# DIADOCHI NAVAL RULES

**W. L. Greene**

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# I.    INTRODUCTION

This is a simple set of naval miniatures rules for fleet battles in the Diadochi (Alexandrian Successors) period.

Ship types are specified using Greek terms (where known) or Greek numerals as follows:

| Banks | Term | Greek Numerals |
|-------|------|----------------|
| 3 | trieres | Γ |
| 4 | tetreres | Δ |
| 5 | penteres | E |
| 6 | hexeres | F |
| 7 | hepteres | Z |
| 8 | okteres | H |
| 9 | (h)enneres | Θ |
| 10 | dekeres | I |
| 11 | (h)endekeres | IA |
| 12 | dodekeres | IB |
| 13 | triskaidekeres | IΓ |
| 14 | | IΔ |
| 15 | pentekaidekeres | IE |
| 16 | hekkaidekeres | IF |
| 20 | eikoseres | K |
| 30 | triakonteres | Λ |
| 40 | tessarakonteres | M |

## II.    SCALE AND BASING

Ground scale is 40mm = 1 cable (607.56 ft), or 1:4630.  Base sizes are for single 1:1200 scale miniatures.  Ships up to and including hepteres are mounted on 40mm square bases.  Larger ships are mounted on bases 40 mm in width and long enough to fit the miniature.

## III.    ORGANIZATION AND SCENARIO SETUP

Each side in the battle should consist of squadrons of 8 or more ships.  Ideally, an individual player should command each squadron.  A flagship is designated for each squadron.  The battle area should be at least 1 meter in depth and at least 1 meter wide for each player on a side.

Players secretly plot their initial locations on a sketch of the battle area, indicating formation, spacing and locations of flagships.  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. 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 initial total combat value, counting the flagships double for losses.

## IV.    TURN SEQUENCE

1.    First side command roll(s)
2.    First side movement phase
3.    First side missile fire
4.    First side combat phase
5.    Second side command roll(s)
6.    Second side movement phase
7.    Second side missile fire
8.    Second side combat phase

## V.    COMMAND

Each squadron is assigned a command rating by the scenario. The command rating is typically between 5 and 8 inclusive, with 6-7 being normal. To move a ship or group of ships, the command rating or less must rolled on a D10. A roll of 10 is a blunder.

| Blunder Table | |
|---|---|
| D6 Roll | Result |
| 1 | Group in line abreast or ship moves 2 cables straight backward Group in line ahead turns away from nearest enemy |
| 2 | Group or ship moves full movement straight ahead |
| 3 | Group or ship moves full movement toward nearest enemy |
| 4 | Group in line ahead or ship turns away from nearest enemy Group in line abreast moves 2 cables straight backward |
| 5 | Squadron may issue no further orders for this turn |
| 6 | Group becomes out of formation |

# VI.   MOVEMENT

Ships may be moved individually or in groups of 2 to 8.  To be eligible for group movement the ships 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.

Groups may change formation by turning 90°.  Line ahead formations must be straight to change to line abreast.  Ships on bases >40mm long (okteres and up) may change from line ahead to line abreast by reducing their frontage, but must spend a turn out of formation to change back to line ahead.

A ship may not move across the front of a non-crippled enemy ship within 2 cables and not separated by another ship except to contact that enemy ship.

Movement limits are:

> Up to 4 cables in line abreast.
> Up to 8 cables in line ahead.
> Up to 4 cables for an individual ship.
> Line ahead turns of up to 90° total at no movement penalty.
> Line ahead turns of more than 90° total are not allowed.
> Changing formation requires an entire move.
> Individual ships may turn up to 180° at no movement penalty.
> Up to 2 cables straight backward for a group in line abreast or individual ship.

For ships or groups which start the movement phase more than 12 cables from their squadron flagship, and for ships that start the movement phase out of formation, command ratings are reduced by 1 (cumulative). The command distance for this purpose is measured between the nearest points on the flagship's base and the base of the nearest ship in the group, even if ships in that group will move independently in that movement phase. If a squadron flagship is sunk or captured, a new flagship is designated and the command rating for that squadron is reduced by 1.

Each ship or group must finish its move before another ship or group starts.

Inter-penetration is not allowed.

## VII.  MISSILE FIRE

Ships which end their movement phase without an enemy ship in contact forward may make missile fire attacks on the closest enemy ship within 2 cables and whose center is forward of the line extending from the rear base edge.  Measurements are made between the closest points on the ship's bases. No part of any other ship base may block the line of sight between the center of the firing ship and the center of the target ship.  Enemy ships in contact with friendly ships other than the firing ship may not be fired upon.  An enemy ship may be fired on by only one ship. Other ships able to fire and which do not have a closer target may add the support modifier to the missile attack.  A ship may add support to only one fire attack in a player turn.

