

A SEA TURNED RED BY BLOOD

# LEPANTO

SUNDAY, OCTOBER 7TH, 1571



# RULES

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# LEPANTO

## A SEA TURNED RED BY BLOOD



*“Hristiyanlar benim sakalımı tıraş ettiler ancak ben onların bir kolunu kestim. Kesilen sakal yeniden çıkar ancak kesilen kol yerine gelmez.”*

*“Christians shaved my beard, but I cut off one of their arms. The trimmed beard grows again, but the trimmed arm does not.” Sultan Selim II.*

### 1. THE SYSTEM

The game depicts the pivotal battle fought the 7th of October 1571, between the Christian Coalition (the Holy League) fleet composed of Spanish, Venetian, Genoese, Papal, Tuscany and Maltese ships, and the Ottoman Fleet.

The rules are divided in Basic Rules and Optional Rules.

In the Basic Rules almost ALL the aspects of the game are covered. The Optional Rules add Sailing Mode and Wind changes.

#### 1.1. GAME COMPONENTS

The Lepanto game box contains the following components (you will need TWO six-sided dice):

- 3 large maps
- This rulebook
- 1 Player book
- 2 sheets of counters
- 6 sheets of playing aids

#### 1.2. THE MAP

The map scale is about 1:60,000. Each hex is about 1000 meters from side to side.

The map represents the sea zone where the battle of Lepanto was fought. Each hex has a four-digit code printed on it which can be used for reference

during play. Sea hexes are blue (deep sea) and light blue (shallow waters). See 12.5 for shallow waters effects.

Some coastal hexes are present: they do not have any impact on the game play. They cannot be entered.

The set-up hexes for the battle are marked on the map.

### 1.3. THE PLAYING PIECES

There are three types of playing pieces: Ships (single-ships and squadrons), Activation Markers and Special Chits. Additionally, there are general markers used to indicate various statuses.

#### 1.3.1. SHIPS

Ships types in the game are either single-ships (Lanterna, Capitana/Kapudana and Galleasses), or squadrons (Galleys).

The numbers and symbols printed on the units indicate their Artillery Rating (circle) and the Handling Value. The ships' color codes indicate their historical formations.



#### 1.3.2. LEADERS (ADMIRALS AND CAPTAINS)

Leader counters have a flag that indicates their nationality and a background color that shows the group they control. There are two kinds of leaders: Admirals and Captains. The differences between the two are explained under "Leaders" section (see 4.0).



#### 1.3.3. MARKERS

Markers are placed on the map to indicate the status of the units; they are described in the rules where their use is explained. Some markers act as Activation Markers and Special Chits.



### 1.4. GLOSSARY

**(Group) Activation Marker:** A game marker drawn from an opaque container, that activates Groups.

**Admiral:** A leader in overall command of a fleet or of a part of it (Wing and/or Group).

**Aga:** chief of the servants. Also commander of some military units.

**Arc of Fire:** the direction(s) in which a Ship can shoot with its guns.

**Artillery Fire:** A Ship firing through either the bow or stern arcs, at close range. Galleasses can make Artillery fire attacks from broadsides too.

**Artillery Rating:** The firepower factor of a Ship's cannons.

**Axis of Wind:** The diagram on map showing what the wind direction for move purposes.

**Bey:** a Sandjak Governor.

**Boarding:** An attempt to capture a grappled enemy Ship using melee instead of gunnery.

**Bow:** the forward part of a Ship.

**Broadside(s):** the side(s) of the Ship.

**Capitana (kapudana in turkish):** a leading Galley.

**Captain:** A Leader who commands a Group of ships.

**Special Chit:** a game marker drawn from an opaque container. that has a special effect.

**Downwind:** moving with the wind, in the same direction as the wind.

**DRM:** Die roll modifier.

**Engaged:** Grappled units

**Fusta:** small Galley with 12-15banks of oars.

**Galleass:** large venetian galley which has a 360° arc of fire (in this game).

**Galley:** the basic warship of the time.

**Galliot:** small Galley with 16-23 oar's banks.

**Grappling:** an attempt to tie ships together, using grappling hooks, to allow boarding to take place.

**Group:** A group of ships that operate together under a single Leader.

**Handling Value:** A number on every Ship counter showing how agile the ship is. The higher the number, the more agile the unit. In order to perform a Handling Check, roll a die and compare it with the counter's Handling Value (HV). If the die roll is equal to or lower than the HV the check is successful.

