

## 4.0 – The Turn Sequence

### Summary of Actions taking place in the

#### Action Phase:

(Actions are carried out in the order shown)

- Roll for sinking ships.
- Change sail settings or between oar and sail (only for Hemiola and Trihemiola).
- Player must decide if an attempt will be made to execute a fast move or a tight turn during movement.
- Execute movement including turning (ships must move 1cm ahead before and after a turn) or pivots.
- Stop if in contact and declare Oar Rake, Capsize or Ram Attack. Move Phasing vessel to conform to target. Vessels in contact following a ram may not move.
- Attempt to separate ships (except those that collided this Action Phase).
- Archer fire.\*
- Resolve Oar Rakes.\*
- Resolve Capsize Attacks.\*
- Resolve Ram Attacks.\*
  - The effects of these attacks are applied sequentially because the result of one attack can have an effect on the next.

### Summary of Actions taking place in the

#### Intermediate Phase:

(Actions are carried out in the order shown)

- Seize Tactical Initiative.
- Roll for damage effects due to weather (Storm and Gale).
- Ballista and Heavy War Engine fire – If both players wish to fire Ballistae or Heavy War Engines, fire by Squadron starting with the Player whose Action Phase did not just precede this Intermediate Phase, then alternating between players.
- Combat – Boarding actions are resolved alternately between the players. If own ships are in contact with enemy vessels that have no Troop units left these can be captured if a prize crew is placed on board. Assign Prize Crews to captured ships.
- Transfer Crew between friendly ships.
- Assign Spare Oar Factors.
- Repairs and Fire Fighting; roll for all equipment on burning ships; check for fires spreading. Roll for effect of removing “bees” and other Biological Infestations.
- Morale.
- Assess Victors.
- Change from sail to oar or vice versa or change sail settings.
- Drifting.
- Roll to replace Admiral.
- Roll for weather change (see Section 10). If wind strength changes re-roll the Sea State.
- Remove any Divine Effects from play.

## 5.2 – Turning

Depending on their size and ability ships turn as follows:

- Turn Class 1 30 degrees
- Turn Class 2 45 degrees
- Turn Class 3 60 degrees
- Turn Class 4 75 degrees

## 5.4 – Special Movement

Only one of the following activities is permitted in an Action Phase.

- Fast Moves (Oar Power only)
- Tight Turns (Oar and Sail Power)
- Fast Pivot (Oar Power only)

These all require a Crew Test with the following modifier:

<i>Situation (d10, 6+ to pass)</i>	<i>Additional Modifier</i>
# Oar factors below minimum for full speed	-1

- Separation (after Ramming or Collision)

This requires a Crew Test with the following modifiers:

<i>Situation (d10, 6+ to pass)</i>	<i>Additional Modifiers</i>
Own vessel was rammed by the other vessel	-1
Opponent equipped with Corvus	-1
Friends separating after collision	+2
Other ship is sinking	-2
Own ship Light Damaged	-1
Own ship Medium Damaged	-2
Own ship Heavy Damaged	-3
Own ship Severely Damaged	-4

## 6 – Shooting

Archers shoot 5cm

Ballistae shoot 15cm

<b>Shooting Modifiers (d10, 7+ to hit)</b>	
<b>Situation</b>	<b>Modifiers</b>
Crew quality	+/- 0/1/2
Target stationary* or drifting	+ 1
Target ship carries Parablemata (Archers only)	- 1
Target is troops sheltering behind a wall section	- 1
Shooter demoralised	- 3
Using incendiary projectile	- 1
Own ship sinking	- 1

\* A ship that is in contact with another vessel following a ram or collision is treated as being a stationary target.

## 6.3 – Casualties

<b>Target Damage Effect Table</b>	
<b>Column</b>	<b>Target</b>
A	Any ship hit by a RAM or by a HEAVY WAR ENGINE On-going damage to any ship from Rhodian Fire Pots, Greek Fire and “Bees” Ship type APHRACT hit by Archers or Ballistae, and INITIAL hits by Rhodian Fire Pots, Greek Fire and “Bees”
B	Ship type CATAPHRACT hit by Archers or Ballistae, and INITIAL hits by Rhodian Fire Pots, Greek Fire and “Bees”
C	All hits on Fortifications including INITIAL hits and On-going damage

<b>Casualty Table (Cross reference d10 with the Target Type) If using incendiary ammunition, Rhodian Fire Pots or Greek Fire add 1 to score</b>			
<b>A</b>	<b>B</b>	<b>C</b>	<b>Effect</b>
2 or less	0 or 1	—	1 Speed
3 – 5	2	—	1 Oar Factor
6 – 7	3 – 6	0 – 5	1 Archer or 1 Spare Oar Factor (if carried) (if a choice roll 1d6: 1 – 3 lose 1 archer; 4 – 6 lose 1 Spare Oar factor)
8 – 9	7 – 9	6 – 9	1 Marine (if a choice roll 1d6: 1 – 4 lose 1 normal marine; 5 – 6 lose 1 Heavy marine)
10 and over			Special: Roll 1d10 on next table

