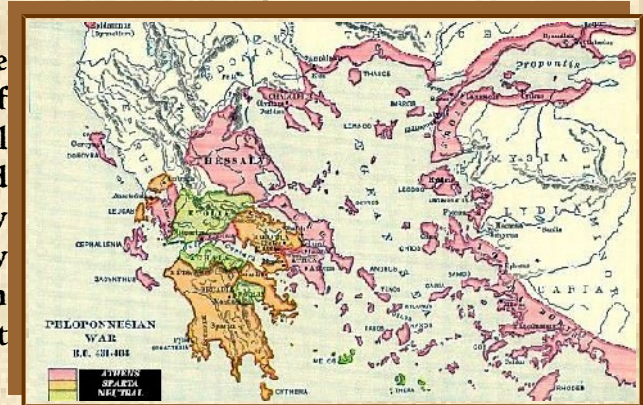


CYNOSSOMA : THE EMPIRE STRIKES BACK

The Peloponnesian War was fought between Sparta and Athens from 431BC to 404BC. Each city state had allies, which gave the war its name. Sparta and mainly other states from the Peloponnese versus the Delian League of Athens and her allies.

In 413BC the Athenian expeditionary force which was meant to conquer Sicily was itself totally wiped out. Men, ships and material which the Athenian Empire could not afford to lose had been frittered away. The mastery of the seas which Athens had traditionally enjoyed was lost in naval battles conducted in restricted waters where her seamen could not use their skills to the full.

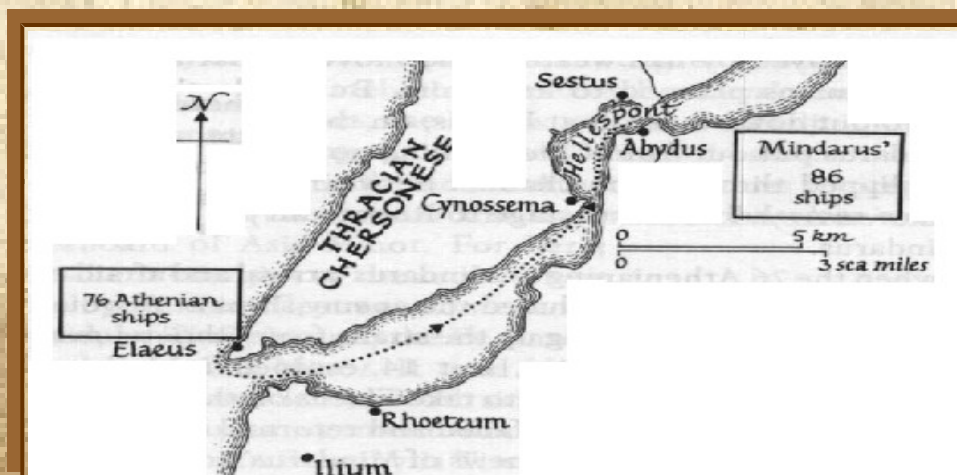


In the following years the Peloponnesian forces began to encroach on Athenian naval power with an increasing confidence as more and more members of the Delian League rebelled and the Persians began to interfere in the hope of damaging Greek naval capabilities.

In the summer of 411BC the Peloponnesians had a fleet based at Abydos which effectively sealed the Hellespont to Athens' lifeline of grain ships from the Black Sea region. There was no alternative for Athens but to break this strangle-hold.

After a summer of manouvre throughout the islands, the Peloponnesian fleet was assembled in the Hellespont and the Athenian forces concentrated to fight a decisive action. At stake was nothing less than the principal strategic ploy of the Athenians in the Peloponnesian war; the concept that whatever happened on land Athens could obtain succour from her overseas empire due to her supremacy in naval warfare. This concept was now suspect due to the Sicilian debacle.

The coming battle would confirm either Athens' survival or ... her downfall.



SEA-NARIO BASICS

Ground Scale : 1/500

Ships Scale : 1/500 (Hotz Roman Seas ships printed at 66% original size)

Rules : Blood-Dark Sea (mine :)) or whatever sinks your boats.

