corcyra, Athens sent a small flotilla to 'observe'.

The **Corinthian Force** consisted of two allied fleets – their own forces and a mixed allied fleet of Eleans, Megarians, Leucadians, Ambraciots and a single ship from Anactorium:

- Corinthians (4 squadrons of Slow Triremes, Commander Xenoclides).
- Allies (2 squadrons of Slow Triremes, Commander).

The **Corcyran Force** consisted of two allied fleets – their own forces and a small fleet of Athenians:

- Corcyrans (4 squadrons of Slow Triremes, Commander Miceades).
- Athenians (2 squadrons of Fast Triremes, Commander Lacedaimonius).

Morale: 2+ (all fleets).

Scale: The numbers of ships have been reduced on a 5:1 scale.

Set-up: The battle took place in open water. The Athenians had orders to merely observe unless the Corinthians attempted to attack the island of Corcyra (Corfu) itself. The Corinthian commander was unaware of the Athenian commander's orders so could not be sure what would trigger Athenian intervention. In the game, roll a D6 every turn. On a 6 the Athenians come under the control of the Corcyran player, otherwise they just maintain position. If a Corinthian ship comes within 2" of an Athenian ship, it automatically triggers Athenian intervention.

Victory Conditions: Destroy the opposing fleet.

The Historical Battle: The left-wing Corcyran squadron drove off their opponents but their overmatched right wing suffered badly. At this point, the Athenians attacked to screen the surviving Corcyrans. The Corinthians claimed the victory, having destroyed 70 enemy ships for 30 lost. The next day, Athenian reinforcements arrived and the Corinthians withdrew unmolested.

THE BATTLE OF NAUPACTUS (429 BC)

A Spartan force of 47 warships ferrying troops across the Gulf of Corinth was attacked by Phormio commanding an Athenian squadron of 20 ships.

The Spartan Fleet:
- 3 squadrons of Slow Triremes, Commander Machaon.

The Athenian Fleet:
- 1 squadron of Fast Triremes, Admiral Phormio.

Morale: 1+ (Athenians), 3+ (Spartans).

Scale: The numbers of ships have been reduced on a 3:1 scale.

Set-up: The battle takes place in open water.

Victory Conditions: The game lasts for six turns. The Athenians have to destroy five ships or more to win. Four is a draw and three or fewer is a Spartan victory.

The Historical Battle: The Spartans were completely outclassed by the Athenian galleys that had such a speed advantage that they attacked in line astern. The Spartans formed a defensive circle with their best ships as a reserve in the centre but were unable to maintain it in the sea conditions. The Athenians broke up the Spartan formation, capturing 12 ships.

THE BATTLE OF CYNOSSEMA (411 BC)

The Hellespont was the critical theatre of operations as the Athenian grain supply ships sailed through it. The Spartans and their allies attempted to blockade the Hellespont with 86 triremes. The Athenians had to respond by moving their own fleet of 76 warships to the area. Battle was inevitable and came after five days.

The Athenian Fleet:

- 2 squadrons of Fast Triremes, Admiral Thrasybullus.
- 1 squadron of Fast Triremes.
- 2 squadrons of Fast Triremes, Commander Thrasyllus.

The Spartan Fleet consisted of two allied fleets:

- Peloponnesians (4 squadrons of Fast Triremes, Commander Mindarus).
- Syracusans (2 squadrons of Slow Triremes).

Morale: 2+ (all fleets).

Scale: The numbers of ships have been reduced on a 3:1 scale.

Set-up: The Athenians left their base at the mouth of the Hellespont and advanced up the strait along the west (European) coast in line astern to meet the Spartans who were based further inside. The Spartans rowed down to meet them in line astern along the east coast. The two fleets came abreast of each other in the narrows where the Cynossema Peninsula blocked vision up each arm. Each ship turned through 90° to face their opponents.

Victory Conditions: Destroy the enemy fleet.

The Historical Battle: Thrasybullus was outflanked by superior Peloponnesian numbers so he continued the turn through a further 90° and rowed hard back down the strait to avoid the overlap. Mindarus rowed in the same direction to try to prevent an Athenian overlap in turn. Meanwhile the Peloponnesian ships in the centre attacked and defeated the Athenian centre. Thrasybullus attacked and defeated the Spartan left wing, smashing through them to roll up the victorious Spartan centre. The Syracusans on the Spartan right wing disengaged and fled.

THE BATTLE OF ARGINUSAE (406 BC)

The last great open-sea battle of the Peloponnesian war took place off the Arginusae Islands between 150 Athenian ships and 120 Spartan vessels. In the second half of the Peloponnesian War the Spartans fought a series of losing battles against the Athenians for control of the Hellespont through which the Athenians obtained essential food. In 406 BC the Spartan general Callicratidas defeated a small Athenian fleet under Conon at Lesbos. The main Athenian fleet, consisting of 110 hastily manned Athenian ships, 30 allied and ten from Samos, advanced on Lesbos. It formed up in the small Arginusae Islands. Callicratidas had 170 ships but he left 50 behind to blockade Conan's flotilla in Mytilene. The Spartans attacked from seawards. The Athenians adopted a new formation – two lines of ships on the left and right wings.

The Athenian Fleet:

- Right Wing (2 squadrons of Fast Triremes, Commander Protomachos).
- Centre (2 squadrons of Fast Triremes, Admiral Thrasybulus).
- Left Wing (2 squadrons of Fast Triremes, Commander Aristokrates).

The Spartan Force consisted of two allied fleets:

- Peloponnesians (3 squadrons of Fast Triremes, Commander Callicratidas).
- Thebans (3 squadrons of Slow Triremes, Commander Thrasonidas).

Morale: 2+ (all fleets).

Scale: The numbers of ships have been reduced on a 4:1 scale.

Set-up: This seems to have been an open sea battle, possibly with obstacles of rocky islands and shoals.

Victory Conditions: Destroy the enemy fleet.

The Historical Battle: The Athenians broke the Spartan line into three, rolling it up and destroying 77 Spartan ships for the loss of 25 Athenian.