<b>Special Table (d10)</b>			
<b>Score</b>	<b>Ram, Heavy Engine</b>	<b>Fire incl. fire fighting</b>	<b>Other</b>
1 – 2	Admiral hit	Add 1 Fire	Admiral hit
3 – 4	Corvus +	Corvus *	No effect
5 – 6	Ballista +	Ballista*	No effect
7 – 8	Tower +	Tower *	Captain hit
9 – 10	Captain hit	Add 1 Fire	Captain hit
+	If feature absent re-roll on Col. A at - 1		
*	If feature absent treat as a Add 1 Fire		

## 6.5 – Heavy War Engines

The first table shows the minimum and maximum ranges and the minimum score (d10) to hit.

<b>Heavy War Engine Table</b>			
<b>Size</b>	<b>Minimum Range</b>	<b>Maximum Range</b>	<b>To Hit Score</b>
DM 1	5cm	15cm	5+
DM 2	6cm	15cm	6+
DM 3	7cm	20cm	7+
DM 4	8cm	20cm	8+
DM 5	9cm	25cm	9+
DM 6	10cm	25cm	10+

The next table shows the damage effects caused after rolling D10, adding the DM value of the weapon, and the current target damage level.

<b>Heavy War Engine Damage Table</b>	
<b>Target Damage Level</b>	<b>Modifier</b>
Light	+1
Medium	+2
Heavy	+3
Severe	+4
<b>Die Roll (d10)</b>	<b>Effect</b>
2 or less	Light Damage: Slight damage to the Hull. Roll 1d10 on Casualty Table.
3 – 5	Medium Damage: Some light flooding and structural damage. Roll 2d10 on Casualty Table.
6 – 8	Heavy Damage: More significant damage. Roll 3d10 on Casualty Table.
9 – 10	Severe Damage: Ship badly damaged. Roll 4d10 on Casualty Table. (A ship is treated as CRIPPLED)
11 – 12 (Ships)	Ship is Wrecked and Sinking. Speed is now 0 (Treated as a Burning Wreck if caused when using incendiary ammunition) Roll 5d10 on Casualty Table.
11 or greater (Walls)	Wall is Destroyed Roll 5d10 on Casualty Table.
13 or greater (Ships)	Ship Target is Smashed to bits The target is shattered and removed immediately, all crew are killed including any special passengers (such as admirals)

## 7 – Ramming

<b>Ram Effects</b>	<b>Modifier</b>
Relative Sizes (Attacker to Defender): (Attacker bigger than defender use + modifier; defender bigger than attacker use – modifier) One vessel is larger than other One vessel is at least two times size of other One vessel is at least three times size of other <i>etc.</i> <i>This modifier is open ended, so if a vessel is 6 times the size of the other the modifier is +/-6</i>	+/- 1 +/- 2 +/- 3 <i>etc.</i>
Speed effects: (Only if ramming ship fitted with a ram and see note above) 4 or less, Moving ship is drifting 5 – 7 8 – 9 10 or more Target drifting or stationary (see note below)	+0 +1 +2 +3 +2
Aspect: Bow edge of attacking vessel base - completely in contact with side of target vessel base - only half in contact with side of target vessel	+2 +1
Crew: Add own Crew Quality Deduct target Crew Quality Captain of ramming ship wounded Captain of ramming ship killed Rammer demoralised	+/- 0/1/2 +/- 0/1/2 -1 -2 -3
Target vessel damage state: Light Medium Heavy Severe (Crippled)	+1 +2 +3 +4
Other Modifiers: Target has Stout Hull Target has Weak Hull Ram is High (Imperial Roman, Byzantine or Arab) Target is overloaded	-1 +1 -1 +2

<b>Final Score</b>	<b>Damage inflicted</b>
<b>High rams cause 1 – 3 additional rolls depending on the size of the attacking vessel (see Special Effects of Ram Damage).</b>	
5 or less	Glancing Blow, no damage
6 – 8	Light Damage: Slight damage to the Hull. Roll 1d10 on Casualty Table.
9 – 10	Medium Damage: Some light flooding and structural damage. Roll 2d10 on Casualty Table.
11 – 12	Heavy Damage: More significant damage. Roll 3d10 on Casualty Table.
13 – 14	Severe Damage (Crippled): Ship badly damaged. Roll 4d10 on Casualty Table.
15 – 16	Wrecked and sinking: Speed now 0. (model stays in place – see sinking ships): Roll 5d10 on Casualty Table.
17 or more	Smashed to matchwood (remove model) The target is shattered and removed immediately, all crew are killed including any special passengers (such as admirals)

### Note regarding Speed Modifiers:

The speed modifiers are only applied if the ramming ship is fitted with a ram. Which is applied depends on the angle of approach:

- Use the Rammer's speed modifier if from the beam;
- Use the sum of the two ships' speed modifiers if from the bow;
- Use the Rammer's speed modifier MINUS Target's speed modifier if from astern.