**Into the wind:** moving against the wind direction.

**Jihad:** (in Arabic, jihad means "effort"), a term for the holy war against the infidels.

**Kapudana:** a leading Galley (in Turkish).

**Lanterna (bastard Galley):** in Venetian (and Spanish) Fano or Fanal. leading Galley with

a big stern lantern used as a pilot lamp during night cruising.

**LF (Loss of Firepower):** the second degree of damage for a Group

**LMA (limited maneuver ability):** the first degree of damage for a Group.

**Padrona or Patrona:** Galley (usually a Lanterna) used as a subordinate leader's ship.

**Pasha:** Ottoman title given to a Visir or to the Governors of the principal provinces.

**Port:** The left side of a ship - as it appears to someone facing the bow.

**Reis:** Ottoman naval leader (see Captain).

**Ramming:** an attack made by hitting another Ship with the (armed) bow of a ship.

**Sandjak:** subdivision of a Beylerbeik (province), which included a number of Timar (Military Feudal Land unit).

**Shallows:** An area near the coast that has hidden reefs and sandbars.

**Squadron:** A team of Gallies operating together.

**Structure:** The defensive strength of the hull on a Ship (for game purposes). Bigger ships are usually stronger, but some are so old and battered that they may have a low Structure rating.

**Starboard:** the right side of a ship. See Port.

**Stern:** the rear of the Ship.

**Unit:** There are two types of unit: single-ship units and squadron units.

**Visir:** minister of the Sultan, with both political and military authority, and a member of the Divan-i Humayun.

**Wind:** in the game Wind has one quality: Direction. Direction is from one of the Compass points shown on the map.

### 1.5. TRACKS AND LOGS

Some tracks are provided with the game to help the players to keep a record of the game events.

On the game maps there are the Turn Record Track which helps to record the game-turns (hours); and the Ramming Track which is useful to resolve ramming accidents and attacks between units.

There are also Tracks to keep a record of fleet losses, in order to determine the LMA (Limited Maneuver Ability) or the LF (Loss of Firepower).

## 2. SEQUENCE OF PLAY

The game is played in a series of Game-Turns, each Turn representing 1 hour of daylight.

### 2.1. GAME-TURNS

Each Game-Turn is divided into Phases which are determined by drawing Activation Markers and Special Chits.

Before starting a scenario, players place the Group Activation Markers, of every Group present in the scenario, into an opaque container, along with all of the Special Chits indicated in the scenario instructions.

Unless the Scenario rules state otherwise, the first randomly extracted Group Activation Marker determines which Group's Action Phase will be played first. The Turn ends when no more markers/chits are present in the container. if a Special Chit (e.g. Boarding, Leader Move) is drawn before any Activation Marker, this must be treated as no effect, and **should not** be returned to the cup. The only exception is Wind Roll Chit, which should be played before drawing another marker/chit.

### 2.2. ACTION PHASES

When a Group's Activation Marker is selected the owning player can use all, some or none of that Group's units in a strict sequence of segments. Each unit, or stack of units, in the Group is activated individually and all of the following segments must be resolved in the exact order given for the selected unit/stack, before moving to the next unit/stack. Any action performed out of sequence is a violation of the rules.

**A. Maneuver Segment:** this is a movement action segment. It should be noted that, whilst stacks may be moved together during an activation, all combat (including that which occur during the Maneuver Segment) is performed by individual units. Ramming and Grappling attacks may only be attempted in the Maneuver segment. See 5.4 and following.

**B. Battle Segment:** this is a combat segment. In this phase if the unit that is able to engage in Artillery Fire combat it may do so. See 5.0 and following.

**C. Recovery Segment:** this is a segment in which the player can try to repair the selected unit if it is suffering Mast Down damage, and if the damaged unit meets the required conditions (see 9.1.1).

### 2.3. END TURN PHASE

When all the Activation Markers/Special Chits in the opaque container have been extracted and played, the Action Phases end. All units that are on their Fired side and can reload as per rule 5.7 are turned face up. Advance the Turn marker of one space and begin a new Game Turn.

