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Version 0.1

Basing

We suggest to base all 1/600 models on a 4 (frontage) x 8cm (depth). Smaller ships (or smaller scales) can be grouped into a single base. Different base sizes don't affect the game provide all Units use the same base sizes.

Gaming board

Suggested size	Fleet pts
80x80cm	200
120x120cm	3-400

Both Players roll 2 d6 and add the Leadership Bonus. Who rolls more is the Defender.

The Defender will prepare the board by adding the following items:

- **Coast** (left or right side). Can be placed with a 5 or 6 on a d6 or only with a 6 if another Coast has been already placed. Maximum 2 Coasts are allowed and they must be on opposite sides of the board.
- **Island**. Can be placed with a 5 or 6 on a d6 or only with a 6 if another island has been already placed. Maximum 3 islands are allowed.

Deployment

Players must deploy their fleets within 25U from their side edge.

Defender deploys first all his ships with the exception of as many ships as his Leadership bonus.

Attacker deploys his fleet and Defender deploys the remanent of his ships.

Movement

Ships move like Chariot in Impetus. Hexeris, Hepteris and Deceris can wheel up to 45°, the other ships can wheel up to 90°, in any case ships cannot exceed their movement rate.

When a ship rams another ship, then these are considered stationary and cannot move until one of the ship has been sunked or captured. Stationary ships can move backwards but are Disordered.

Ships that touch a coast or an island are sunked.

Evasions

Moneris and Biremis, if not Disordered, can evade with a backward or foward movement (full) if attacked by bigger (higher VBUs) ships.

Ramming

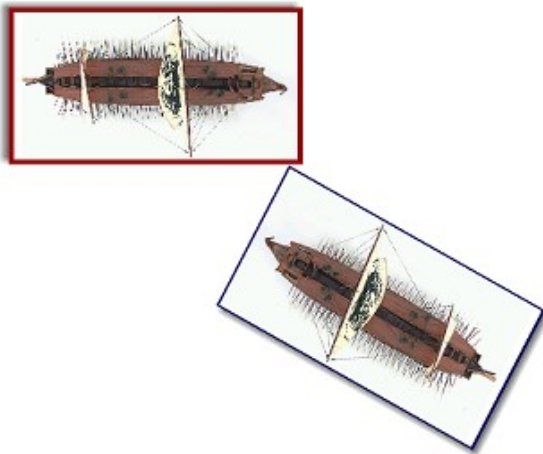
It occurs when a ship moves in contact with another ship (with its front). The combat is similar to Shooting phase in Impetus as only the ramming unit will roll his combat dice and only the rammed Ship will roll for the Cohesion Test. Friendly ships can ram (involuntary) each other with the same consequences.

Sinking

A ship is sunk (destroyed) when its VBU drops to 0 after being rammed or if it clashes with the Coast or an Island.

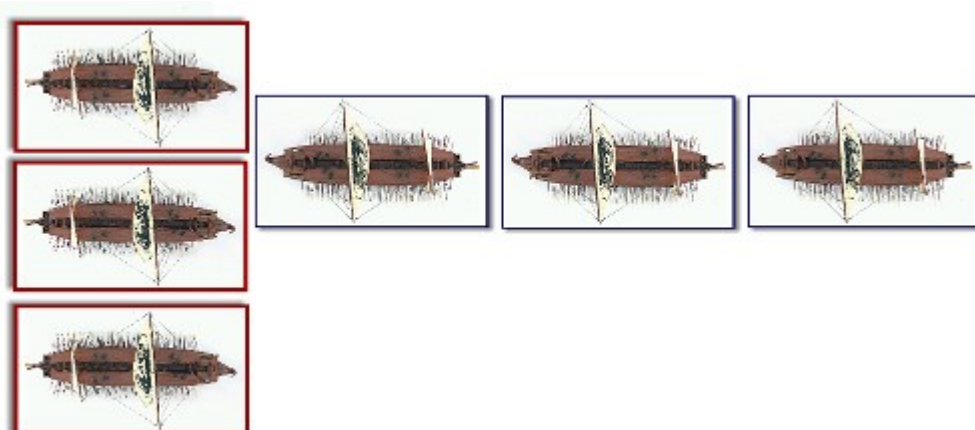
Sinking Quadriremis or bigger ships (VBU) bring with them the other ship(s) if they are destroyed after the roll of a 6 on the Cohesion test.

Periplous



When ship rams an enemy ship on the side/rear it doubles its Impetus bonus. The rammed ship is immediately Disordered and if loses the melee is sunk. The attack is on the flank/rear if the attacker doesn't enter in the enemy's ZoC.

Diekplous



More ships in column can sum their Impetus bonus. Ships are in column if they stay within 3cm measuring the centre of the back of the leading Unit with the centre of the front of the following Unit..

Ships in column act as a Group. A Disordered Ship cannot be part of a Column.

Boarding

If the ramming is not enough to sink an enemy ship, then Marines (S) can board.

When a boarding takes place every ship roll as many dice as their VBU+S. Losses are taken from the VBU. When VBU drops to 0 the ship has been captured. If both Ships drop to VBU=0 in the same melee, the winning side is the one that started the boarding action and its VBU is not affected by last melee.