### Stationary Vessels

A target that has been rammed or contacted by another vessel prior to the resolution of this ram attack is treated as stationary.

### Damage Inflicted to target

The final score in the table below indicates the damage caused to the target ship. The effect of this damage is established by looking at the Ram Damage Effect Table, which in turn tells you the number of Casualty dice to roll. All ramming hits on ships all use Column A on the Casualty Table.

## 7.4 – Special Effects of Ram Damage

### Effects of High Rams

Imperial Roman and later Byzantine ships had their rams mounted higher in the ship. These tended to cause more damage to the upper works and crew, but caused less underwater damage. To simulate this, ships fitted with High Rams have a –1 modifier when ramming, but cause an additional rolls on the Casualty Table as follows:

- Attacker is smaller than target 1 extra Casualty roll
- Attacker is same size as target 2 extra Casualty rolls
- Attacker is larger than target 3 extra Casualty rolls

### Damage inflicted on ramming ships

If a ramming ship is already damaged it may progress to one level of damage WORSE than its current level. This happens if the d10 used to resolve the attack comes up as follows:

- Light 1
- Medium 1 or 2
- Heavy 1 – 3
- Severe 1 – 4

From this you can see that there is a risk of taking more damage as attacker if you are already damaged. In this case the level of damage gets worse but no casualties are rolled for.

## 8 – Boarding Actions

### Troop Modifier

The Attacker and Defender total their combat factors from the following table. An unwounded Admiral can be committed to a boarding action at any time during the fight, but once committed he cannot be withdrawn.

<b>Troop Type</b>	<b>Factor</b>
Per Marine unit (incl. “Fighting oars”)	+2
Per Heavy Marine unit (incl. “Heavy Fighting oars”)	+3
Per Archer unit (defender only)	+1
Admiral Fighting adds his Tactical Initiative value	+1 to +5

The factors are then compared and expressed in the form of a ratio between the higher and lower factor (this is open-ended).

- If one side has more factors than the other side it fights at +1.
- If one side has at least twice the factors, it fights at +2.
- If one side has at least three times, it fights at +3.

*A combat where one side has eight times the factors of the enemy is fought at +8.*

Each side now rolls 1d10 and adds the Troop Modifier (if available) and also adds the modifiers from the table below. Some modifiers only apply to the defender.

<b>Boarding Combat</b>	<b>Modifier</b>
Crew Quality (of each ship in combat)	+/- 0/1/2
Per Tower (not for Attacking ships vs. fortifications)	+1
Defending a bigger ship than the attacker (per smaller attacking vessel)	+1
Defending wall section (per vessel attacking wall)	+1
Own ship using Corvus (first round of combat only, and per ship using Corvus)	+2
Own ship on fire or has been hit by bees or bio weapon	-1
Defending vessel is encumbered by a mainsail	-2
Vessel is demoralised (per such ship in combat)	-3

Deduct the Defender’s score from that of the Attacker and read the combat result from the Boarding Combat Results table. The result may call for a counter attack or the attacker’s and defender’s roles to be exchanged as the fight sways to and from across the decks. It might also happen that one vessel loses all of its troops as part of the combat result, in which case the fight will be over.

The melee is continued until there is a result or the players deem the action cannot be resolved due to the loss of suitable troops.

<b>Boarding Combat Results Table.</b>		
<b>Score</b>	<b>Effect on Attacker</b>	<b>Effect on Defender</b>
-4 or less	Attacker repulsed and loses troops from the boarding party equal in number to the number of defending troop units.	Defender may immediately board ONE of the ships that attacked him. If so the factors are recalculated and a new combat starts.
-3 – -2	Attacker is falling back and loses troop units equal to half the number of current Defending units, rounding fractions up. Troops lost are the owning player’s choice.	Defender may initiate an attack on the attacker. If so the factors are recalculated and a new combat starts. Otherwise the combat ends,
-1 – 0	Attacker’s troops are wavering and lose 1 unit. Troop unit lost is the owning player’s choice. The melee continues with factors being recalculated.	The melee continues with factors being recalculated.
1 – 3	The fight is indecisive. Both sides lose 1 troop unit each. Troop lost is the owning player’s choice. The melee continues with factors being recalculated.	
4 – 5	The melee continues with factors being recalculated.	Defender’s troops are wavering and lose 1 unit. Troop lost is the owning player’s choice. The melee continues with factors being recalculated.
6 – 7	The melee continues with factors being recalculated. Attacker may choose to break off combat if desired.	Defender’s troops are falling back and lose half current troop units. Troops lost are the owning player’s choice.
8 or more	The melee may have to continue if the defender still has troops in place.	Defender loses troops units equal to the total number of attacking units.