RAMMING TRACK	
1	
2	
3	
4	
5	
6	
NO MANEUVER AREA	
	
EMERGENCY MANEUVER	
21	-4 failed, 5 Stern, 6 Bow
31	Evades, 2-3 failed, 4-5 Stern, 6 Bow
41	Evades, 2 failed, 3-4 Stern, 5-6 Bow
51	2 Evades, 3-4 Stern, 5-6 Bow

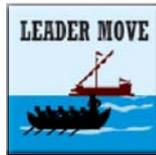
## 2.4. SPECIAL CHITS

Special Chits are placed (following the Scenario instructions) in the opaque container from which Players draw in the Action Phase.

Whilst Group Activation Markers indicate which Group is moved and can perform combat in the Phase, Special Chits allow the performance of special actions such as Disengagements, Fire rolls, etc. Below are the explanations of each Special Chit.

### 2.4.1. LEADER MOVE CHIT

When this is drawn, both players may move their Leaders to other units of the same Group, provided the new unit is within two hexes of the starting unit (starting unit's hex excluded). The drawing player moves their Leaders first.



Leaders begin play on single-ship units of their Group (Capitana, Patrona, Kapudana, Lanterna or Galleasses). Only when all single-ship units in a Group are eliminated, may Leaders move to Squadrons units of their Group.

### 2.4.2. BRAGADIN, DORIA, GLORIA CHRISTI AND JIHAD CHITS

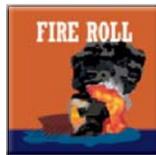
There are two sets of these chits: the Ottoman set (Jihad North, Center and South) and the Christian one. When one of these chits is drawn, the player who's side the chit applies to may now activate again one Group (in the relevant map's section) which has already performed its action phase.

In the case where no such Group is available, the chit has no effect for that turn.

*NOTE: the chits represent the foolish fury of this battle. The memory of the horrible death inflicted on the Venetian commander Marco Antonio Bragadin at Famagosta, the pride of Doria, and the religious fanaticism of both sides, drove men out of control, pushing them to look for a bloody revenge against their enemies.*

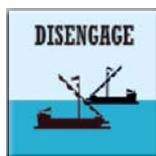
### 2.4.3. FIRE ROLL CHIT

This chit allows the players to roll on the Extinguish Fire Table (see 16.04) to try to extinguish onboard fires. Note that there is a significant difference if there are units in the hex(es) adjacent the unit performing the check.



### 2.4.4. DISENGAGE CHIT

Players have the option to disengage their Engaged units and remove the Grappling Marker that is placed over them. In the case where both players agree to disengage, this happens automatically. In every other case the disengaging



player must perform an HV check die roll (see glossary).

### 2.4.5. WIND ROLL CHIT

The Wind Roll Chit is only used if the relevant Optional Rules are in play (see 11.0).

In the Basic Rules the Wind always blows Westwards (from East to West).



## 3. MOVEMENT

Movement may be executed in Sailing or Rowing Mode. Sailing Mode is an optional rule (see 12.0 and following).

Each unit has its movement allowance expressed in movement points (MPs). This number is NOT printed on their counters. Wind direction affects movement allowances. See tables 16.05 and 16.06 for references.

The MP allowance can be modified by various factors, such as wind direction, damage, fire on board etc.

Each sea hex can be entered at the cost of 1 MP. In order to move, the unit must follow a path of contiguous hexes.

### 3.1. FACING

Units always faces one of the six hexsides and their front is shown by the bow(s) of the silhouettes drawn on the counter. For facing when using the Sailing Mode, see optional rules (12.1).

#### 3.1.1. FACING CHANGE

It will cost ONE MP (in addition to the cost of entering the hex) to change facing during the movement (exception: Galleasses – see 3.1.2 below). Units may change facing by one hexside for every hex entered. If in Sailing Mode, see 12.2. Engaged units cannot change their facing, except in accordance with the ramming procedure (see 6.2).

#### 3.1.2. FACING CHANGE DURING MOVEMENT

In Rowing Mode facing change is always successful. Galleasses move one hex forward and then expend their total Movement Allowance to change facing **one hexside**.

#### 3.1.3. FACING CHANGE WITHOUT MOVING

In addition to the changes of facing during the movement, units may also change facing without moving.

Facing change without moving costs 1 MP per hexside. Galleasses cannot change facing without movement.

#### 3.1.4. PIVOTING

A rowing unit that does not leave the hex may pivot up to three hexsides at the cost of 2 MP (total).



### 3.2. STACKING

The general rule is that only one unit can occupy a hex during the game.

