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