THE WESTERN WARS ERA

QUINQUEREMES AND QUADRIREMES

More rowers meant larger, more powerful ships so the next innovation in warship design added more rowers to each oar. Put one extra person per *thranite* oar and you had a quadrireme, a Four, do the same for *zygites* and you had a quiquereme, a Five.

Athenian quadriremes and quinqueremes were housed in the same sheds as triremes so they cannot have been appreciably larger. Later Athenian quadriremes had fewer oars than triremes so probably had two rowers per oar working at two levels. Quinqueremes became the standard ancient 'ship-of-the-line', with enormous rams weighing around five hundred kilograms.

The fleet of Dionysius I was the first to employ these new ships. It seems likely that they were instrumental in defeating the Carthaginian navy in two set-piece battles within the Grand Harbour, just as the heavy Syracusan triremes had crushed the Athenians.

A 1:300-scale quinquereme. Note the corvus, catapult and officer's quarters. (Models by Langton, photo by author)

The Merchant Harbour, Carthage, in 1:300 scale. (Models by Langton, diorama and photo by Frank Becker)

THE FIRST PUNIC WAR

Carthage started the war with a fleet of only 100 ships, most of which were quinqueremes. Rome traditionally had a small fleet of 20 triremes but these had performed badly in the war against the Italian–Greek city of Taras and so may have been disbanded before the Punic Wars. Rome could, however, call on ships supplied by its largely Greek naval allies (*socii navales*).

It became clear to the Roman Senate that they could not defeat Carthage in Sicily without a fleet so, with typical Roman efficiency, in the winter of 261/260 BC they built a navy of 100 quinqueremes and 20 triremes in 60 days using a Carthaginian quinquereme that ran aground in the Straits of Messina in 264 as their template.

The first brush between the new Roman Fleet and the Carthaginian Navy happened at Lipara. Boodes, a Carthaginian admiral, captured 20 Roman beached ships without a fight, which won the Roman admiral Cn. Cornelius Scipio the nickname of 'Ass'. The Romans must have had severe doubts whether they could match Carthaginian seamanship, but the fitting of a spiked boarding plank called a *corvus* ('crow') evened the odds. The *corvus*, probably a Syracusan invention, locked ships together and allowed the Romans to fight a land battle at sea while denying Carthaginian ships manoeuvrability.

First Punic War Fleet Lists			
Romans			
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
0–1	Six	
2+	Slow Quinquereme Squadron	- Upgrade to Elite Marines for 60pts per squadron. - Upgrade to 1 tower per ship for 30pts per squadron. - Upgrade to 1 artillery per ship for 30pts per squadron. - Upgrade to *corvus* for 15pts per squadron.
0+	Fast Quinquereme Squadron	- Upgrade to Elite Marines for 30pts per squadron.
0–1	Fast or Slow Trireme Squadron	
Carthaginians			
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
0–1	Six or Seven	
2+	Fast Quinquereme Squadron	- Upgrade to Elite Crew for 30pts (one squadron only).
0–1	Fast Quadrireme Squadron	
0–1	Fast Trireme Squadron	- Upgrade to Elite Marines for 50pts.

THE BATTLE OF MYLAE (260 BC)

Hannibal concentrated 150 warships at Panormus on the north coast of Sicily and sailed to attack Mylae, probably with the deliberate intention of drawing the inexperienced Roman fleet into battle. If such was the case, he got more than he bargained for.

The Roman Fleet:
- 4 squadrons of Slow Quinqueremes, Admiral C. Duilius.
- 1 squadron of Slow Triremes.

The Carthaginian Fleet:
- 1 Seven, Admiral Hannibal.
- 3 squadrons of Fast Quinqueremes.
- 1 squadron of Fast Quadriremes.
- 1 squadron of Fast Triremes.

Morale: 2+ (all fleets).

Scale: The numbers of ships have been reduced on a 7.5:1 scale.

Set-up: The encounter occurred just off the north coast of Sicily, south of the island of Vulcano.

Victory Conditions: Destroy the enemy fleet.

The Historical Battle: The Carthaginians were overconfident and attacked in loose order. They were surprised by the *corvus* and utterly shattered, losing 50 ships in the process including the great Seven. Hannibal had to escape in a longboat.

THE BATTLE OF ECNOMUS (256 BC)

The Roman strategic plan was to invade Africa and so attack the Carthaginian homeland directly. Rome assembled 330 quinqueremes plus 100 transports; the Consuls L. Manlius Vulso Longus and M. Atilius Regulus commanded in two Sixes. The fleet assembled at Messina and sailed down the east coast of Sicily, round Cape Pachynus and on to Phintias under Mount Ecnomus

Carthaginian troops repel Roman boarders at the Battle of Mylae, 260 BC, by Giuseppe Rava Dennis © Osprey Publishing Ltd. Taken from Elite 201: *The Carthaginians 6th–2nd Century BC.*

to pick up troops which had overwintered there. The invasion force moved off in a huge wedge formation in four flotillas, left, right, the base towing the horse transports and a reserve called the *triarii* in line abreast behind. The Roman admirals were at the point of the wedge. The Carthaginians Hamilcar and Hanno intercepted the invasion fleet some 40 miles from Phintias with 350 quinqueremes. This time the Carthaginians formed up into a huge line abreast with a quarter of the force concentrated on the left flank (landward) and thrown forward to get inside the Roman formation.

The Roman Fleet:

- Left Wing (1 Six, Admiral Vulso; 3 squadrons of Slow Quinqueremes).
- Right Wing (1 Six, Commander Regulus; 3 squadrons of Slow Quinqueremes).
- Base (3 squadrons of Slow Quinqueremes towing 9 transports, Commander).
- Triarii (3 squadrons of Slow Quinqueremes, Commander).

The Carthaginian Fleet:
- Centre (5 squadrons of Fast Quinqueremes, Admiral Hamilcar).
- Right Flank (4 squadrons of Fast Quinqueremes, Commander Hanno).
- Left Flank (4 squadrons of Fast Quinqueremes, Commander).

Morale: 2+ (all fleets).

Scale: The numbers of ships have been reduced on a 12:1 scale.

Set-up: As in the description above.

Victory Conditions: The game hinges on the nine transports. If the Carthaginians destroy five or more transports, then they win, otherwise they lose.