The only exceptions are:

**Exception 1:** two enemy units may stack together during Ramming and Grappling or Boarding combat (no more than two enemy units). Galleys may only stack with any other unit if Grappled. A Galley may pass through other units only as a result of a Ramming attack.

**Exception 2:** Lanterna, Kapudana and Capitana units can freely stack in any number with each other and with one Squadron unit counter (of their Group).

Leaders and markers can freely stack with unit counters.

Galleasses can never stack with other units, enemy or friendly, at any time.

#### 3.2.1. MOVEMENT OF STACKS

Stacking limits are checked before and after the movement.

The owning player may choose to move stacked units together or separately. This decision must be made before the move. The player can “drop off” units from the stack as he wishes during the stack movement. He may not “pick up” any units during

the movement. Dropped off units may not move any further.

### 3.3. SEA CONTROL

The game does not use the concept of Zones of Control.

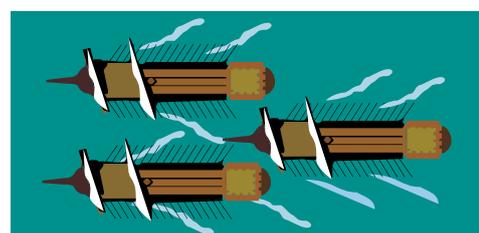
Units may only fire on those hexes which are within their guns’ arc of fire, and only for the purpose of Artillery Fire.

### 3.4. SHALLOW WATERS

Shallow waters are represented on map by are light blue hexes. Galleasses cannot enter shallow waters. All other types of units can do so without problems in Rowing Mode. See 12.5 if using Optional Rules.

### 3.5. BACKWARDS ROWING

Any unit in Rowing Mode may go backwards (move in reverse). It costs 2 MP for each hex entered using backward movement and, in doing so, the unit must move directly to its Stern (Rear) and must maintain its original facing.



## 4. LEADERS

The presence of a Leader has no impact on maneuvers. Leader counters have an Efficiency Rating which can be used in combat. Leaders can be captured or be lost in combat. This can affect victory conditions.



### 4.1. LEADER MOVEMENT

Leaders are always stacked with a unit counter, and only with units belonging to their Group. They can move when the Leader Move Chit is drawn. Leaders start the game on a single-ship counter (Capitana, Kapudana, Lanterna, Galleass) and, when moved from one unit to another, must choose another single-ship unit if one is available. If no single-ship unit is available, he can move to one of his Group's squadron units.

### 4.2. LEADERS LOSSES

Leaders can die during Artillery Fire or Boarding attacks. They can also be captured during Grappling/Boarding attacks.

*Note: There was a tendency to kill captured leaders and to cut off their heads, throwing the "trophy" into the opponent's ships.*

### 4.3. LEADER'S ELIMINATION CHECK PROCEDURE

After any Artillery Fire or Boarding combat resolution in which the target receives a **Hit, Mast Down, on Fire** or "A" result, for each Leader present the owning player rolls a die on the Leader Casualty Table.

If a unit is captured and the Leader aboard survives, displace him to an adjacent unit of his own Group. If no such unit is present, then he is lost at sea. No victory points are awarded for Leaders lost at sea.

### 4.4. CAPTAINS

A Captain is a substitute (value 1) Leader that can replace a captured or killed Leader that was commanding a Group. They are limited in number and their availability is stated in the scenario. Captains can be deployed at the owning player's wish, following the placement rules for Leaders described before.



### 4.5. HIDDEN MODE

At the start of each scenario, Leaders can be placed face-down, aboard ships in their Group, wherever the Owing Player wishes, following rule 4.1 above. A hidden Leader must be turned face up when he leads an attack (Artillery Fire, Ramming or Boarding).

