

NÁVARCHOI

FLEET COMMAND IN THE ANCIENT WORLD

Návarchoi is a low complexity game of ancient naval combat, designed to play quickly and with as many ships as possible. Typically, the battles simulated by this game system involved fleets comprised of hundreds of ships on a side. Unfortunately doing so is nearly impossible in play, so each ship represents several ships and the battles are more interpretations than actual simulations. The game is designed to entertain more so than to educate, but players should still derive a sense for the tactics of the period.

The game scale is roughly seventy-five yards per square and a ship may represent one or several ships. The time scale is fluid, running anywhere from 1 to 10 minutes per turn, depending on what's going on.

1.0 COMPONENTS

- Rules Manual
- Deck of 55 Action Cards
- Player Aid Cards (2)
- Play Mat with Turn and Impulse Track
- Ship Status Sheet
- Scenario Cards (5)
- 11x17" Map Panels (4)
- Game Pieces (280 1x.5", 280 .5")
- 10-sided Dice (2)

1.1 The Map: The map represents an area of open sea where the battle takes place. Overlaid upon it is a grid of squares used to regulate the movement of ships. Each square is printed in an identification number to aid in battle setup, and a compass rose indicates directions in which ships may travel (up to eight).

1.2 Action Cards: A deck of 55 cards is used to drive the action in the game (thus, *Návarchoi* is considered a "Card Driven Game"). Each card has

up to three separate purposes ("stratagems") as well as a random effect:

1.2.1 Activation: In the upper left is an "activation number" ranging in value from one to seven. This number indicates how many separate formations can be activated for movement.

1.2.2: Planning: The activation number also indicates the size of a player's hand for the next turn. A planning stratagem can only be used once per turn.

1.2.3: Action: Play an event card with a red activation number noted as an "Action."

1.2.4: Random Effect: In the upper right may be a random event icon.

1.3 Game Pieces: There are two basic types of pieces (or units) within the game: Ships and Markers.

1.3.1 Ships: Ships represent one or more oared vessels involved in combat. The number of vessels a ship represents is dependent upon the battle being fought. Each ship is represented by two separate units that may be interchanged during play. One unit indicates the ship while undamaged. The second, or damaged, marker is indicated with a white bar. While one unit is placed and moved on the map, the other is placed off-map and used to track the ship's status and equipment. Each ship unit is annotated with several values. In the upper right is an ID number (shared by each pair of ship units). At the left is the ship type and whether it is "cataphracted" (an ancient form of armoring), the ship's size and an indication of the ship's movement status (see below). In addition, each unit has a colored band that indicates both its side as well as its frontal facing.

1.3.1.1 Ship Type: Generally, ancient galleys were initially named based upon the number of banks of oars a ship had on each side, but as the ships became larger, they were named according to the number of oarsmen in each section. A bireme had two banks, a trireme had three banks, whereas a quadreme and quinquerme had four and five rowers respectively, and so on up to the largest Decares which supposedly had ten

rowers. These ratings may also be paired with a yellow circle to show the ship is also cataphracted and/or an “L” to show that the ship is Liburnian.

1.3.1.2 Ship Size: The Ship Size rating varies in value from two to five, with the larger ships having the larger numbers.

1.3.1.3 Movement Status: Ships have four possible movement statuses (each indicated by the value in the lower left of the unit): Full Speed (F), Cruising Speed (C), Damaged (D) or Immobile (I). A ship’s speed indicates how far (or fast) a ship can be moved when activated. When changing speeds from Full to Cruising (or vice-versa), flip the ship counter over to reflect its current speed. When necessary (usually owing to damage from combat), replace a ship’s counter with its subsidiary unit to indicate its Damaged or Immobile status.

1.3.1.4 Ship Status Tracking: During the course of play, the status of each ship and how it is equipped is tracked using the markers described below. In order to keep track of a specific ship’s assigned markers, place its markers on top of or near the ship unit that is not currently on the map. For instance, if the “damaged” ship unit is in play, keep the markers near its sister “undamaged” ship unit off-map (or vice versa, as needed).

1.3.2 Markers: Markers are units placed on top of ships to indicate specific changes in status. If these markers are placed on the unused ship counter off-map, unless specified otherwise. These include:

1.3.2.1 Activation: These markers are placed on an activated ship on the map following its activation. The color/side of the marker indicates the fatigue status of the crew.

1.3.2.2 Grappled: These markers indicate when two opposing ships on the map have been grappled together. Grappled ship crews may engage in melee combat or attempt to cut free of the enemy ship.

