MARE NOSTRUM
by Richard Affinati (http://it.geocities.com/accademiawargame/)
translated by Robert Morris (http://backtothekeep.blogspot.com)

INTRODUCTION
These rules relate to naval warfare in the ancient period, when the oar was the main source of propulsion of a boat. These rules reproduce the wars across the sea to the Renaissance age. They are simple, but historically accurate and fun. We suggest you use 1:1200 scale ship models on bases 4cm by 8cm. The bases should be painted blue with white highlights, to simulate the waves of the sea. Each base should have one model, except for boats or small brigantines, which should be based two or four to a base. You can easily use any scale and apply the kind of basing it prefers, provided it is uniform for all elements involved in naval battles.

FLEET CONSTRUCTION
Each player can be assigned a variable number of points with which to build his fleet.

TYPES OF MARINE ELEMENTS

<table>
<thead>
<tr>
<th>Ship Type</th>
<th>Cost</th>
<th>Combat Value</th>
<th>Structure Points</th>
<th>Movement</th>
<th>Maximum Turn</th>
<th>Weapons Fire</th>
</tr>
</thead>
<tbody>
<tr>
<td>Transport Ship, Caracca, Onorarie, etc.</td>
<td>10</td>
<td>1</td>
<td>2</td>
<td>1D6cm (against the wind) or 2D6cm (downwind)</td>
<td>4cm</td>
<td>None</td>
</tr>
<tr>
<td>Small boats, Brigantine, etc.</td>
<td>5</td>
<td>1</td>
<td>1</td>
<td>20cm</td>
<td>8cm, may change facing on the spot</td>
<td>None</td>
</tr>
<tr>
<td>Galeotta, Fusta, Small Galley, Bireme, Drakkar, etc.</td>
<td>20</td>
<td>2</td>
<td>2</td>
<td>16cm</td>
<td>6cm</td>
<td>15cm radius</td>
</tr>
<tr>
<td>Galera, Ancient Triremes, etc.</td>
<td>30</td>
<td>3</td>
<td>2</td>
<td>12cm</td>
<td>6cm</td>
<td>24cm radius</td>
</tr>
<tr>
<td>Great Galley, Quinquequadriremes, etc.</td>
<td>40</td>
<td>4</td>
<td>3</td>
<td>8cm</td>
<td>4cm</td>
<td>30cm radius</td>
</tr>
<tr>
<td>Poliremi, Command Galley, Flagship, etc.</td>
<td>50</td>
<td>4</td>
<td>4</td>
<td>6cm</td>
<td>4cm</td>
<td>30cm radius</td>
</tr>
<tr>
<td>Galeazza, Galleon, etc.</td>
<td>60</td>
<td>4</td>
<td>5</td>
<td>6cm</td>
<td>4cm</td>
<td>30cm radius</td>
</tr>
</tbody>
</table>

Crew Types
Veteran Crew 20
Trained Crew 15
Conscripted Crew 10
Poor Crew 5

SEQUENCE OF PLAY
1) Shooting
In this phase, the models that are equipped with weapons, may take shots against targets that are directly in front of their bow, for at this time the missile weapons were put forward. Only Galeazzo, Galleons, or historically documented vessels that could fire a shot at 360°, can fire from their sides and stern. The shots in this phase are simultaneous.

Line of Sight. Before the shot, both players confirm that there is nothing that blocks the view between the shooter and the target. Line of sight is blocked by islands, headlands, bays, and ships of all kind.

To hit, roll 1D6. A successful hit is scored on a 5 or 6. If the target is farther than half the range of the weapons on the firing ship, a successful hit is scored only on a 6. If the target is hit, subtract 1 Structure Point. Once a vessel has lost all of its Structure Points, roll immediately for the ship on the Capture Table.

2) INITIATIVE.
The two opposing players each roll 1D6. The result is added to their Aggression score (Ag). The player with the higher roll
can decide whether to move first or second in that round. In the case of equal rolls, the player with the lowest number of elements decides to move first or second.

3) MOVEMENT.
A movement can be performed by a single element or by a group of elements adjacent to each other. To find out how many elements or groups of elements a player can move in a turn, roll 1D6. The result indicates the number of points in its Strategy provision.

Sub-admirals and flagships. Before the battle, each player must appoint a single flagship element. In larger historical battles involving two or three naval divisions, each player may appoint up to two Sub-flags. Each element or group of elements more than 30cm from its Flagship or Sub-Flagship, must spend 2 Strategy points to move. An element or group of elements within 30cm spends one Strategy point to move.

All units may back with oars 5cm. A group of ships can have two types of formations, in line (side by side with the same front) or column (placed one behind the other). A group of ships always moves with the speed of the slowest ship in the element. It is possible to break into sub-groups of elements at any time, but broken elements cannot recombine.

To change direction, the unit must turn before moving in a straight line. Elements will be slower, while small boats will turn faster. Ships can turn right or left. Ships in a column will carry out the rotation (turn) in the same spot as the lead ship in the element.

Sailing Ships Movement. Sailing ships, or ships that decide to use sails instead the oars, throw 1D6 (against the wind) or 2D6 (downwind) every turn. The result is the centimeters available for movement. The direction of the wind is determined for both players at the start of the battle and again every ten rounds. Each player rolls 1D6. On 1, 2, 3 or 4 the wind is unfavorable. On 5 or 6 the wind is unfavorable.

4) COMBAT.
Elements that touch an enemy element at any point with the front (bow) or are adjacent to an enemy with the sides of both ships touching (only after the invention of the Raven, 260 BC) may initiate combat. The player that moved first rolls a die for one ship in his element that is in combat. The second player then rolls for one of their ships. Players alternate until they have both rolled for all of the combats.

Roll a dice for the element that is adjacent to an opponent during the combat stage. If the result is equal to or less than its Combat Value, subtract a Structure Point from the engaged enemy ship. If the opposing crew is better trained, add 1 to the die roll. Crews may be, in descending order of ability: Veterans (superior), Trained (ordinary), Conscripted Crew (levies), or Poor (inferior). A ship may leave combat, if it rammed an enemy ship, by moving backwards during the next movement. A ship that loses all of its Structure Points must consult the Capture, Shipwreck, and Sinking Table.

CAPTURE, SHIPWRECK, and SINKING TABLE
If an element loses all of its Structure Points, roll a die.

On a 1 or 2, the element can be boarded by adjacent naval elements. If it is not boarded, it will sink over the next five rounds. A boarded element regains one Structure Point and can move, rotate and row at half speed. A ship may be captured multiple times.

On a 3 or 4, the ship can be towed by an element of equal or greater tonnage adjacent to it. If it is not captured and towed, it will sink over the next five rounds. A towed element regains one Structure Point but cannot move if it is not driven forward by the towing element. Both the towed and towing elements move at half speed and turn and shoot at half range.

On a 5 or 6, the ship sinks immediately.

COASTS AND STRANDINGS
Naval elements (except for boats and small boats) within 5cm of a coast (excluding Ports and Channels) roll a die (1D6). On a roll of 5 or 6, the element enters the naval arena. If the ship does not exit the coastal area, roll a die in each subsequent round. If you get a 1 or 2, the naval element can not move. If the wind is unfavorable for 10 rounds in a row, and the ship is not released, you will have to make a throw on the Capture, Shipwreck and Sinking Table.