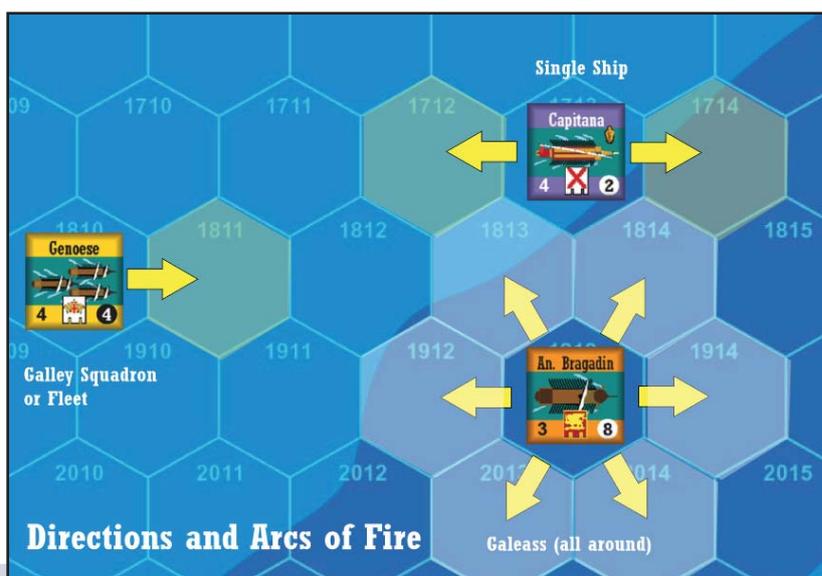
## 5. COMBAT

Combat, of varying forms, can occur during both the Maneuver and Battle segments. Only adjacent units may conduct Artillery Fire combat (Ramming and Boarding are fought in the same hex). The active player (the attacker) conducts his attacks in any order he desires. Attacks are resolved one at a time, and their results are applied before proceeding to the next attack.



**Note:** Players should remember that different types of combat are not always available for a unit during an activation. For instance, if a unit moves adjacent to its target and makes an Artillery Fire attack, it can move no further during that activation and therefore, could not make a Ramming attack in that same activation.

**Exception:** Galleasses can only conduct Artillery Fire and Ramming attacks. They cannot Grapple (or Board) neither can they be the target of such attacks.



### 5.1. STACKING COMBAT

Stacking does not affect combat. Units stacked with, or adjacent to other friendly units cannot add their fire value together.

### 5.2. ARTILLERY FIRE ATTACKS

There are no restrictions as to the type of unit that may fire or the type of unit that may be fired upon. Artillery Fire attacks (bombardments at close range) can be made against adjacent enemy units provided they are in the Arc of Fire of the bombarding unit.

Attacking units moving in their activation must stop adjacent to their target enemy in order to make an Artillery Fire attack and cannot move further for that turn.

Attacking units must have guns loaded (fire value > 0). Engaged units (grappled together) and “on Fire” units cannot make an Artillery Fire attack.

#### 5.2.1. DIRECTION (ARC) OF FIRE

Units can bombard only hexes which are in their arc of fire. They are:

- the front (bow) hex for squadrons;
- the front (bow) hex and the back (stern) hex for single Galleys (Capitana, Lanterna, Kapudana, Capetana);
- all six surrounding hexes for the Venetian Galleasses. These units are subject to the Artillery Fire Attack rules above but can conduct multiple fires in a single activation, if they have enemy units in more than one of the six hexes surrounding them. Galleasses firing against enemy units that are in their broadsides hexes have their fire value **doubled**.

### 5.3. REACTION FIRE

If an attacking unit **enters and stops its movement** in the arc of fire of an enemy unit, a reaction Artillery Fire attack can occur. The reacting unit

must meet the usual conditions to make an Artillery Fire attack (see 5.2 above). If a unit starts its activation adjacent to an enemy and changes facing or moves away, this does not trigger a reaction fire. If the target of a Ramming Attack, as a result of an EMR (see below 6.2), changes facing to Bow (or Stern, if single-ship unit), it can also perform a reaction fire.

The reaction fire precedes any attacker fire and can at times prevent it.

### 5.4. DETERMINING THE ARTILLERY FIRE ODDS

To calculate the unit’s fire value, subtract the Defending Handling Value from the Attacking Fire Value.

Then add/subtract any available modifier(s) as per table 16.10.

### 5.5. ARTILLERY FIRE PROCEDURE

After the determination of the Artillery Fire odds, roll on the Artillery Fire Table (16.11).

#### 5.5.1. APPLY THE ARTILLERY FIRE RESULTS

- Possible results are NE = no effect; a number (1 or 2), M (Mast down) or F (Fire aboard). A unit already Mast Down or on Fire that takes the same result again will suffer 1 hit instead for each result.

**Example:** a unit already Mast Down that takes an “IMF” result suffers 2 hits and Fire aboard.

- If the Result is F or M place the relevant marker on the affected unit.
- If the Result is a hit (a number) apply the following procedure:
  - Make an HV check.
  - Apply these (cumulative) modifiers:
    - + 1 if the unit is already Mast Down;
    - +2 if the unit is already on Fire;
    - -3 if the targeted unit is a Galleass.

