DELOS NAVAL RULES

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I.   INTRODUCTION

This is a simple set of naval miniatures rules for fleet battles in the Peloponnesian War period.

II.   SCALE AND BASING

Ground scale is 40mm = 1 cable (607.56 ft), or 1:4630. Single 1:1200 scale miniatures are mounted on 40mm square bases. Ships are exclusively trieres (triremes).

III.   ORGANIZATION AND SCENARIO SETUP

Each side in the battle should consist of squadrons of 5 to 10 ships. The battle area should be at least 1 meter in depth and wide enough for the ships of the largest fleet to be deployed in a single line.

Players secretly plot their initial locations on a sketch of the battle area, indicating formation, facing and spacing. Ships must be at least 8 cables from the centerline of the battle area if space permits. Line ahead formations may extend off the edge of the battle area. At least 1 cable distance must be maintained between squadrons. Dice to see which side is first.

Victory conditions should be specified by the scenario. Typically the battle should end when one side has lost one-third of its ships.

IV.   TURN SEQUENCE

1.   First side, first squadron command roll, movement and combat
2.   First side, additional squadrons until done or initiative lost
3.   Second side, first squadron command roll, movement and combat
4.   Second side, additional squadrons until done or initiative lost

V.   COMMAND

Players select a squadron not engaged in combat. If not, roll one D10. If the roll (where zero is a 10) is less than or equal to the command value for that squadron it may move and engage in combat. The player then rolls for another squadron which has not moved and is not engaged in combat. If the roll exceeds the command value and the squadron is in line ahead it may move straight ahead up to 4 cables. If the roll exceeds the command value and the squadron is not in line ahead it may not move. If the roll is 10 the player may not roll for any further squadrons and initiative passes to the other player. If all the player's squadrons have attempted movement initiative passes to the other player.

Command rolls may be performed for multiple squadrons which are either (1) all in line ahead

and following each other within 2 cables, or (2) all in line abreast and side by side within 2 cables. Unless engaging in combat the resulting moves must preserve these formations.

Command values are specified by the scenario. Typical values are shown in the following table.

Typical Command Values	
Command Value	City
8	Early Athenian
7	Syracusan, Corinthian, Late Athenian
6	Others

VI. MOVEMENT

Ships must be moved by squadron. To be eligible for movement the squadron must be in formation. Two formations are possible:

1.   In line abreast formation ships are side by side, facing in the same direction with bases touching and forward edges even. The line may move ±45° from the facing direction, may wheel with the outside ship moving up to 4 cables or may move straight back.

2.   In line ahead formation (column) ships are bow to stern with at least one corner touching and not more than 90° total bend in the line.

Squadrons may change formation by turning each ship 90° simultaneously. Line ahead formations must be straight to change to line abreast.

A squadron may not move within 2 cables of a enemy squadron except to engage that enemy squadron. At least 1 cable distance must be maintained between friendly squadrons.

Unformed squadrons with at least 3 remaining ships may reform.

Squadrons with less than 3 remaining ships must flee off their table edge.

Movement rates are:

         Up to 4 cables in line abreast.
         Up to 8 cables in line ahead.
         Line ahead turns of up to 90° total at no movement cost.
         Line ahead turns of more than 90° total are not allowed.
         Change of formation deduct 2 cables from movement.
         Reforming uses all movement.
         Up to 8 cables if fleeing.
         Up to 2 cables straight backward.

Interpenetration is not allowed.

VII. COMBAT

If a squadron has enough movement for the base of any of its ships to contact any base of an enemy squadron, that enemy squadron may be engaged in combat. The squadron must be in line abreast or must change formation to line abreast at the start of movement. Move the ships as directly as possible to make base contact with the enemy ships. Individual ships may exceed the normal movement rates to make contact. If the squadrons are not of equal size, the extra ships do not take part in the initial combat.

The positions of the opposing squadrons prior to the move determine if a modifier for a flank attack is used. If the attacked squadron is in line abreast, extend the line of the rear base edge of the nearest ship (see Figure 1). If the attacked squadron is in line ahead, extend the line of the rear base edge of the lead ship (see Figure 2). In either case, if the moving squadron starts with any part of any base behind the extended line, a flank attack modifier is used.

If the attacked squadron is engaged in combat or has not reformed after combat, a flank attack modifier is used. The moving player uses the flank attack modifier and either player uses the additional ship modifiers if applicable.

A flank attack modifier is only used for the initial combat (the attack of a formed squadron on an enemy squadron via movement). It is not used by squadrons engaged in subsequent combat rounds, unless a new squadron attacks into a subsequent engagement.

Relative facing and positions of individual ships in engaged squadrons are not relevant. If a formed squadron wishes to attack an enemy squadron already engaged, the movement is measured to the nearest ship of either side in that engagement.