1.3.2.3 Towers: These markers indicate ships that gain a tower bonus in combat.

1.3.2.4 Ballistae: These markers indicate ships that are armed with a Ballista.

1.3.2.5 Harpax or Corvus: These markers indicate ships that are equipped with these boarding devices.

1.3.2.6 Manpower: These markers indicate the current number of manpower points a ship has. When a ship takes crew damage, its manpower rating decreases. A ship’s manpower rating never drops below ‘1.’ This marker may be placed under other markers (or the unused ship counter) to keep it hidden from the other player. It need only be revealed when the Manpower value is included in a combat calculation.

1.3.2.7 Awash: A ship that has sunk is marked with an Awash marker on the map. These markers move with the wind and present obstacles to movement for active ships.

1.3.2.8 Captured/Recaptured: A ship that loses a melee combat is captured by the enemy. Place these markers on the captured ship on the map. Captured ships automatically have a manpower value of ‘1’ and can be recaptured.

1.3.2.9 Other Markers: A Turn marker is also included to keep track of the progress of a battle and a Wind marker is included to note the direction the wind is blowing.

1.4 Turn Track: A Turn Track is provided on a card. The track is used to monitor how far along the battle has progressed. Each scenario indicates the maximum number of turns they will last. Once the Turn marker is advanced past this limit, the scenario is over. The Turn Track runs from Turn 1 to 10. When moving beyond Turn 10, flip the Turn marker over to its “Turn +10” side to progress as far as Turn 20.

1.5 Dice: *Návarchoi* is played using a ten-sided die. At least one die is required to play, but having two available (one for each player) is preferable. A ‘0’ is read as a zero (not a ten).

2.0 SEQUENCE OF PLAY

Návarchoi is played out according to a specific process as described below:

A. *Players determine Hand Sizes for the turn*

B. *Determine Initiative*

C. *Action Cycle*

1. Both players select a card for the cycle, placing it face down before them. If only one player can do so, the card is played face-up.
2. Both players announce the stratagem they'll be using during the activation (Activation, Planning, or Action). The player holding the initiative makes this declaration second.
3. Any Actions are noted and/or resolved, and any Planning cards placed aside, face down. Activations are then resolved formation by formation, according to the Activation Impulse Table.
4. After all Impulses have been completed, return to Step A until each player either has no formations left to activate or cards left to play.

D. *Out of Command ships (if any) are moved.*

E. *Melee Phase*

F. *Players set ship speeds for the following turn.*

G. *Random Event*

H. *Turn Advance*

2.1 Hand Size Determination Phase: Each player reveals their Planning card to specify their hand size for that turn. A single card may always be retained for this purpose. A player opting not to use a Planning card rolls a die to determine their hand size, per the chart below:

DR	Hand Size
0-4:	3 Cards
5-7:	4 Cards
8-9:	5 Cards

One player deals each a number of cards to bring their card counts up to their determined hand sizes. If a player holds more cards than the determined hand size, no cards may be taken. This step is skipped during the first turn as the number of cards each player starts with is defined by the scenario setup.

2.2 Initiative: Both players roll a die and add their fleet's Quality rating. The high roller gains the initiative for the turn. Ties are won by the player who held the initiative during the previous turn. The player who held the initiative during the previous turn deducts the number of turns the initiative has been held from the die roll (ex: a player holding the initiative for three consecutive turns would reduce the die roll by 3). Use the Initiative marker to keep track of the number of turns a side has held the Initiative.

2.3 Action Cycle: During the Action Cycle, players play cards to affect their ships through movement, combat and other special activities noted on Action cards. At the beginning of each Action Cycle, both players place a selected card face down. These cards may be used for up to three separate stratagems, as noted below. The player who does not currently hold the initiative makes this declaration first.

2.3.1 Passing: If a player has no playable cards and no inactive ships, he must pass. In these situations, the other player simply plays a card, announces its purpose and resolves its play accordingly.

2.3.2 Holding Cards: If a player has activated all his ships, he may opt to pass rather than play a card. A player may not pass if he still has inactive, mobile ships. Any cards that cannot be played to activate ships are carried over to the following turn.

2.4 Stratagems: At the beginning of each iteration of the Action Cycle, players play cards and note their type. Cards can be used for one of three things:

2.4.1 Planning: A player may set a card aside face-down to set their hand size for the following turn. The hand size is equal to the Activation value of this card. Only one Planning stratagem may be played during a turn.

2.4.2 Action Card: A player may discard a card with a red Action value and complete the details of the event printed on it. Action Cards are always resolved prior to Activation Cards. If both players play an Action card, the one with the higher Activation value is resolved first. If the Activation

values are the same, the Actions are resolved in the order preferred by the player holding the initiative.

2.4.3 Activation Card: The discarded card is used to activate a number of formations equal to the Activation value on the card. Bonus cards may be played in addition to it.