- Following the HV Check, go to the appropriate Hit Table and apply the result. See Tables 16.12.

*Note: if the target takes two hits, repeat the procedure from point 3 for a second time - unless the unit already fled away, sunk or surrendered as a result of the initial check.*

*Note: a target of an Artillery Fire attack is not considered to be engaged. It can move away from its position, during its Group activation, if the owning players wishes it to do so.*

### 5.6. INVERTING COUNTERS

After the resolution of the Artillery Fire attack and Reaction Fire, turn the firing unit upside down. It now has a fire value of "0", showing that it used the artillery aboard.

If activated for a second time (example: Jihad Chit is drawn) all units in a Group are considered Reloaded (this is an exception to 5.7 below).

### 5.7. RELOAD

For many reasons, reloading was a complex task for crews in these times. For game purposes reloading (only) occurs at the end of the turn.

In the End Turn Phase (see 2.2) all fired units can be turned face up again with their fire value > 0. Galleasses reload ALL the guns aboard at the same time. Units with a Fire aboard cannot reload until the Fire is out. Mast Down ships may reload.

## 6. RAMMING

Ramming was a dangerous attack made by hitting the enemy with the long, armed bow of the ship.



*Exception: Venetian Galleasses had extremely high hulls and cannot be targeted in Ramming. They may ram other ships.*

### 6.1. RAMMING MARKERS

When a unit enters a hex occupied by an enemy unit, a Ramming attack may take place. In order to conduct a Ramming maneuver, the attacking unit must have enough MP to enter in the target's hex **plus one**.

Two markers are used to indicate the Ramming unit and the target.



**Only a single Ramming action can occur in a hex at any given time.**

The units involved are placed on the Ramming Track that is on the map. (Players can use the markers provided in the countersheet if they prefer). The target unit deploys as shown on the track turned so that its broadside is facing the incoming attacker. The ramming unit starts in box 1 of the track.

### 6.2. RAMMING PROCEDURE

- 1 - Ramming Base Speed: The Ramming unit rolls a die, adding (if the attacker's is superior) or subtracting (if the defender has a greater value) the difference between the Handling values (HV) of the involved units, and advances to the box which shows the modified die-roll result number. If the modified die roll is 0 or below, or more than 6, treat these results respectively as 1 or 6.

*Note: Galleasses attacking any enemy ship suffer another DRM - 2, cumulative.*

- 2 - In the case where a modified 5 or higher is rolled, with the first roll, the attacking unit reaches a dark-blue box on the Ramming Track (the area labeled, on the map, No Maneuver ) and the Ramming occurs, hitting the target unit on its broadside. No reaction fire is allowed. Go to the Ramming Hits table, 16.07.
- 3 - With every other die-roll result the Ramming speed was not enough to hit the target; it will be necessary to make a second die roll in order to hit that target (see step 5, below).
- 4 - If the Ram attack was unsuccessful, the target unit now can try an Emergency Maneuver Roll (EMR, see the table 16.03) in the attempt to avoid a broadside/oars hit. The target unit rolls a die and consults the relevant table . If the EMR fails, the target unit on the track remains with its original facing, otherwise it changes facing as follows:
  - *Rammed in the Bow:* subtract 1 from the second Ramming speed die roll (step 5 below) (remember this modifier). Re-orient the target unit on the track accordingly.
  - *Rammed in the Stern:* subtract 1 from the second Ramming speed die roll (step 5 below) (remember this modifier). Re-orient the target unit on the track accordingly.
  - *Failed:* the target failed the emergency maneuver. Leave the target unit as is on the track.
  - *Evades:* there is no contact between the units, and attacker and target maintain the original facing. With this result the Ramming

sequence ends immediately. No other attempts allowed.

No reaction fire is allowed after the EMR result in this phase.

5 - the attacker now can choose to abort the ramming attempt or roll the die one more time.

**If the attacker aborts, the sequence is over.**

If the result of the second die roll reaches the target, the ramming occurs, but the target unit can again try an EMR.

In the case where the speed is still not enough to reach the target the Ramming attempt is over.

If the EMR result is a bow or stern facing, re-orient the counter accordingly and perform any reaction fire (see 5.3) desired, if available.