Refight Principles

The battle will be fought with 1:1 ship representation.

To allow this without fielding 160 models on 1 large space the battle is divided into 3 actions, like a multi-table game (which it could also be played as).

The battle is divided into NORTHERN, CENTRE and SOUTHERN actions/tables.

The full battle can be fought involving three separate games on three different tables or the set-up can be used to derive a single game with c.50 ships on one table or a larger game with 100 ships on a larger table (by joining two of the actions together).

Refight Procedure

Three actions are fought, Sothern, Centre and Northern.

Subsequent actions can be affected by the outcomes of the preceding ones.

The winner is determined by totalling points won by routing, siezing or sinking enemy ships and crew.

ORDERS OF BATTLE

We do not know what types of ship were involved nor much about their condition or manning. We know little of the commanders. To make an interesting, believable and fun refight we must add colour to the basic sketch the ancient authors give us.

The two man sources, Thucydided and Diodoros are sometimes at odds with each other and, though Diodoros adds some nice details, we have to weigh up the fact that Thucydides was a contemporary of the action.

SHIP TYPES

We assume the ships referred-to by the sources to be triremes. Variation can be added to the battle by adding a few smaller ships proportionately. All fleets had couriers, scouts and lighters along with the warships.

SHIP NUMBERS

We assume the basic number cited by Thucydides and Diodoros to give slight variations in the scenario.

| Thucydides | TOTAL SHIPS | SYRACUSANS |
|-----------------|-------------|------------|
| ATHENIANS | 76 | |
| PELEPONNESIANS | 86 | |
| Diodoros | | |
| ATHENIANS | 63(+3?) | |
| PELEPONNESIANS | 88 | 35 |

The main task for the refight is to divide the forces into three wings with which we can fight the three actions separately. Without deliberating too much we do as follows:

| | COMMANDER | THUCYDIDES | | | | DIODOROS | | |
|-------------------------------|--------------|------------|----------|----------|---------|----------|----------|----------|
| | | SEANARIO | TRIREMES | EPIBATES | [MINOR] | SEANARIO | TRIREMES | EPIBATES |
| ATHENIANS | | | | | | | | |
| LEFT | THRASYLLOS | 25 | 2 | 3 | | 22 | 2 | 3 |
| CENTRE | ANONYMOUS | 26 | 2 | 3 | | 22 | 2 | 3 |
| RIGHT | THRASYBOULOS | 25 | 2 | 3 | | 22 | 2 | 3 |
| PELEPONNESIANS | | | | | | | | |
| LEFT | MINDAROS | 28 | 2 | 3 | | 25 | 3 | 3 |
| CENTRE | EPICLES | 30 | 2 | 3 | | 28 | 3 | 3 |
| RIGHT | HERMOCRATES | 28* | 2 | 3 | | 35* | 3 | 3 |
| ATHENIAN REINFORCEMENT | | | | | | 25 | | |

[NOT NECESSARY FOR BASIC BATTLE – USE IF DESIRED]

- SYRACUSANS POTENTIALLY WITH MODIFIED BOWS

Diodoros scenario is a very tough one for the Athenians !

Now the ships are shared-out we need to know something about them- We must roll on a table to see what their capabilities are.

Enter the results on the record chart given, with ship names, as an appendix.

Tables to determine ship characteristics:

| <u>SKILL LEVELS (D6)</u> | <u>1</u> | <u>2</u> | <u>3</u> | <u>4</u> | <u>5</u> | <u>6</u> |
|--------------------------|----------|----------|----------|----------|----------|----------|
| ATHENIANS | 5 | 5 | 5 | 5 | 6 | 6 |
| PELEPONNESIANS | 3 | 4 | 4 | 4 | 5 | 5 |

| <u>SHIP PERFORMANCE (D6)</u> | <u>1</u> | <u>2</u> | <u>3</u> | <u>4</u> | <u>5</u> | <u>6</u> |
|------------------------------|----------|----------|----------|----------|----------|----------|
| ATHENIANS | N | N | F | F | F | F |
| PELEPONNESIANS | S | S | N | N | N | F |

(Mindarus' squadron +2)

Flagships +2

Syracusan with reinforced bow -2

Epibates : Each ships gets 2 or 3 elements depending on the seanario. Players can choose if the second element is a missile unit instead of the usual hoplites. All hoplites are heavy armed, with spear and shield. Lights are unshielded.