2.4.4 Erroneous Card Play: If a card is played in a fashion that is later determined to not be allowed, the card becomes an Activation Card by default. If there are no formations available to activate, the card is simply discarded and the player takes no action on that turn.

2.5 Activation Cycle: When one or both players play an Activation card, the Activation Cycle begins where players activate formations of ships for movement and combat. The Activation Cycle is broken up into up into seven Impulses. Use the Impulse marker to keep track of the current impulse. A player can activate one of their formations during specific Impulses as shown on the Impulse Track. The Impulses on which a player can activate a formation is based upon the Activation number on the Activation card played. If both players play Activation cards with the same value, they will activate formations in the same Impulse(s), with the player holding the initiative deciding which player activates their formation first. When sharing an Impulse, the player moving second cannot move any ships until the first player has completed his ships' movement.

7	3-4-5-6-7	2-4-5-6-7	1-3-5-6-7	2-4-5-6-7	3-4-5-6-7	6-7
1	2	3	4	5	6	7

Example: Player A plays an Activation card with a value of 3. Player B plays an Activation card with a value of 5. Player A will activate a formation on Impluses 2, 4, and 6. Player B will activate a formation on Impluses 2, 3, 4, 5, and 6. Assuming that Player A holds the initiative, he will have the option to activate his formation first or second on the shared Impulses 2, 4, and 6.

2.6 Formation Definition: A formation is a group of ships that are activated using a single Activation point. Thus, formations provide an

efficient way to move and attack with a fleet. In order to be considered part of a formation, a ship must meet the following criteria:

1. The ship may not have been activated.
2. The ship may not be Immobile or Grappled.
3. The ship must be within one square of any other ship in the same formation.
4. The ship must be facing no more than one directional point off of the facing of the nearest other ship in the same formation.
5. All ships must be moving at the same rate (Cruise, Fast or Damaged).

In addition to these individual criteria, a formation may include a number of ships up to a fleet's Quality rating. A formation may comprise a single ship.

2.7 Ship Activation: When activated as part of a formation, ships are moved one by one and may attack in any number of ways (see Combat) while moving. Each activated ship follows this sequence:

2.7.1 Determine Speed: Review the Movement Status of the selected ship to determine how far it can or must move. Damaged ships may expend up to three Movement Points (MP). Ships at Cruise may expend up to eight MP. Ships at Full speed must expend at least nine MP and can expend up to twelve MP.

2.7.2 Move/Attack: The activated ship is moved through the grid of squares according to the Movement rules and may attack according to the Combat rules.

2.7.3 Continuance: The active player now selects another ship in the active formation and follows the two previous steps.

2.7.4 Determine Fatigue: When the selected formation has completed its movement, the owing player determines its Fatigue status, per the Fatigue rules, and marks each ship with either a red or yellow Activated marker, as appropriate.

2.8 Out of Command: Any ships not activated during the Activation Cycle are considered Out of

Command. Each player deals with all of his Out of Command ships at once, with the player holding the initiative indicating who does so first. Each Out of Command Ship set to move at Full Speed must advance one square forward, unless a ship (friendly or enemy) occupies that location, in which case it holds position. Each Full Speed ship is marked with a red Activation marker. Once the Full Speed ships have been marked, all other Out of Command ships are also marked with red Activation markers. Once the first player has marked all of their Out of Command ships, the other player follows the same process. In no case may an Out of Command ship initiate an attack.

2.9 Melee or Disengage: After all movement is completed, the player holding the initiative specifies who makes the first decision to initiate melee or attempt to disengage a grappled ship. Players then alternate selecting ships and making this decision. Ships that have more than one Manpower point may attempt capturing an enemy ship to which it is grappled through melee. If multiple ships are grappled to a single enemy ship, all may be activated simultaneously. Any grappled ship that does not initiate melee may try to disengage. Once a player opts not to initiate melee or disengage, they may not do either for the duration of the turn. The phase ends when both players pass in sequence.

2.10 Speed Determination: Players set the Movement Status of their ships for the upcoming turn, with the player holding the initiative doing so last. Activation markers are removed from Damaged and Immobile ships, regardless of color. Ships with red activation markers are set to Cruise speed. Ships with yellow activation markers are set to Cruise or Full speed at the player's option. Activation markers are removed as Movement statuses are set. Ships set at Cruise speed may optionally raise sails. Place an "at Sail" marker on each ship on the map opting to do so. Movement status is set by flipping a ship's counter, if necessary, to show the proper status face-up.

2.11 Random Event: After movement statuses have been set, one of the players (it doesn't matter which) reveals the top card from the draw pile and checks for a Random Event (see below).

2.12 Turn Advancement: The turn marker is advanced one space along the Turn track. The turn is over and the process begun again for the new turn.

3.0 MOVEMENT

When ships are activated during the Activation Cycle, they may be moved through the map's grid of squares. During the course of movement, a ship may attack opposing ships.