The player commanding each ship rolls one D6 and adds his ship's combat value.  Add or subtract any modifiers.  Subtract the defender's total from the attacker's total and consult the Missile Fire and Close Combat Results Table.

Ships defending against missile fire which do not have any of the attacking ships in their firing arc cannot inflict any loss on the attacker.  Results inflicted on the attacker are applied to the ship making the attack only, unless that ship is not in the firing arc of the defender.  In that case, the defender can inflict the result on any supporting ship in its arc.


## VIII.  CLOSE COMBAT

Ships which end their movement phase with a non-crippled enemy ship in contact forward must attack that ship using a ram, rake or boarding attack, or if grappled on any side must attack by boarding or attempt to disengage.  The type of attack can be changed in each turn.  Crippled ships may not attack, and attacks on them are optional.  If more than one ship faces a single enemy ship, one is chosen to attack and the others add the support modifier to the ram attack.

The player commanding each ship rolls one D6 and adds his ship's combat value.  Add or subtract any modifiers.  Subtract the defender's total from the attacker's total and consult the missile fire and combat results table.  Results inflicted on the attacker are applied to the ship making the attack only, and not to any supporting ships.


## IX.  COMBAT VALUES AND MODIFIERS

| Type | Greek Numeral | Combat Value |
|---|---|---|
| trieres | Γ | 2 |
| tetreres | Δ | 3 |
| penteres | E | 4 |
| hexeres, hepteres | F, Z | 5 |
| okteres to hendekeres | H, Θ, I, IA | 6 |
| polyremes 12 to 19 banks | IB to IΘ | 7 |
| eikoseres and larger | K + | 8 |

| | Combat Modifier |
|---|---|
| Grappled target of ram or rake | -2 |
| Crippled or captured | -2 |
| Rammed or raked from beam | -1 |
| Rammed or raked from stern | -2 |
| Each supporting ship, ram, rake, board, disengage | +2 |
| Each supporting ship, missile fire | +1 |
| Flagship | +1 |

## Missile Fire and Close Combat Results Table

| | ≤ -4 | -3 | -2 | -1 to +1 | +2 | +3 | ≥ +4 |
|---|---|---|---|---|---|---|---|
| Ram | Sink attacker | Cripple attacker | Cripple attacker unless smaller and not bow to bow | No effect | Cripple defender unless smaller and not bow to bow | Cripple defender | Sink defender |
| Rake | Cripple attacker | Cripple attacker | Pass | Pass | Cripple defender and pass unless smaller | Cripple defender and pass | Cripple defender and pass |
| Boarding | Capture attacker | Grapple or capture attacker if grappled | Grapple or capture attacker if grappled | No effect | Grapple or capture defender if grappled | Grapple or capture defender if grappled | Capture defender |
| Disengage | Capture attacker | No effect | No effect | No effect | Ungrapple | Ungrapple | Ungrapple |
| Missile | Cripple attacker | No effect | No effect | No effect | No effect | No effect | Cripple defender |

Combat results key:

Sink attacker/defender:
> Remove the ship.

Cripple attacker/defender:
> The crippled ship may not move, fire or attack.  A second cripple result sinks the ship. 'unless smaller' means that the result is NE if the affected ship has an unadjusted combat value lower than the opposing ship, and is not crippled, captured or involved in a bow to bow ram.

Capture attacker/defender:
> Remove grapple if any.  The captured ship may not fire or attack.  The ship moves 2 cables per turn toward capturing player's side if possible, at no command cost.

Pass:
> The ships exchange places and the defender is turned to face the direction of attack (i.e., the ships end stern to stern).

Grapple:
> The ships are locked in place.

# X. DIADOCHI PERIOD FLEETS

314 BC

Antigonus' fleet at the siege of Tyre: 240 Phoenician and Rhodian, including:
30 light
97 trieres
90 tetreres
10 penteres
3 henneres
10 dekeres
50 additional ships sent to the Peloponnese.

306 BC

Ptolemy: 140 tetreres and penteres sent to Cyprus.

Demetrius (Antigonus' son): 118 Phoenician ships including:
51 trieres or lighter
30 tetreres (Possibly Athenian)
20 penteres
10 hexeres
10 hepteres

246 BC

Ptolemy II: 122 ships including
78 trieres and tetreres (estimate)
17 penteres
5 hexeres
37 hepteres
40 henneres
14 hendekeres
2 (12s)
4 triskaidekeres
1 eikoseres
2 triakonteres

Reference: Rodgers, Chapter IX.

# XI.    REFERENCES

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