DEPLOYMENT

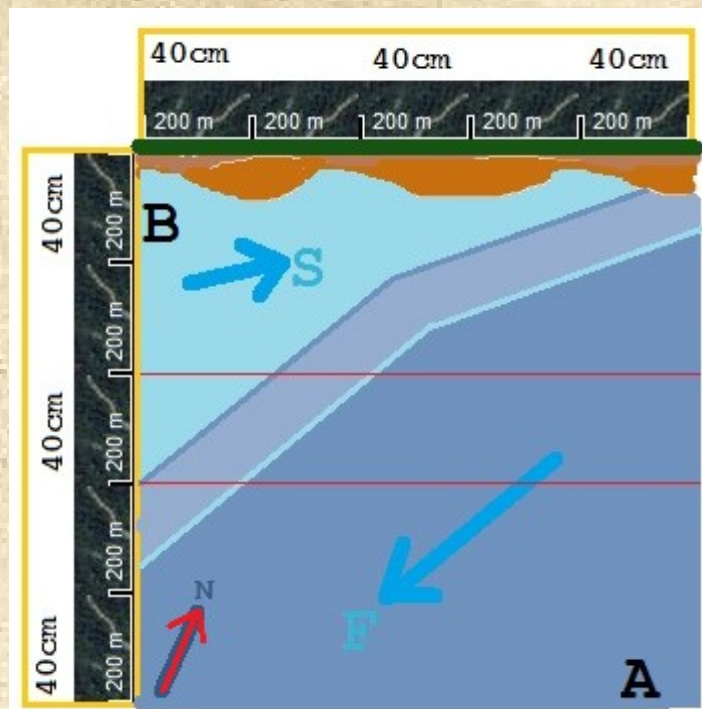
To deploy, the ships must be in squadrons of 3 or more. The squadron will move according to the squadron leader which is marked.

Before deploying onto the table the player must make a list showing the order of sailing.

During deploying the player must deploy a squadron from the last in his line to the space nearest his entry-side or foremost in his table to the next space from the opposite side to his entry. The only variation allowed is that he may deploy subsequent squadrons parallel with a squadron already on-table but then it must be placed on their side furthest from the enemy.

SEASCAPES

CENTRE ACTION



The dark blue arrows are the prevailing currents. S is slow at $\frac{1}{2}$ length. F is fast, at a full length. Ship moves within 45 degrees of the current get this amount added or deducted (sailing up-current) to each move unless it is declared as 'countered' by using some of the ship's movement allowance. Of course, players can decide to ignore current effects completely or just use them on disabled, drifting ships.

There is a zone where there is no prevailing current. Ships which are beached suffer no current effects.

Peleponnesians can deploy in the lower area 'A'.

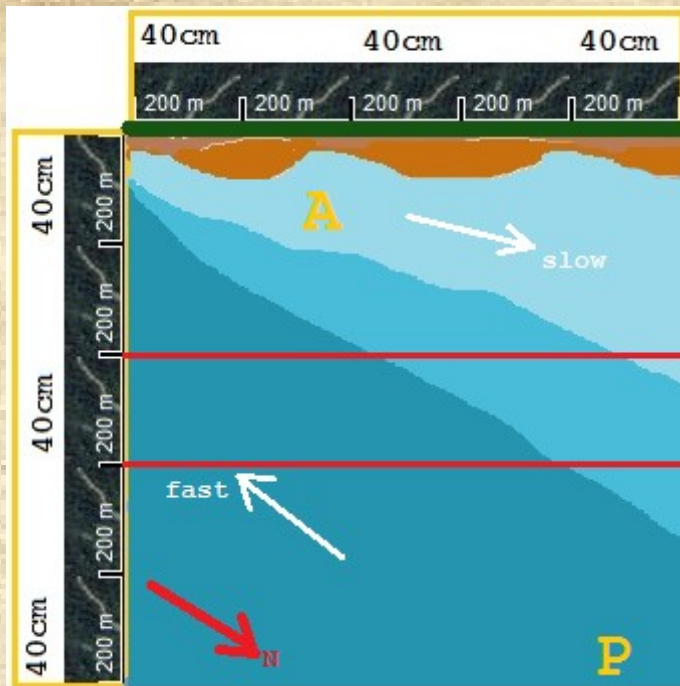
Athenians can deploy in upper area 'B'.