3.1 Movement Status: At the end of the turn, each ship's Movement Status is set according to its fatigue and damage levels. The Statuses are as follows:

3.1.1 Full Speed: May only be set if marked with a yellow activation marker. Allows for assignment of 9 to 12 Movement Points.

3.1.2 Cruise Speed: Must be set if marked with a red activation marker. May be set if marked with a yellow activation marker. Allows for assignment of 0 to 8 Movement Points.

3.1.3 Damaged: Only set if the ship is damaged during combat. Allows for assignment of 0 to 3 Movement Points. Damaged ships may not perform Rake or Ram attacks.

3.1.4 Immobile: Only set if the ship is damaged during combat. No (i.e., zero) Movement Points may be assigned. Immobile ships may only conduct Missile attacks.

3.2 Setting Speed: The distance a ship may be moved is dependent upon the number of Movement Points (MP) it receives when activated. The number of MP that can be assigned to a ship is dependent upon its Movement Status set during the previous turn. When a ship is activated, its owner specifies the number of movement points the ship must expend during its activation.

3.3 Movement Costs: Moving from square to square costs ship a number of MP. Moving across a line into an adjacent square costs 2 MP. Moving across a corner into an adjacent square costs 3 MP. Ships may move backward only if moving at Cruise Speed and may only move back one

square. Ships may not combine forward and backward movement during the same activation.

3.4 Ship Facing: When moving from square to square either orthogonally (across a line) or diagonally (across a corner), a ship must move into the forward (or rear if moving backward) square.

3.5 Turning: A ship may face in one of eight directions within a single square. Upon moving into a new square, a ship may adjust its facing a number of directions (or “points”) depending upon its Movement Status. A ship moving Full Speed may adjust its direction only one point to the left or right. A ship moving at less than Full Speed may adjust its direction up to two points in either direction unless moving backward, where only one point may be turned. Turning costs a number of MP equal to one-half a ship’s Size value, rounded down. However, a ship opting to expend no MP when activated may rotate to face any direction within its square.

3.6 Avoidance: Upon (and only upon) a ship’s activation, it can expend two MP to rotate one point in either direction. Once a ship expends MP for any purpose, it may no longer take advantage of Avoidance.

3.7 Fatigue: Rowing is a tiring chore and the faster a ship moves, the more quickly its crew tires. After a formation has complete its move, the ships within it are marked with an Activation Marker that indicates their Fatigue status. The markers are placed on the ships on the map as follows, according to the ship’s current Movement Status:

3.7.1 Full Speed: Place a red marker.

3.7.2 Cruise: If any ships in the formation expended four or more MP, roll a die. If the roll is greater than the crew’s Quality, place a red marker on all ships, otherwise place a yellow marker. If all ships expended less than four MP, place a yellow marker on each.

3.7.3 Damaged: A damaged ship is always marked with a red marker after movement.

3.7.4: Zero MP: If the ship expended no MP when activated, place a red marker (the crew is not really tired, but can simply not go from zero to Full speed at once). This includes ships that were part of a formation moving at Cruise speed that may have made its fatigue roll

3.8 Speed Determination: At the end of the turn, players examine the Fatigue status of each of their ships and set their Movement Status accordingly. Any ship at Full speed with a red marker must be flipped to its Cruise speed side. Any other ship with a red marker must remain on its current side. Any ship with a yellow marker may be flipped to its Full speed side.

3.9 Setting Sail: When determining movement status during the Speed Determination players may optionally raise or lower sails on their ships. Using sails is a way to get ships under way while giving the crew a bit of a rest. It also comes at a cost. Raising sails requires a die roll less than a ship’s quality rating. Lowering sails is automatic.

3.9.1 Sail Movement Effects: Only ships with Cruise or Damaged movement status may set Sails. Doing so provides a ship with +2 MP if the wind is blowing from directly behind (either directly or from one point off rear) when initially activated. In addition, the bonus received is deducted from the ship’s Fatigue roll if moving at Cruise speeds.

3.9.2 Sail Combat Effects: A ship at sail may not Rake nor conduct Missile combat. It may Grapple and Ram, but doing so incurs a -2 and -4 penalty, respectively. Any ships at sail immediately lose that status upon grappling.

3.10 Stacking: Ships may not end their movement in the same square as an opposing ship except as the result of Ramming or Grappling (see below). No more than three ships (including Awash markers) may occupy the same square at any time. Ships may not move through a square containing three ships.

3.11 Leaving the Map: If a ship leaves the map not as part of a Ram, Grapple or Rake attack, it may not re-enter. It is not considered sunk, but is simply out of the game.