*Note: consider the last desperate EMR and the reaction fire as happening on the very last moment before the collision. Note also that this reaction fire can have dramatical outcomes; even the attacker sinking!*

6 - Finally, refer to the Ramming Hit Table modifying the final Speed (the sum of the dice rolls if two were rolled) with the eventual former EMR DRMs.

7 - There is a maximum limit of TWO Ramming die rolls per Ramming attempt. If the ramming ship is too slow to reach its target, the ramming is aborted.

### 6.3. RAMMING RESULTS

If the Ramming attacker goes home, and the Ramming marker reaches the target marker on the ramming track, the target is hit. Refer to 16.06, Ramming Hit Table, for the results. In addition, side effects can be applied.

*Note: damage in Ramming attacks was always the result of a high velocity impact. Low speed ramming was almost useless, but with two enemy ships so close the danger of an incendiary arrows salvo was real and high.*

In the case of aborted ramming, or if the attack fails to inflict any damage (see above), place the attacking unit adjacent to the intended target, one hex behind it, following the direction the attacker came from. If this hex is already occupied by enemy unit(s) or the move would end in an over stacking, the attacking unit is moved back to the hex before of the target's hex.

If the Ramming is successful and the target is not sunk, the attacker remains in the target's hex and must immediately chooses if he wants to conduct a Grappling attack (see below). If so, put an automatic Grappling marker on the units involved (Engaged).

## 7. GRAPPLING (AND BOARDING)

Any unit (with enough MPs to enter in the target's hex **plus one**) that ends its movement in a hex with an enemy unit may attempt, instead of performing a Ramming attack, to try to Grapple the enemy unit (and then conduct a Boarding combat).

### 7.1. GRAPPLING PROCEDURE

To attempt to Grapple, roll one die, adding the Handling Values of the attacker and subtracting that of the defender.

**A (modified) 4 or more is required to succeed.**

If the target ship is Mast Down or On Fire, add +1 to the die-roll.

The result can be:

- a success, a (modified) 4 or more. The units are Grappled together (place a Grappling marker on the stack).
- a failure, with no further effect other than the redeployment of the attacker. Place the attacking unit adjacent to the intended target, one hex in front of it, following the direction the attacker came from. If this hex is already occupied by enemy unit(s) or the move would end in an overstacking, the attacking unit is moved back to the hex before of the target's hex.

An active unit can make only one grappling attempt per turn. There can only be a single attempt from a stack of units. However, a unit can be the target of more than one grappling attempt in a given activation, from different hexes, until one succeeds, or all fail.

When two units are involved in a Ramming attack, and the Ramming is successful, the attacking unit can always Grapple the target of his attack with **automatic success**.

### 7.2. ENGAGED UNITS

Engaged units have Grappling markers on them.

Such units cannot move during a normal action phase but can fight during a Boarding Chit activation (see below). Engaged units can attempt to extinguish fires.

When the Disengage marker is drawn both players may try to disengage their engaged units by moving away from the engagement hex for a full rowing maneuver allowance. If both players agree to disengage, this is automatic. In every other case the disengaging player must roll lower than or equal to his Handling Value,

Engaged units cannot make Artillery Fire attacks.

*Note: Ramming and Grappling begin during the Movement Segment and are operations which*



*must be performed until their final resolution (success or failure) before a Combat Segment begins.*

## 8. BOARDING

Units (of both fleets) under a Grappling marker **MUST** perform a Boarding action when the Boarding Chit is drawn. The drawing player chooses the boardings' resolution order. When performing a Boarding attack follow the procedure below.



### 8.1. BOARDING PROCEDURE

The defending and the attacking unit roll a die and add their Handling Value. The higher number determines who forms the attacking Boarding Party.

If a tie occurs, the Christian unit is the attacker.

*Note: The Grappling (attacking) player is not guaranteed to be the one who boards the enemy. This was determined, historically, by the number and quality of the infantry troops aboard. Spanish troops were far better trained and armed than their counterparts.*

Next, refer to the Boarding Table (see 16.08) and apply the following modifier if applicable:

- Attacking Leaders (only) present DRM -2 (-1 if it's a Captain).

### 8.2. BOARDING TABLE RESULTS

**A** = **Automatic** Surrender of the boarded unit.

- a) the surrendered unit is eliminated and counts towards VPs in the final count.
- b) owning player subtracts 2 boxes from the relevant Wing on the LMA/LF Track on map.