The Historical Battle: Hamilcar ordered the centre, where he had positioned his flagship, to fall back before the Roman wedge so as to catch it in a double envelopment – a classic Carthaginian military manoeuvre. Hanno was supposed to fall on the transports but missed them and was intercepted in his turn by the Roman reserve flotilla. The left flank did hit the Roman third squadron, which cast off the transports. The Romans drove through the middle, driving off the Carthaginian centre, and then the leading flotillas turned back to assist the rear. Hamilcar lost 94 ships and was driven off; the Romans lost only 24.

THE BATTLE OF DREPANA (249 BC)

The land war had been going badly for the Carthaginains when the next naval clash came at Drepana, a Carthaginian naval base in western Sicily. Claudius manned 150 ships and put picked legionaries on board. He covered the 18 miles to Drepana, arriving at daybreak, but the Roman fleet lost formation in the dark and it took time to get them into order. The Carthaginians were alerted and manned 100 ships to offer battle, slipping out of the north entrance of Drepana harbour as the Romans attacked through the southern entrance.

The Roman Fleet:
- 6 squadrons of Slow Quinqueremes, Admiral Claudius.

The Carthaginian Fleet:
- 4 squadrons of Fast Quinqueremes, Admiral Adherbal.

Morale: 2+ (all fleets).

Scale: The numbers of ships have been reduced on a 5:1 scale.

Set-up: This is a 'force the harbour entrance' game as described in the generic scenarios, but with the added wrinkle of two harbour entrances. The Carthaginians did not seem to have employed a boom or harbour artillery.

Victory Conditions: Destroy the enemy fleet.

The Historical Battle: The Carthaginians swung round on the surprised Romans and pinned them against the shore, inflicting a crushing defeat. Around 117 Roman warships were lost.

THE BATTLE OF THE AEGATES ISLANDS (241 BC)

Hanno escorted a group of transports to Sicily and made land in the Aegates Islands to wait for a favourable wind to run the Roman blockade and pick up Hamilcar's mercenaries from Drepana. Catulus, who had been wounded in the siege of Depana, received news of the Carthaginian fleet's arrival and immediately sailed, laying his 200 quinqeremes across the Carthaginians' route.

The Roman Fleet:
- 7 squadrons of Fast Quinqueremes, Admiral Catulus.

The Carthaginian Fleet:
- 3 squadrons of Slow Quinqueremes, Admiral Hanno.
- 3 squadrons of Slow Quinqueremes.
- 3 squadrons of Slow Quinqueremes.

Morale: 3+ (Carthaginians), 2+ (Romans).

Scale: The numbers of ships have been reduced on a 10:1 scale.

Set-up: This is an open sea battle.

Victory Conditions: The Romans must destroy the Carthaginian fleet within six turns or the Carthaginians win. The Carthaginians may only exit ships off the Roman table edge.

The Historical Battle: The Carthaginian fleet was annihilated after a short fight, losing 120 warships to the Romans' 12 – the Carthaginian Navy was finished.

THE HELLENISTIC NAVAL ERA

THE TITANS

The Hellenistic States were far more powerful and wealthy than the tiny Greek city-states that preceded then and this was reflected in the power of their navies, not just in the size of their fleets but in the size of their ships.

In the early 3rd Century BC a battleship arms race took place, driven by Demetrius Poliorcetes who, like many Hellenistic kings, had a weakness for massive, spectacular military engineering projects. The new mega-ships were probably worked at two levels with up to 8 men per oar who rowed while standing. The ships were fully decked, carrying considerable numbers of marines, artillery pieces (another Syracusan idea further developed by Demetrius) and massive rams weighing up to 2,000kg.

Such polyremes must have been considerably broader and probably longer than the early quadriremes and quinqueremes. A Sixteen must have been at least 15m wide for stability. At Lake Nemi in Italy, a Roman 'gin palace' was excavated that was 75m long and 19m wide, which seems about right for a Sixteen.

Demetrius certainly used ten Sixes and seven Sevens at Salamis. Livy describes the fleet of Antiochus III at Side as including three Sevens and four Sixes. A Seven would have required 400 rowers, greatly increasing running costs and logistical problems compared to a quinquereme. There is no evidence of anything larger than a Ten being used in combat.
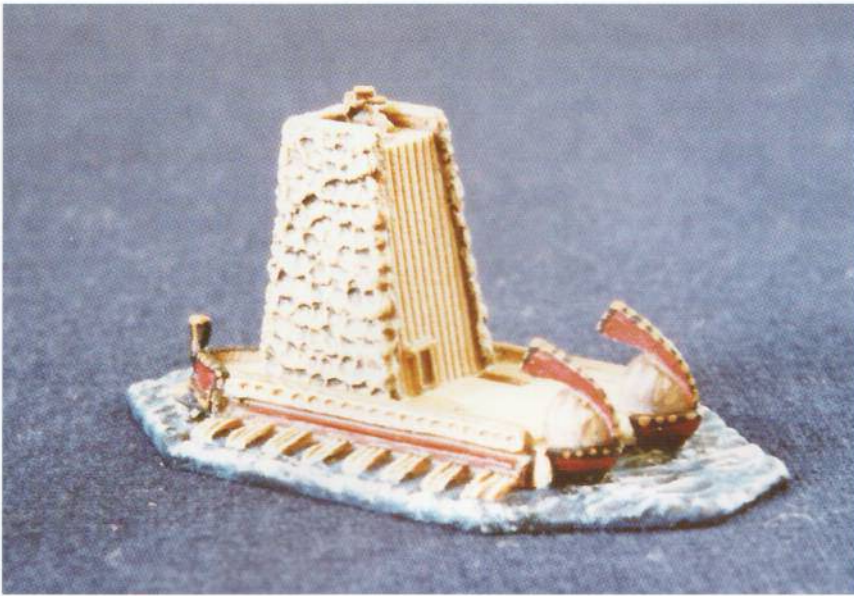
Polyremes were possibly essential for capturing fortified ports by dominating prow-to-prow clashes at harbour mouths, crushing booms and acting as artillery platforms to contest city wall defences. They were also visible demonstrations of power – like modern nuclear aircraft carriers.