If ships of both sides remain engaged after a combat resolution, the combat continues in subsequent rounds. These rounds occur (1) when another squadron of either side attacks or (2) if no such attack occurs in a player's turn, at the end of each subsequent turn.

Combat is resolved by each player rolling one D6 and adding the combat value and any modifiers. The higher total wins. See Section IX. Squadrons are unformed after combat.

VIII.   COMBAT VALUES AND MODIFIERS

Combat values are specified by the scenario. Typical values are shown in the following table.

Typical Combat Values	
Combat Value	City
4	Early Athenian
3	Syracusan, Corinthian, Late Athenian
2	Others

Combat Modifiers	
Combat Modifier	Condition
+2	Flank attack (initial combat only)
+1	At least 25% more ships engaged (subsequent rounds)
+2	At least 50% more ships engaged (subsequent rounds)
+3	At least 100% more ships engaged (subsequent rounds)

IX.   COMBAT RESULTS

Subtract the low total from the high total and consult the Combat Results table. No side may lose more ships than are engaged (e. g., extra ships in initial combats may not be lost). The owning player determines which squadrons take losses if multiple squadrons are engaged.

Combat Results	
High total – low total	Result
0 (tie) – 1	No losses. Disengage: squadrons retire 2 cables toward their entry area and are unformed

2 – 3	Winning side loses one ship
	Losing side loses the lesser of:
	    two ships or
	    the number of ships in the winning side

4 – 6	Losing side loses the lesser of:
	    three ships or
	    the number of ships in the winning side

7+	Losing side loses the number of ships in the winning side

X.   PELOPONNESIAN WAR FLEETS

Peace-time Athenian fleet   100 ships in commission 8 months of the year
                                 250 ships total

Sybota Islands 433 BCE
Corcyraeans	110 ships	Corinthians	90 ships
Athenians	10 ships	Allies	60 ships
losses	70 ships	losses	30 ships

Patras 429 BCE
| Athenians | 20 ships | Corinthians | 47 ships |
| losses | none | losses | 12 ships |

Naupactus 429 BCE
| Athenians | 20 ships | Peloponnesians | 77 ships |

Sybota Islands 427 BCE
| Corcyraeans | 60 ships | Peloponnesians | 53 ships |
| Athenians | 12 ships | | |

Pylos 426 BCE
| Athenians | 70 ships | Peloponnesians | 60 ships |

Sicilian Expedition 415 BCE
| Athenians | 100 ships (including 40 troop ships) |
| Allies | 34 ships |

Syracuse (first battle) 413 BCE
| Athenians | 60 ships | Syracusans | 80 ships |
| losses | 3 ships | losses | 11 ships |

Erineus 413 BCE
| Athenians | 33 ships | Corinthians | 30 ships |
| losses | 7 ships | losses | 3 ships |

Syracuse (second battle) 413 BCE
| Athenians | 75 ships | Syracusans | 80 ships |
| losses | 1 or 2 ships | losses | none |

Syracuse (fourth battle) 413 BCE
| Athenians | 86 ships | Syracusans | 76 ships |

Syracuse (last battle) 413 BCE
| Athenians | 110 ships | Syracusans | 75 ships |
| losses | 50 ships | losses | 25 ships |

Eretria 411 BCE
| Athenians | 36 ships | Peloponnesians | 42 ships |
| losses | 22 ships | losses | none |

Kynossema 411 BCE
| Athenians | 76 ships | Peloponnesians | 86 ships |
| losses | 15 ships | losses | 21 ships |

Arginusae 406 BCE
| Athenians | 160 ships | Peloponnesians | 120 ships |

Source: Rodgers, "Greek and Roman Naval Warfare," Chapter IV.
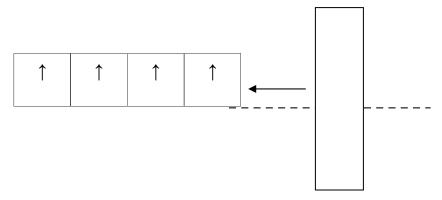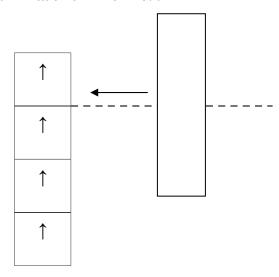
Figure 1 Flank Attack on Line Abreast

Figure 2 Flank Attack on Line Ahead

Combat Ratio Table

Squadron size	+25%	+50%	+100%
1	2	2	2
2	3	3	4
3	4	5	6
4	5	6	8
5	7	8	10
6	8	9	12
7	9	11	14
8	10	12	16
9	12	14	18
10	13	15	20
11	14	17	22
12	15	18	24
13	17	20	26
14	18	21	28
15	19	23	30
16	20	24	32