A ship may be compelled to exit the map as part of a Ram, Grapple or Rake attack. In these cases, place the exiting ship next to the square to which it would be adjacent had an additional row or column of squares been available. At the beginning of the next turn, these ships are out of command. When activated, they may reenter the map at Cruise speed, up to three squares from their current position and are marked with a red activation marker.

3.12 Reinforcement Entry: When a scenario requires the entry of ships through a specific square or squares, the cost to move into an entry square increases by +2 for each ship previously entered through it (i.e. it costs the first ship 2 MP, the second 4 MP, the third 6 MP, and so on).

Reinforcements must enter as part of a formation, with all limitations that this entails. Any ships that cannot enter as part of a formation must wait until subsequent turns to enter. They may not enter as “out of command.” Entry may be delayed if desired.

3.13 Liburnian Galleys: The Liburnian galley design (later adopted by the Romans) was in between a Bireme and Trireme in size. Essentially, it was a quicker, beefed up version of the former. To show this difference, Liburnians gain up to +2 MP when set to Cruise or Full Speed. Also, a formation only comprised of Liburnians also deducts -1 from Fatigue rolls.

4.0 COMBAT

The ultimate goal of each scenario is to capture or destroy as many opposing ships as possible. This is done through the mechanics outlined here.

4.1 Raking: Raking (or shearing) is an attack through which a moving ship attempts to tear the oars from one side of an enemy vessel. To Rake an enemy ship, an undamaged moving ship must enter its square through the front or rear square and have sufficient MP to move into the opposite rear or front square. If the moving ship does not have sufficient MP to do so, it may not Rake. To complete the attack, the moving ship enters the target’s square and both players roll a die and add their respective fleet qualities. If the attacker’s modified roll is greater than the

defender’s roll, the attack succeeds and the target vessel is damaged (or immobilized if already damaged). Replace (or flip) its counter accordingly. In addition, mark the target ship with a red activation marker. If the attacker’s modified roll is less than or equal to the defender’s, the attack fails. Regardless of whether the attack succeeds or not, the ship must continue its move into the square opposite to the one through which it entered the defender’s square.

4.2 Ramming: The purpose of ramming is to put a hole in the hull of an opposing ship in an effort to sink it. Ships of the period were often armed with heavy beams at their bows to aid with this type of attack. To Ram an enemy ship, the moving ship enters the target square from any direction and must have sufficient MP to exit into any adjacent square other than the one through which it entered. In addition, a ship may not ram a fully stacked square. To complete the attack, the moving ship enters the target’s square and both players roll a die. Review the Ram Combat Results chart for any modifiers to each die roll.

Deduct the defender’s modified die roll from the attacker’s modified roll and review the Ram Combat Results chart for the appropriate effect. Any ship rendered Immobile replaces or flips its counter to Immobile status. Grappled ships are stacked in the defending ship’s hex and marked with a Grappled marker. If the attacker’s roll is at least +11 higher than the defender, he has the option to choose whether or not the two ships are grappled. If the attacker opts not to grapple, withdraw the moving ship to the square (and facing) through which it entered the target’s square (provided it is not occupied by another ship). If a withdrawal is not possible due to stacking, the attacker must grapple the defender. If a withdrawal occurs, both ships are marked with red Activation markers.

4.3 Missile Fire: Many ancient vessels were without upper decks, leaving crew and marines vulnerable to missile fire by enemy vessels. Eliminating an enemy ship’s manpower limits its speed and ability to capture other ships. Every ship begins with a Manpower rating equivalent to its size (Biremes are 2, Quinqueremes are 5 and so on). Missile attacks are applied against this

value. Any successful Missile attack reduces the target's Manpower rating by one or more, to a minimum of one. An active ship may fire at a grappled or adjacent ship. Both players roll a die. Each die roll is modified as noted on the Missile Combat Results table. If the attacker's modified roll is less than or equals the defender's there is no affect. If the attacker's roll is greater than the defender's the difference indicates how many Manpower hits the defender suffers. Place a current Manpower chit beneath the defending ship to indicate status modifications. Regardless of damage sustained, a ship's Manpower may never drop below '1.'

A missile attack is modified as follows:

4.3.1 Manpower vs Size: The current Manpower rate of the attacking ship is added to the attacker's die roll. The ship's Size is added to the defender's roll.

4.3.2 Towers: Some of the larger vessels were armed with missile towers, allowing for attacks at greater range (as well as down into unprotected manpower). Any ship armed with towers allows missile attacks against ships up to one square away. Intervening ships do not block these long-range attacks. In addition, ships equipped with towers are indicated with a tower value (1, 2, etc). Ships without a value have a value of zero. The attacker or defender with a greater tower value adds an additional +2 to their die roll.