The Ptolemies went on to build Twenties, Thirties and even a Forty At some point, another revolution in naval architecture must have taken place. The Forty of Ptolemy IV was the largest ancient warship ever built, although it never seems to have left the Nile.

Casson suggests these super-ships were catamaran, completely decked across the top between the hulls with oars on the inner as well as the outer hull sides. The Forty's size has been estimated at 128m long with hulls 17m wide, the total beam of the ship being about 64m. It would have been manned by perhaps 4,000 rowers and more than 2,500 marines.

Catamaran battle-galleys probably arose from *ad hoc* arrangements involving lashing ships together to provide stable platforms for towers and catapults. The first may have been Lysimachus' Leontophorus, 'Lion Bearer', an Eight (possibly meaning a double-Eight catamaran, later called a Sixteen) which was considered a marvel at the time.

The maritime empire of Ptolemy II apparently had a battle fleet that included two Thirties and one Twenty siege catamarans, four Thirteens, two Twelves, 14 Elevens, 30 Nines, 37 Sevens, five Sixes, 17 quiqueremes and a couple of hundred smaller warships.

The naval wars of the Diadochi eventually petered out possibly through economic exhaustion with very little to show for the massive expenditure of resources.

The Hellenistic Naval Era Fleet Lists

Syracusans (400–220 BC)

0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
0–1	Six	
1+	Slow Quinquereme Squadron	- Upgrade to 1 tower per ship for 30pts per squadron. - Upgrade to 1 artillery per ship for 30pts per squadron.
0–3	Fast Quinquereme Squadron	
1+	Slow Trireme Squadron	
0–1	Light Galley Squadron	

Athenians (400–320 BC)

		After 320 BC, may serve as allies to other Hellenistic fleets.
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
1+	Fast Quadrireme Squadron	- Upgrade to Elite Crew for 30pts per squadron.
1+	Fast Trireme Squadron	
0–1	Light Galley Squadron	

Imperial Alexandrian (350–320 BC)

0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
0–1	Fast Quinquereme Squadron	- Upgrade to Elite Marines for 30pts.
1+	Fast Quadrireme Squadron	
1+	Fast Trireme Squadron	
0–1	Light Galley Squadron	

Early Demetrian (315–306 BC)

		An Early Demetrian fleet may spend up to 30% of its points on Athenian allies.
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
0–5	Six or Seven	- Upgrade to up to 2 towers per ship for 10pts each. - Upgrade to up to 2 artillery per ship for 10pts each. - Upgrade to Elite Artillerymen for 5pts (flagship only).
2+	Slow Quinquereme Squadron	- Upgrade to 1 tower per ship for 30pts per squadron. - Upgrade to 1 artillery per ship for 30pts per squadron.
1+	Slow or Fast Trireme Squadron	
0–1	Light Galley Squadron	

Late Demetrian (306–285 BC)

0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
0–1	Sixteen	- Upgrade to up to 4 towers for 10pts each. - Upgrade to up to 4 artillery for 10pts each. - Upgrade to Elite Artillerymen for 5pts (flagship only).
0–1	Twelve or Thirteen	- Upgrade to up to 3 towers for 10pts each. - Upgrade to up to 3 artillery for 10pts each.
0–1	Ten or Eleven	- Upgrade to up to 3 towers for 10pts each. - Upgrade to up to 3 artillery for 10pts each.
0–1	Eight or Nine	- Upgrade to up to 2 towers for 10pts each. - Upgrade to up to 2 artillery for 10pts each.
1+	Six or Seven	- Upgrade to up to 2 towers per ship for 10pts each. - Upgrade to up to 2 artillery per ship for 10pts each.
2+	Slow Quinquereme Squadron	- Upgrade to 1 tower per ship for 30pts per squadron. - Upgrade to 1 artillery per ship for 30pts per squadron.
1+	Slow or Fast Trireme Squadron	
0–1	Light Galley Squadron	

Ptolemaic (315–282 BC)		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
2+	Slow Quinquereme Squadron	- Upgrade to 1 tower per ship for 30pts per squadron. - Upgrade to 1 artillery per ship for 30pts per squadron.
2+	Slow Quadrireme Squadron	- Upgrade to 1 artillery per ship for 30pts per squadron.
1+	Slow or Fast Trireme Squadron	
0–1	Light Galley Squadron	
Later Ptolemaic (282–205 BC)		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
0–1	Forty	- Flagship of Ptolemy IV, may only be included in his fleet. - Upgrade to up to 10 towers for 10pts each. - Upgrade to up to 10 artillery for 10pts each.
0–1	Thirty	- Upgrade to up to 8 towers for 10pts each. - Upgrade to up to 8 artillery for 10pts each.
0–1	Twenty	- Upgrade to up to 6 towers for 10pts each. - Upgrade to up to 6 artillery for 10pts each.
0–6	Twelve or Thirteen	- Upgrade to up to 3 towers per ship for 10pts each. - Upgrade to up to 3 artillery per ship for 10pts each.
0+	Nine	- Upgrade to up to 2 towers per ship for 10pts each. - Upgrade to up to 2 artillery per ship for 10pts each.
0+	Six or Seven	- Upgrade to up to 2 towers per ship for 10pts each. - Upgrade to up to 2 artillery per ship for 10pts each.
2+	Slow Quinquereme Squadron	- Upgrade to 1 tower per ship for 30pts per squadron. - Upgrade to 1 artillery per ship for 30pts per squadron.
1+	Slow or Fast Trireme Squadron	
0–1	Light Galley Squadron	

THE BATTLE OF SALAMIS (306 BC)

Demetrius besieged the port of Salamis on Cyprus with a sizable army and fleet, put by some estimates as high as 180 war galleys, but found the city too hard a nut to crack. Ptolemy arrived at Cyprus with a relief force of perhaps 140 galleys and 200 transports with 10,000 infantry aboard. Demetrius left ten quiqueremes to blockade Ptolemy's brother, Menelaos, who commanded a fleet of 60 warships inside Salamis harbour and ambushed Ptolemy just offshore a little to the south of the city.