As Ships don't retreat due to loss of melee there will be only a melee phase per activation.

Corvus

Romans ships during 1st Punic War were provided with Corva. In case of boarding these ships double the dice during first melee.

Multiple melee

A ship can be engaged in melee with up to 3 enemy ships. A ship can be rammed while in melee but if it sinks all marines present in the other ships will be lost.

Damaged ships

A Ship is Damaged when has taken losses. A damaged ship moves at half speed.

Victory conditions

Same as Impetus, but a captured ship counts as its VD+1.

FLEETS

Use just 1 leader per fleet.

S is the "number" of available marines for that ship. The cost of each S is 5pts and is not included in the basic cost of the ship (eg adding S=3 to a ship costs 15pts).

Athen

SC=Good

		M	VBU	I	S	D	VD	PTS
0-8	Moneris	10	1	1	0	A	1	16
0-8	Biremis	8	2	1	0	A	1	17
4-16	Triremis	8	3	2	2	A	2/4*	20

Other Greel cities

SC=Average

		M	VBU	I	S	D	VD	PTS
0-8	Moneris	10	1	1	0	B	1	11
0-8	Biremis	8	2	1	0	B	1	12
4-12	Triremis	8	3	2	2	B	2/4*	15

You can downgrade to D=C one or more ship at -5pts per ship.

Persia

SC= Average or Poor

		M	VBU	I	S	D	VD	PTS
0-10	Moneris	10	1	1	0	B	1	11
0-10	Biremis	8	2	1	0	B	1	12
4-20	Triremis	8	3	2	2	B	2/4*	15

You can upgrade to D=A up to 50% deployed ships at 5pts per ship

Syracuse

SC= Average

		M	VBU	I	S	D	VD	PTS
0-8	Moneris	10	1	1	0	B	1	11
0-8	Biremis	8	2	1	0	B	1	12
4-12	Triremis*	8	3	2	2	B	2/4*	15
0-1	Quadriremis*	8	4	2	3	B	3/4*	17

You can downgrade to D=C one or more ship at -5pts per ship.

Carthage

SC= Good or Average

		M	VBU	I	S	D	VD	PTS
0-2	Biremis	8	2	1	0	B	1	12
0-4	Triremis	8	3	2	2	B	2	15
0-8	Quadriremis*	8	4	2	3	B	3/4*	17
4-12	Quinqueremis*	8	5	3	4	B	3/4*	22

You can upgrade to D=A one or more ship at 5pts per ship.

Rome 1st Punic War

SC= Poor

		M	VBU	I	S	D	VD	PTS
0-2	Biremis	8	2	1	0	C	1	7
0-4	Triremis	8	3	2	2	C	2	10
0-8	Quadriremis*	6	4	2	3	C	3/4*	15 Corvus
4-12	Quinqueremis*	6	5	3	4	C	3/4*	20 Corvus

You can upgrade to D=A one or more ship at 5pts per ship.

Roma 2nd Punic War

SC= Average

		M	VBU	I	S	D	VD	PTS
0-2	Triremis	8	3	2	2	B	2	15
0-8	Quadriremis*	8	4	2	3	B	3/4*	17
4-12	Quinqueremis*	8	5	3	4	B	3/4*	22

You can upgrade to D=A one or more ship at 5pts per ship.

Hellenistic

SC= Average

		M	VBU	I	S	D	VD	PTS
0-2	Moneris	10	1	1	0	B	1	11
0-2	Biremis	8	2	1	0	B	1	12
0-4	Triremis	8	3	2	2	B	2	15
0-4	Quadriremis	8	4	2	3	B	3	17
2-10	Quinqueremis	8	5	3	4	B	3	22
1-3	Hexeris o Hepteris*	5	6	4	6	B	4	27
OR	Deceris *	5	7	5	8	B	4	35

Late Republican / Imperial Romans

SC= Average or Good

		M	VBU	I	S	D	VD	PTS
0-2	Moneris	10	1	1	0	B	1	11
0-2	Biremis	8	2	1	0	B	1	12
0-4	Triremis	8	3	2	2	B	2	15

0-4	Quadriremis	8	4	2	3	B	3	17
4-12	Quinqueremis *	8	5	3	4	B	3/4*	22
0-2	Hexeris o Heptemis*	5	6	4	6	B	4	27
OR	Deceris *	5	7	5	8	B	4	35

Cilician Pirates

SC= Average or Good

		M	VBU	I	S	D	VD	PTS
0-6	Moneris*	10	1	1	0	A	1/4*	16
0-6	Biremis*	8	2	1	0	A	1/4*	17
0-6	Triremis*	8	3	2	2	A	2/4*	20
0-4	Quadriremis*	8	4	2	3	A	3/*	22
0-8	Quinqueremis *	8	5	3	4	A	3/4*	27

Special rules. The opponent of the Pirates player must deploy (and pay) 2 transport ships (escort mission)

2	Transport ships	8	3	0	3	B	8	10
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OR (repression mission) loose the game if cannot rout the enemy fleet.