4.3.3 Cataphracted Ships: All ships of Type 4 or higher are "cataphracted" as are those marked with a yellow circle behind its size rating. These ships are covered by rudimentary armor and decking above the oarsmen. Cataphracted ships add +2 to their defending die roll.

4.3.4 Ballistae: Ballistae were siege weapons that fired heavy missiles over a great distance. Missile attacks from ships armed with Ballistae (or Harpax) add +1 to their die roll.

4.3.5 Grappled Targets: When firing at (not within) a square that includes grappled targets, all of those ships are subject to damage from Missile fire. Roll individual defensive dice for each defending ship and compare the result to the single attack die roll.

4.4 Grappling: Players may acquire a greater victory through the capture of enemy ships. The first step in doing so is through grappling. Grappling may occur as part of the Ramming process. Ships may also grapple without ramming. This process is outlined here. A ship moving through an enemy ship's square may attempt to grapple it. The moving ship must have sufficient MP to exit into an adjacent square. Upon entry into the enemy square, both the attacker and defender roll a die and modify each according to the Grapple Combat Results chart.

Some ships were armed with the Corvus (a hinged gang plank with a spiked end that would be dropped into an enemy ships' deck) or a Harpax (a primitive harpoon device with an attached grappling hook fired from a Ballista). A Corvus may only be used once, while a Harpax may be used multiple times during a game. Discard a ship's Corvus marker after it's been used.

If the attacker's modified roll is greater than the defender's roll, the ships become grappled. The ships are stacked together in the target's square and marked with a Grappled marker. If the roll is less than or equal to the defender's roll, the grapple attempt fails and the active ship must continue its move. Grappled ships are considered immobile.

4.5 Multiple Attacks: With the exception of Melee (which has its own phase), none of the attacks a ship can make are mutually exclusive. A ship may conduct missile fire, grappling attempts and ramming once each during the same activation. Note, however, that successful ramming and grappling both end a ship's activation (and thus may not allow the completion of other attacks). Also note that a ship may not Rake and Ram in the same square. Whenever a ship intends to complete multiple attack types in the same square, all must be declared before any are completed.

4.6 Melee Combat: Enemy ships are captured through boarding and hand-to-hand combat. Many ships of the period were armed with contingents of Marines to do just that. A ship's

Manpower value is an indication of its ability to capture another vessel.

4.6.1 Melee Decision: Melee is handled during its own phase, after all Out of Command movement has been completed. The player holding the initiative determines who goes first during this phase. The first player selects a square where a ship is currently grappled to an enemy ship. If their ship has at least two Manpower points it may initiate the Melee process (otherwise it may attempt to disengage). A square may only be selected for Melee once. Once complete, the other player selects a different square with grappled ships and makes the same decision. Players alternate back and forth until all grappled ships have performed melee or attempted to disengage. At any point, a player may opt to pass rather than activate a ship. Once a player passes, he or she may no longer activate ships. The other player may then activate as many of his or her ships as desired, until there are no more ships to activate or the other player passes as well.

4.6.2 Melee Process: To complete a melee, both players roll a die and add their respective Quality and current Manpower. Deduct the defender's roll from the attacker's and review the Melee Combat Results chart to determine the outcome of the melee. Either or both ships may lose one Manpower point as a result of the melee or the defender's ship may be captured. Except through capture, no ship's Manpower can be reduced to less than one point.

4.6.2.1 Captured Ships: All captured ships have a Manpower value of one (1). Place a "Captured" marker on top of a captured ship on the map to show its status. A captured ship functions in the same manner as a non-captured ship, albeit controlled by the capturing player. A captured ship may be recaptured and if it is, flip the marker to its recaptured side. When activated, a captured ship may be scuttled (replace the ship with an Awash marker). Captured ships may be part of a friendly formation.

4.6.2.2 Multiple Ships: There may be cases where two ships are grappled to a single ship. If the two-ship owner is active, both ships melee simultaneously by adding their available

Manpower together when attacking. If the single-ship owner is active, he may either attack a single ship or split his available Manpower to attack both grappled ships as two separate but simultaneous attacks. When attacking a single ship, the attacker suffers a -1 modifier to the attack die roll. When splitting attacks, both must include at least two Manpower points (as a ship requires at least two Manpower to make any melee attack).

4.6.3 Disengagement: A ship that begins its activation during the Melee/Disengagement phase when grappled to one or two ships may attempt to cut free in lieu of melee. Selecting a square for Disengagement does not preclude it being selected by the opposing side later for Melee if the Disengagement attempt fails. A player may not attempt to take both actions in a single square. Generally speaking, there must be an adjacent square for each disengaging ship. If no squares exist, no disengagement may be attempted.