The Demetrian Fleet:
- Left Flank (1 Seven, Admiral Demetrius; 1 Six; 1 squadron of Athenian Quadriremes).
- Centre (1 squadron of Slow Quiqueremes, Commander Marsyus; 1 squadron of Slow Triremes).
- Right Flank (1 squadron of Slow Triremes).

The Ptolemaic Fleet:
- Right Flank (1 squadron of Slow Quadriremes).
- Centre (1 squadron of Slow Quinqueremes, Commander; 1 squadron of Slow Quadriremes).
- Left Flank (2 squadrons of Slow Quinqueremes, Admiral Ptolemy).

Morale: 2+ (all fleets).
Scale: A 10:1 scale is used for ship numbers.

Set-up: The battle was fought with the battle lines perpendicular to the coast with Ptolemy's left flank and Demetrius' right against the shore. It is possible that the transports were already engaged in unloading when Demetrius' fleet appeared. In any case they seem to have taken no part in the battle and may be ignored for the purposes of the scenario.

Victory Conditions: Destroy the enemy fleet.

The Historical Battle: Both admirals had placed their strongest forces on their left flanks, so the battle resembled a revolving door with both left wings being defeated. However, Demetrius' left wing had sea room to fall back while Ptolemy's was pushed back into the centre and pinned against the shore. Demetrius won an overwhelming victory, capturing 120 galleys, 100 transports and 8,000 troops. Ptolemy escaped with just 20 warships.

THE RHODIAN ERA

While the large Hellenistic states fought their inconclusive wars in the eastern Mediterranean, the balance of power was held by Rhodes, a small Greek state with an elite navy. Rhodes depended on a merchant marine and its policy was to keep the seas open for its merchants. The Rhodian navy was small, only 40 capital ships of fast quadrireme or quinquereme classes, but could be a decisive ally.

In 201 BC, Rhodes allied with Attalus I of Pergamum and Byzantium and fought the Battle of Chios against Philip V, grandson of Antigonus Gonatus. Philips's flagship, a mighty Ten, rammed a trihemiolia that unfortunately stuck on its ram. While disabled, the flagship was in turn rammed and sunk by two lowly triremes. Philip's fleet included Tens, Nines, Eights, Sixes, quinqueremes and lighter galleys.

This battle demonstrates how the heavy 'siege' ships needed their flanks protecting by the galley equivalents of the 'ships-of-the-line', quadriremes and quiqueremes, and 'frigates' – the triremes.

Philip V of Macedonia went on to make an alliance with Antiochus III of Syria, who was descended from Seleucus. Rhodes and her ally, Pergamum, were unable to match the strength of two major Hellenistic kingdoms. Philip not only organised the pirates against Rhodes and sent secret agents to sabotage the island's naval yards, but built Sixes, Sevens, Nines and even a Ten as flagship.

In desperation, the Rhodians made a critical error. They invited in Rome.

The Rhodian Era Fleet Lists		
Roman Eastern Fleet		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
2+	Slow Quinquereme Squadron	- Upgrade to 1 tower per ship for 30pts per squadron. - Upgrade to 1 artillery per ship for 30pts per squadron. - Upgrade to Elite Marines for 60pts per squadron.
0+	Fast Quinquereme Squadron	- Upgrade to Elite Marines for 30pts per squadron.
0–1	Fast Trireme Squadron	

Rhodian Fleet		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
1+	Fast Quadrireme Squadron	- Upgrade to Elite Crew for 45pts per squadron (may then use Rhodian Dip). - Upgrade to Rhodian Fire Pots for 30pts per squadron.
2+	Fast Trireme or Trihemiolia Squadron	- Upgrade to Elite Crew for 75pts per squadron (may then use Rhodian Dip). - Upgrade to Rhodian Fire Pots for 30pts per squadron.
0+	Light Galley Squadron	
Pergamum Fleet		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
0–1	Six or Seven	- Upgrade to up to 2 towers for 10pts each. - Upgrade to up to 2 artillery for 10pts each.
0+	Fast Quadrireme Squadron	
0–1	Fast Trireme Squadron	
Seleucid Fleet		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
0–1	Six or Seven	- Upgrade to up to 2 towers for 10pts each. - Upgrade to up to 2 artillery for 10pts each.
0+	Slow Quinquereme Squadron	- Upgrade to 1 tower per ship for 30pts per squadron. - Upgrade to 1 artillery per ship for 30pts per squadron.
1+	Slow Trireme Squadron	
0–1	Light Galley Squadron	
Macedonian Fleet		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
0–1	Ten	- Upgrade to up to 3 towers for 10pts each. - Upgrade to up to 3 artillery for 10pts each.
0–2	Nine	- Upgrade to up to 2 towers per ship for 10pts each. - Upgrade to up to 2 artillery per ship for 10pts each.
1+	Six or Seven	- Upgrade to up to 2 towers per ship for 10pts each. - Upgrade to up to 2 artillery per ship for 10pts each.
0–1	Slow Quinquereme Squadron	- Upgrade to 1 tower per ship for 30pts per squadron. - Upgrade to 1 artillery per ship for 30pts per squadron.
2+	Light Galley Squadron	- Upgrade to *lembi* pirate crew (Elite Crew) for 30pts per squadron.

BATTLE OF SIDE (190 BC)

Hannibal (*the* Hannibal) was leading a small fleet of 37 ships including three Sevens, four Sixes and ten triremes from Syria to join up with the main Seleucid fleet under Polyxenidas in Ephesus. Eudamos raced south east with a crack Rhodian fleet of 32 quadriremes and four triremes, intercepting Hannibal near the town of Side.

"The Roman ships broke through the Antiochean line of battle ... and surrounded the enemy before they knew it. Twenty-nine of the Antiochean ships were lost, thirteen of which were captured with their crews. The Romans lost only two vessels."
– From Appian

The Rhodian Fleet:
- 1 squadron of Fast Quadriremes, Admiral Eudamos; 1 squadron of a single Fast Trireme.
- 2 squadrons of Fast Quadriremes.

The Seleucid Fleet:
- 1 Seven, Admiral Hannibal.
- 1 Six.
- 1 squadron of three Slow Triremes.