Both sides must make their squadron lists before the battle. These must list which ships are in the squadron and which commanders. It must also list the sequence the squadrons may be deployed in, from the left to the right in the battle line.

Side with least initiative points deploys first.

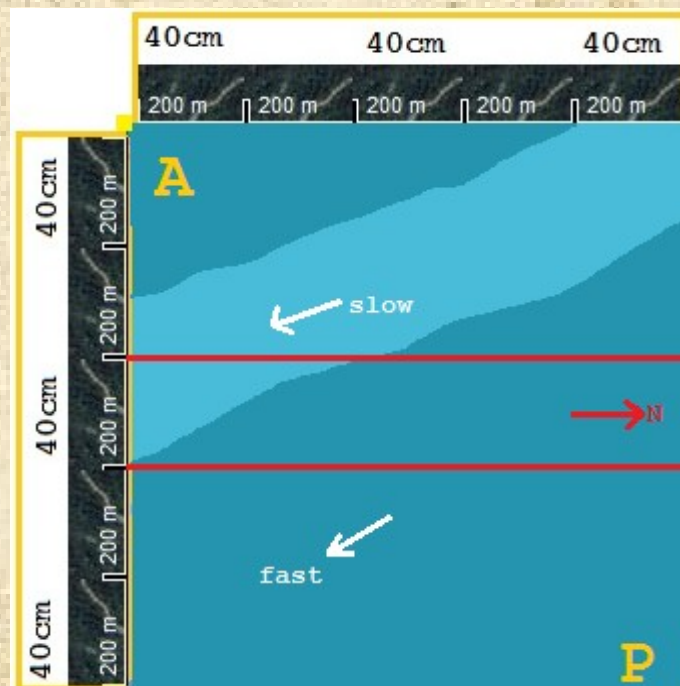
The only variation allowed from the squadron list is to deploy a squadron behind one already deployed. To be 'behind' a squadron must have half its ships behind a line extending the previous' squadron's flank to the players own table-edge.

NORTHERN ACTION



Currents as above.
Deployment as above : A Athenians, P Peleponnesians.

SOUTHERN ACTION



Currents as above.
Deployment as above : A Athenians, P Peleponnesians.

ACTION TIMING AND INFLUENCE ON SUBSEQUENT ACTIONS

During a fight routed ships which leave the table are counted as lost, along with their crews.

Ships leaving a table-edge which leads to another action are put in the reinforcement pool for that action. The game turn they arrive on the other table is calculated as follows.

Set up a reinforcement track for the subsequent action. Each ship which can enter the action is marked with a counter. Put extra counters after that turn it left the previous action up to the number of its crew skill. On the first turn it may arrive it needs 6, add 1 for subsequent turns. Failure means it never turns up but is not lost.

Squadrons leaving a table together, enter the subsequent table together, too (or get lost together also).

Diodoros' Athenian Reinforcement

I think this is a confusion in his account but to allow it makes for some fun.

After game turn 12 in the Southern Action the Athenian can start to dice for entry of the line of squadrons this fleet represents. (diced for as per others in seanario). The first squadron enters on a 6 and the rest follow , one per turn in sequence.

They enter the table within 40cm of the Athenian right corner.

WINNING

Allow 24 turns for the day's action.

Count 4 points for each unmanned enemy ship hull. 1 for each dead epibates element.

10 points for dead commanders. Lose 3 points for each routed ship.

4 points for ships exited to help neighbouring actions.