- **Single Ship Grappled To Single Ship:** Roll a die less than the ship's quality rating. If successful, the disengaging ship is placed in an open square and faced as desired.
- **Single Ship Grappled To Two Enemy Ships:** Roll a die and apply a +2 modifier. If the roll is less than the ship's quality rating, place the disengaging ship in an open square faced as desired. The enemy then places either of his ships in another open square and faces it as desired.
- **Two Friendly Ships Grappled To An Enemy Ship:** Roll a die and apply a -2 modifier. If the roll is less than the ship's quality rating, place the disengaging ship in an open square, faced as desired. The other friendly ship may be placed in another open square if available. Otherwise, the second ship remains grappled to the enemy.

NOTE: *Disengagement attempts from captured ships are automatic (no die roll is required), but this completes the activations of all ships involved.*

5.0 RANDOM EVENTS

During the Turn Advancement phase, one player turns over the top card on the card deck and checks for Random Events. Random Events are indicated by the symbol (if any) in the upper-right corner of the revealed card. If there is no symbol, no event takes place, otherwise note the symbol type and complete the event as outlined below:

5.1 Reshuffle: If the Reshuffle symbol is displayed, reshuffle the action deck.

5.2 Time Advance: If the Time Advance symbol is displayed, advance the Turn marker one additional space on the Turn Track.

5.3 Sinking: If the Sinking symbol is displayed, roll a die for each currently Immobile ship. If the roll is greater than that ship's Manpower rating, replace it with an "Awash" marker. The ship is considered sunk. If a grappled ship sinks, roll a die for the other ship(s). If the roll is greater than the ship's Manpower, it sinks as well. Otherwise, it has cut free.

5.4: Drift: If the Drift symbol is displayed, move each grappled and/or immobile ship (including Awash markers) one square in the direction the wind is blowing. A ship will not drift into an occupied square. A ship drifting off-map is considered Sunk for victory purposes.

5.5 Wind: If the Wind symbol is displayed, roll a die and adjust the wind marker a number of points clockwise, per:

DR	Change
0-4:	1 Point
5-7:	2 Points
8-9:	3 Points

6.0 ACTION EFFECTS

At the center of each Action card is event text that can be used rather than the Activation number. Each event includes a title for the Action card followed by the text of the effect. The event text may contradict and supersedes other written rules. The use of each card is self-explanatory.

There are four varieties of events: Action, Reaction, Bonus and Battle.

6.1 Action Cards: These events are played as an Action for the active player, in lieu of using the card for its Activation points or as a Planning card. If two Action cards are played simultaneously, the one with the higher Activation value takes precedence (if relevant). In case of ties, the player holding the initiative determines precedence.

6.2 Reaction Cards: These events are used by the inactive player to respond to the active player's move or card play. A Reaction card is a means through which an inactive player can act out of sequence. After the text of a Reaction card has been fully resolved, the active player continues his move, if possible.

6.3 Bonus Cards: These events are played in addition to the play of an Activation card and only affect those ships activated during that impulse (unless noted otherwise). A player may play any number of Bonus cards and all are discarded upon completion of the current impulse.

6.4 Battle Cards: These events are played upon initiating the type of combat specified on the Battle card. Each Battle card specifies when it can be played during a battle. Those cards played at the outset of combat are played face down, with the attacker committing cards first, followed by the defender. Any number of Battle cards may be played during a battle, as long as each is relevant to the type of combat being resolved.

6.5 Card Clarifications: Although the text on the cards are self-explanatory, some of the effects are a little complex and some clarification is handy.

6.5.1 King of the Seas: When this card is played, either draw a card at random or select a card if "Reading the Entrails" had been previously played.

6.5.2 Superior Leadership: When playing this card, you get to specify when your impulses occur. The impulses used are typically specified based upon the number of activations noted on an activation card. For example, the impulses used from the play of a '4' activation card would

be 2, 3, 5, and 6. However, when Superior Leadership is used, those four impulses could be taken at any time (1, 2, 3, and 4 ... 4, 5, 6, and 7 ... 1, 2, 6, 7 ... and so on). The player just needs to specify which impulses will be used prior to the first one being completed.

6.5.3 Command Confusion: When this card is played, either draw a card at random or select a card if “Reading the Entrails” had been previously played.

6.5.4 Counter Attack: This card allows you to activate your ships following the declaration of an attack against one of them, but before that enemy attack is resolved. The same incoming attack is resolved against the enemy ship. For example, if a missile attack is declared, the target ship completes a missile attack against the attacking ship first. If the enemy ship then attempts to rake, the target rakes the attacking ship first. When ramming, the attacker’s vector modifier is used. It does not matter if a target ship has already been activated, so it could feasibly counter attack several times during the same enemy activation. If the result of the counter attack disables the enemy ship, its activation ends as it can no longer complete any additional attacks. The status of the target ship is not relevant. An immobile target is just as able to counter attack as one at cruise or full speed.