Morale: 2+ (all fleets).
>**Scale:** The numbers of ships have been reduced on a 3:1 scale.
>**Set-up:** Takes place off a coastline.
>**Victory Conditions:** Destroy the enemy fleet.
>**The Historical Battle:** Hannibal ordered his ships into line of battle while Eudamos attacked in line astern, leading the vanguard of his fleet out to sea to attack Hannibal's seaward flank. The Rhodian rearguard attacked in column to the landward and performed a perfect *diekplus* on the Seleucid landward flank, disabling every single Syrian ship with oar-strikes. This flotilla then raced seaward to assist Eudamos and Hannibal signalled a retreat.

BATTLE OF MYONNESSUS (190 BC)

For reasons best known to himself, the incompetent Roman admiral, Regillus, reduced the size of his fleet until it was smaller than the Seleucid force of 89 warships, over half of which were bigger than triremes including two Sevens and three Sixes. Regillus could muster 58 Roman quinqueremes and 22 crack Rhodian quadriremes. When Polyxenidas offered battle Regillus put the Rhodian squadron in reserve.
>**The Roman Fleet** consisted of two allied fleets:
- Romans (4 squadrons of Fast Quinqueremes, Commander Regillus).
- Rhodians (1 squadron of Fast Quadriremes, Admiral Eudamos).

The Seleucid Fleet:
- 1 Seven, Admiral Polyxenidas.
- 1 Six.
- 3 squadrons of Slow Triremes.

Morale: 2+ (all fleets).
>**Scale:** The numbers of ships have been reduced on a 5:1 scale.
>**Set-up:** The battle appears to have taken place in open water as Eudamos had room to outflank the Seleucid line.
>**Victory Conditions:** Destroy the enemy fleet.
>**The Historical Battle:** Fortunately, when Eudamos realised that the Roman right wing was about to be overwhelmed, he disobeyed orders and lead his flotilla into the attack inflicting a stunning defeat on the Seleucids.
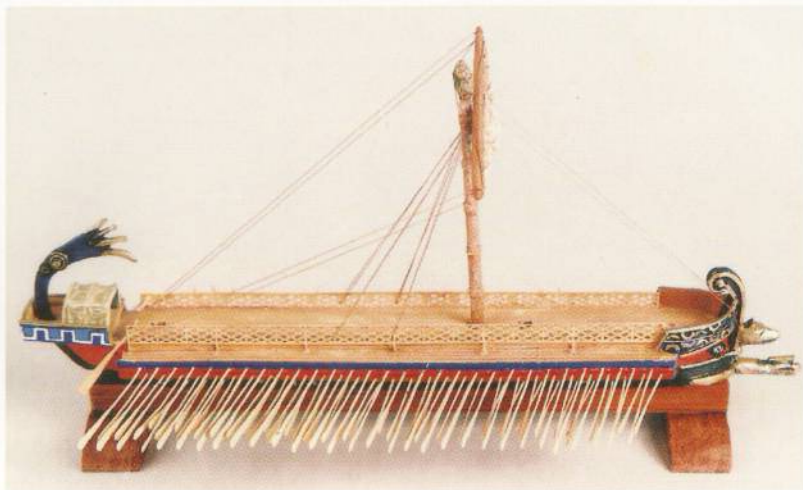
THE PIRATE ERA

Pirates were always a scourge of ancient merchant fleets. They came from impoverished coastlines all over the Mediterranean, but notably Cilicia, Crete, and the Balkan coast opposite Italy. The major industry of the pirates was slaving and hostage-taking.

The first state to seriously address the issue was Rhodes, and her navy was primarily designed to suppress piracy. Rome deliberately wrecked the Rhodian economy, and hence her navy, by creating a free port at Delos. By 70 BC, the Appian Way, Rome's main road, was unsafe to travel and Roman citizens, nobles and officials were being snatched. Shipping across the Mediterranean ceased and the grain routes to Rome were threatened.

The security of the whole Mediterranean shoreline up to fifty miles inland was turned over to Pompey the Great with complete authority to requisition anything or anyone. Pompey defeated the pirates and made them clients, but the climactic battle between Romans and Pirates came later at Naulochus.

A 1:300-scale model of a Roman quinquereme. (Photo by Langton Miniatures)

The Pirate Era Fleet Lists		
Octavian Fleet		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
0–1	Six	- Upgrade to up to 2 towers for 10pts each. - Upgrade to up to 2 artillery for 10pts each. - Upgrade to *harpax* for 10pts.
2+	Slow Quinquereme Squadron	- Upgrade to 1 tower per ship for 30pts per squadron. - Upgrade to 1 artillery per ship for 30pts per squadron. - Upgrade to Elite Marines for 60pts per squadron. - Upgrade to *harpax* for 20pts per squadron.
0+	Fast Quinquereme Squadron	- Upgrade to Elite Marines for 30pts per squadron.
0+	Fast Quadrireme Squadron	
1+	Slow Trireme Squadron	
1+	Light Galley Squadron	
Pirate Fleet		
0–1	Admiral	
0–1	Commander	
0–2	Squadron Hero	
0+	Fast Quinquereme Squadron	- Upgrade to Elite Crew for 30pts per squadron.
0+	Fast Quadrireme Squadron	- Upgrade to Elite Crew for 30pts per squadron.
1+	Fast Trireme or Trihemiolia Squadron	- Upgrade to Elite Crew for 50pts per squadron.
2+	Light Galley Squadron	- Upgrade to *lembi* pirate crew (Elite Crew) for 30pts per squadron.

THE BATTLE OF NAULOCHUS (36 BC)

When Caesar was assassinated, the Roman fleet fell into the hands of Sextus. More than anyone else in history, Sextus has a right to the title 'Pirate King'. In 42 BC he commanded 130 ships. When Brutus and Cassius fell, the remains of their fleet defected to Sextus, bringing his force in the western Mediterranean up to more than 200 vessels. Augustus embarked on a massive building programme, creating a huge force of 370 vessels including many Sixes. Under the command of Agrippa, the fleet trained with the newly developed *harpax*.

The Pirate Fleet:

- 1 squadron of Fast Quinqueremes, Admiral Sextus.
- 2 squadrons of Fast Quadriremes.
- 3 squadrons of Fast Triremes.
- 1 squadron of Light Galleys.

The Roman Fleet:

- 1 Six, Admiral Agrippa.
- 1 squadron of Fast Quinqueremes.
- 1 squadron of Slow Quiqueremes.
- 2 squadrons of Fast Quadriremes.
- 2 squadrons of Fast Triremes.

> *"Thus the war against the pirates, which it was supposed would prove very difficult, was brought to an end by Pompey in a few days. He took seventy-one ships by capture and 306 by surrender from the pirates, and 120 of their towns, castles, and other places of rendezvous. About 10,000 of the pirates were slain in battles."*
> *– From Appian*

Morale: 2+ (all fleets).

Scale: The numbers of ships have been reduced on a 10:1 scale.

Set-up: The battle took place off a coastline.

Victory Conditions: Destroy the enemy fleet.

The Historical Battle: The two fleets clashed off the north coast of Sicily near Naulochus. Sextus was defeated after a hard-fought engagement.

THE ROMAN CIVIL WARS

The final confrontation for control of the Roman World took place between the two last men standing: Octavian and Mark Antony, and the climax was a naval battle off Actium. Antony and his ally, Cleopatra, had a Hellenistic fleet with large port-blockade ships while Octavian's admiral, Agrippa, fielded smaller but faster galleys. This was the last great fleet action of the Ancient World as the Roman Empire now controlled the entire Mediterranean seaboard.

The Pirate Era Fleet Lists		
Octavian Fleet		As per the Pirate Era Fleet List.
Antonian/Cleopatran Fleet		
0–1	Admiral	
0–1	Commander	
0–1	Squadron Hero	
1+	Ten	- Upgrade to up to 3 towers per ship for 10pts each. - Upgrade to up to 3 artillery per ship for 10pts each.
1+	Eight or Nine	- Upgrade to up to 2 towers per ship for 10pts each. - Upgrade to up to 2 artillery per ship for 10pts each.
1+	Six or Seven	- Upgrade to up to 2 towers per ship for 10pts each. - Upgrade to up to 2 artillery per ship for 10pts each.
2+	Slow Quinquereme Squadron	- Upgrade to 1 tower per ship for 30pts per squadron. - Upgrade to 1 artillery per ship for 30pts per squadron.
2+	Slow Quadrireme Squadron	

THE BATTLE OF ACTIUM (31 BC)

Antony had inherited the eastern fleets of up to 500 warships but at Actium he could crew no more than 240. Antony essentially had a Hellenistic fleet, flying his flag in a Ten, while Agrippa used much the same force as at Naulochus. Antony's troops and sailors were starving as he had failed to protect his supply lines. He put to sea with sails still on board, suggesting that this was a break-out rather than a serious attempt to offer battle.

The Antonian Fleet:

- 1 Eight, Commander Publicola; 1 Six; 1 squadron of Slow Quinqueremes.
- 1 Ten, Admiral Antony; 1 Seven; 1 squadron of Slow Quinqueremes; 1 squadron of Slow Quadriremes.
- 1 Nine, Commander Octavius; 1 Six; 1 squadron of Slow Quinqueremes.
- 1 Seven, Commander Cleopatra; 1 squadron of Slow Quinqueremes.

A war fleet on patrol rounds an Aegean Island.

The Octavian Fleet:

- 1 Six, Admiral Agrippa; 1 squadron of Slow Quinqueremes; 2 squadrons of Fast Quadriremes; 1 squadron of Fast Triremes; 1 squadron of Light Galleys.
- 1 Six, Commander Lurius; 1 squadron of Slow Quinqueremes; 1 squadron of Slow Quinqueremes; 1 squadron of Fast Triremes; 1 squadron of Light Galleys.
- 1 Six, Commander Arruntius; 1 squadron of Slow Quinqueremes; 1 squadron of Fast Quadriremes; 1 squadron of Light Galleys.

Morale: 3+ (Antonian Fleet), 2+ (Octavian Fleet).

Scale: A 10:1 scale is used for ship numbers.

Set-up: This is a break-out scenario from a natural harbour, the Gulf of Ambracia, with Antony and Cleopatra's ships making the run.

Victory Conditions: Antony's ships must exit from the opposite table edge (they are then deemed to raise sails and escape). Victory for Agrippa depends on capturing or destroying more points of Antony's ships than escape off the table. Cleopatra's flagship contained her treasury so counts double points. The Octavian player wins an immediate victory if Antony is killed or captured.

The Historical Battle: Cleopatra's squadron sailed off the battlefield closely followed by Antony's, leaving the bulk of their fleet to be destroyed.

> *"Caesar's followers, having smaller and swifter ships, would dash forward and ram the enemy, being armoured on all sides to avoid receiving damage."*
> *– From Cassius Dio*

SUGGESTED READING FOR SCENARIO IDEAS

A number of classical historians described sea battles and these accounts are worth reading to appreciate the ferocity of galley warfare. Various translations are available, many with useful historical notes:

- Appian – *Historia Romana*
- Cassius Dio – *Historia Romana*
- Herodotus – *The Histories*
- Plutarch – *Parallel Lives*
- Polybius – *The Histories*
- Thucydides – *History of the Peloponnesian War*

Other useful sources include:

- Fields, N. *Ancient Greek Warship* (New Vanguard 132). Oxford: Osprey, 2007.
- Grainger, J. D. *Hellenistic and Roman Naval Warfare 336 BC–31 BC*. Barnsley: Pen & Sword, 2011.
- Hale, J. R. *Lords of the Sea*. London: Penguin Books, 2009.
- Murray, W. M. *The Age of Titans*. Oxford: Oxford University Press, 2012.
- Shepherd, W. *Pylos and Sphacteria 425 BC* (Campaign 261). Oxford: Osprey, 2013.
- Shepherd, W. *Salamis 480BC* (Campaign 222). Oxford: Osprey, 2010.
- Sheppard, S. *Actium 31 BC* (Campaign 211). Oxford: Osprey, 2009.

Cleopatra's squadron breaks out of the melee, by Christa Hook © Osprey Publishing Ltd. Taken from Campaign 211: *Actium 31 BC*.