6.5.5 Reaction Attack: The effects of this card is similar to that of the counter attack with a couple of exceptions. First, it’s only playable on a single target ship and that target ship must not have been activated previously. When the enemy moves adjacent or enters the target ship’s square, roll a die. If the result is less than or equal to the target ship’s fleet quality, it gets to attack the enemy ship first. It may missile fire and either ram or rake depending upon how the enemy enters the target’s square. It can only rake if its square is entered via its forward or rear squares. It can ram from any square, but the enemy’s attack vector is used. When done, the target ship is marked with a red activation marker.

6.5.6 Pull for the Trierarch!: Use this card to reactivate a formation that was previously activated. Assume that an activation card with a value of ‘1’ was played, but since this is an Action

card, its “impulse” is resolved prior to an activation card played by the enemy.

6.5.7 Anastrophe!: This is a special maneuver whereby a ship follows up a rake attack with a ram attack. Assuming a rake is successful, select a square from which to initiate the ram that is adjacent to the rake’s exit square. These will be adjacent to either the bow of the target ship or the stern of the target ship, depending upon the direction the attacking ship is moving. Ideally, an open square should be used.

7.0 VICTORY

Generally, a player wins through sinking or capturing more, better ships than are lost. Each ship is worth a number of Victory Points (VP) equal to its Type value (i.e. a Bireme is worth 2 VP, a Quadreme is worth 4 VP and so on), plus one for each Cataphracting, Towers, Ballistae, Harpax and Liburnian. Each captured ship earns a +50% bonus in VP (so a captured Quinquereme is worth 7.5 VP). Retain all fractions. In addition to VP earned from sinking or capturing ships, scenarios may also provide additional VP for exiting ships from the map or other various victory conditions.

8.0 SCENARIOS

The scenario cards included with *Návarchoi* provide background and setup instructions for each battle that can be fought by the players. Each scenario specifies the fleet make-up of each force involved and where the ships are setup on the map in addition to each fleet’s Quality rating and initial hand-size. Any special rules included on the scenario cards may conflict with and supersede standard rules.

The units used are described by the count of each, along with any special armament:

Example: 5 x Cataphracted Trireme (3), 10 x Quinqueremes (5 with Ballistae)

The numbers in the parenthesis indicate the Ship Type on the counters used (3: Trireme, 5: Quinquereme, etc). Any ship with a Cataphracted indication use ship counters with a yellow symbol behind its Ship Type value. Only Triremes require

this additional specification as all ships larger than a Trireme are cataphracted by default.

Unless specified otherwise through Special Rule, set up all ships with a Movement Status of “Cruise.”

Each scenario is also listed with a Game-End die roll value. After the 10th turn of any game, players start rolling to see if the scenario ends. At the end of the 10th turn, after checking for any Events, one of the players rolls a die. If the value is less than or equal to the scenario’s Game-End value, the game ends immediately and victory points are tallied. Regardless of these die-roll results, a scenario never extend beyond 20 turns.

9.0 ACKNOWLEDGEMENTS

Návarchoi is not the first game to cover ancient naval combat. There are several board and miniature games currently available. A few of these have provided inspiration toward the design of *Návarchoi*.

- **War Galley** (GMT Games) is one of my favorite naval games and was also an inspiration in the design of my Age of Sail design: *Flying Colors* (GMT Games). It is the yardstick by which I measure *Návarchoi*. I’m hoping that all that can be accomplished within *War Galley* can also be done within *Návarchoi*. *War Galley* also acts as a resource in the design of the scenarios. Many thanks to Richard Berg (designer) and Alan Ray (developer) for creating such a great gaming experience.
- **Ram Speed** (Metagaming) is a low-complexity game on ancient naval warfare. I acknowledge its design through my attempts to keep *Návarchoi* as simple as possible, opting for abstraction over fine details in order to keep the play experience quick and intense. Thanks to Colin Keizer (designer) for showing that good things do come in small packages!
- **Ancients** (3W) is a low-complexity game on ancient tactical warfare that includes an often over-looked naval component. To be honest, there’s really nothing derived from Bill Banks’

design. However, the game is very important in that it provided the inspiration to create a partner game to my *Ancient Battles Deluxe* (Victory Point Games) design. Thanks to Bill Banks for providing that inspiration and to Alan Emrich for hounding me to create an ancient naval combat game of my own.

- **Naumachiae** (Langton Miniatures) is a low-complexity miniatures system designed for quick play, but still retains the major aspects of ancient naval combat. Like *War Galley*, I referred to this rules set to ensure that I have covered my bases. Thanks to Martin Johncock (designer) for putting together a comprehensive yet accessible system.

10.0 RESOURCES

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