SOME NOTES ON TACTICS

The basic formation of a galley fleet is the line abreast. This keeps the ram pointed at the enemy such that the ships to each side protect the vulnerable lateral oar banks. A fleet of slow ships would be quite happy to engage the enemy in a prow-to-prow line abreast formation and board.

Fast, ramming fleets need some sea room to bring their rams to bear on the vulnerable sides and sterns of the enemy. One way to achieve this was the *periplus*. This involved outflanking the enemy line and rolling up a wing. The *periplus* could be avoided if the defending fleet extended its flanks by increasing the gap between each ship.

The problem then is that the ramming fleet might carry out a *diekplus* attack, slipping through gaps in the defensive line and carrying out oar strikes before turning to ram the vulnerable sterns of the compromised defending fleet. One sign that an attacker might be about to carry out a *diekplus* is that he moved his ships into attack columns to bring a heavier weight to bear on selected parts of the enemy line.

The defence against the *diekplus* was to huddle tight or use two lines, the second line to protect the vulnerable sterns of the first. But this reduced the defensive line's frontage making a fleet vulnerable to a *periplus*.Problems, problems.

The ultimate defensive formation was the *kyklos*. The defender put his ships into a convex phalanx, prows outwards. This formation defended against both the *periplus* (no flanks) and the *diekplus* (close spaced ships). The snag is that no one wins a battle in a perfect defensive formation.

Terrain can be used to protect the flanks of a boarding fleet or a fleet with inferior numbers. The Greeks used this tactic brilliantly against the Persian Empire at Salamis.

QUICK REFERENCE SHEET

1. INITIATIVE PHASE

Roll a D6 (re-roll ties). Highest roll may choose to go first or second.

2. OPERATIONAL PHASE

Players alternate activating a squadron.

MOVEMENT

- Ships must move forward a minimum of 1" before turning.
- Turn is up to 45°, losing 1" of movement.
- May reverse ½" (full move).
- May turn 180° in place (full move).

ARTILLERY

- Fires through side arcs only.
- Range 8".
- Hits on 4+ (3+ through target's front or rear arcs).

OAR STRIKES

- Only into side arc of target.
- 4+ one oar bank destroyed, 6+ two oar banks destroyed.

RAMS

- Ship must first move forward at least ½".
- Ram stat = number of hits.
- Target checks for saves.
- Unsaved hits cause hull damage.
- Prow-to-prow rams can damage both ships.

Artillery Effect Table	
D6 Roll	**Result**
1	Special result (roll again, see below).
2–3	Marine lost.
4–5	Oar bank lost.
6	Artillery piece lost.
Special Results	
D6 Roll	**Result**
1–3	Artillery piece fails to fire.
4–5	Artillery piece malfunctions permanently.
6	Admiral or other leader killed if present on the target ship.
If the target lacks the specified area or all the specified areas have already been destroyed then the result is 'No Effect'.	

BOARDING

- Grappling successful on 5+ (6+ after oar strike).
- Marine combat simultaneous.
- 5+ to kill enemy marine.
- 5+ to ungrapple after combat round.
- Both players can choose to disengage, otherwise combat rounds continue.

3. MORALE PHASE

Check morale if:
- Flagship is sunk.
- ¼ the fleet is sunk.
- ½ the fleet is sunk.
- An allied fleet flees.

MODIFIERS
- Admiral dead or captured: -2
- ½ the ships are destroyed: -2

Fleets that fail morale are removed from play.

SHIP CAPABILITIES
- *Corvus*: grappling +2, speed -1
- Elite Artillerymen: hit on 4+
- Elite Crew: speed +1
- Elite Marines: kill on 4+
- *Harpax*: grappling +1
- Tower: marines gain 5+ save

LEADERS

ADMIRAL
- Initiative: +1
- Boarding action rolls: +1
- Admiral leads attack: +1 (killed on 4+)
- Squadron may re-roll 1D6 per turn.

COMMANDER
- Boarding action rolls: +1
- Commander leads attack: +1 (killed on 4+)
- Squadron may re-roll 1D6 per turn.

HERO
- Hero leads attack: +1 (killed on 4+)

Ship Data Summary							
Ship	Oar Bank	Hull	Ram	Save	Speed (")	Marines	Points per Ship
Transport	0	1	0	0	2	0	0
Light Galleys	1	1	1	0	4	(1)	20
Fast Trireme & Trihemiolia	2	1	1	0	6	(1)	30
Slow Trireme	2	1	1	6+	5	1	30
Fast Quadrireme	2	1	1	0	7	1	40
Slow Quadrireme	2	1	1	6+	6	2	40
Fast Quinquireme	3	2	2	6+	5	1	50
Slow Quinquireme	3	2	2	5+	4	2	50
Six & Seven	4	2	2	5+	4	3	60
Eight & Nine	4	2	2	5+	4	4	65
Ten & Eleven	5	3	2	5+	4	5	75
Twelve & Thirteen	5	3	2	5+	4	6	80
Fourteen & Fifteen	6	3	3	5+	3	7	100
Sixteen	6	3	3	5+	3	8	110
Twenty	6	4	4	5+	3	10	130
Thirty	7	4	4	4+	2	15	190
Forty	8	4	4	4+	2	20	230

POSEIDON'S WARRIORS

Classical Naval Warfare 480–31 BC

Poseidon's Warriors is a set of wargaming rules for large-scale naval actions between fleets of Classical galleys from the Greek and Persian clash at the battle of Salamis to the battle of Actium that decided the fate of Rome. With so many of these battles taking place around islands or in narrow channels and shallow waters, sneaky tactics and cunning manoeuvres are a hallmark of warfare of this era, and the rules use an integrated turn system to allow a commander to position ships to go in and ram without being rammed in return, or to employ feints and traps to tempt the enemy out of position and leave his ships vulnerable to a follow-up strike. With data for ships throughout the period, rules for famous admirals, scenarios, a campaign system and a brief historical summary for those who wish to refresh their knowledge of the era, *Poseidon's Warriors* offers everything players need to bring to the tabletop the battles and campaigns of the first great age of naval warfare.

JAZO
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