**4,5,6** = Requires another die roll which must be **EQUAL** or **HIGHER** than the number obtained, in order to capture the unit. If this second roll is lower the result is a **REPULSE**.

**R** = Repulse the Boarding Party has been rejected and the Boarding can be repeated in the next turn (or in a second activation) if the units remain Grappled.

*Note: in the case of Boarding, the Hit assignment tables are never used; they are used only with Artillery Fire and Ramming.*

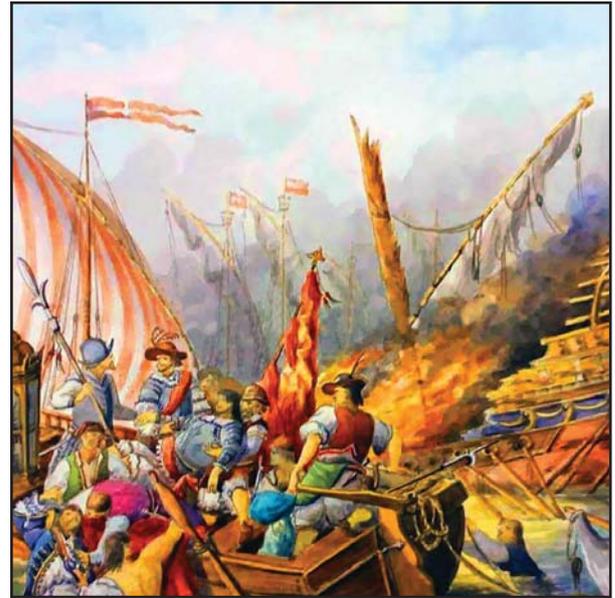
## 9. DAMAGE

There are two levels of damages in Lepanto. The first degree of damage affects individual combat units (Single-ships and Squadrons). It is caused by combat results and is represented by appropriate markers. These are Mast Down, Fire

aboard, and the hits. See tables 16.07, 16.11 and 16.12.

The second degree of damage affects entire Wings (sections of the Fleet each composed of several Groups (see Glossary)). These are LMA and LF levels.

Each Wing has its own **Threshold Value** that, if reached, causes navigation difficulties or decreased firepower for the Ships affected. A track and markers are used to record their current value. LMA and LF levels are cumulative.



### First Degree of Damage Recoverable Damage

#### 9.1. MAST DOWN

This damage can limit unit movement. Units with **Mast Down** marker move at half their normal movement allowance (rounded up) and cannot raise sails (optional rules). See Tables 16.05 and 16.08.

##### 9.1.1. MAST DOWN RECOVERY

Mast Down recovery can be attempted during the Recover Segment of an Action Phase. A single check is made for the entire Group and, if successful, a **single** Mast Down marker is removed from the Group (owner's choice). The attempt is successful on the roll of a 5 or a 6.

A Mast Down unit can be repaired (see 2.2) only if:

- Not engaged (may be adjacent to enemies) and not moved in their maneuver segment.
- The distance from another unit of its group is 2 hexes or less.

*Note: This rule simulates the work of carpenters who were transported aboard lifeboats or special support Fuste (Foists).*

If a Group is activated a second time (when Special Chit is drawn, e.g. Jihad) it is possible to check a second time to recover its ships.

## 9.2. FIRES ABOARD

The movement allowance can be reduced also by Fire markers. Fire also prevents Artillery Fire attacks.

### 9.2.1. FIRE RECOVERY

Fire can be extinguished when the appropriate Special Chit is drawn. Each Player can attempt to extinguish fires by rolling on the Extinguish Fires Table (see table 16.04).

The Table differentiates between units in Sailing or Rowing Mode. It may result in the Fire spreading to adjacent enemy or friendly units. If the ships are adjacent to both enemy and friendly units check the table using the “enemy adjacent” column.

### Unrecoverable Damage

## 9.3. Hits

Artillery Fire and Ramming actions can inflict an “hit” damage. Hits are a definitive type of damage (see also below). Hits cannot be recovered.

## 9.4. PROCEDURE

For each “hit” suffered a combat unit must perform a Handling Value (HV) check. To pass, roll the HV or lower. This die roll can be modified if the unit is a Galeass and/or other damage is already present.

- DRM -3 if the unit is a Galeass (represents the high training level of the crews).
- DRM +1 if the unit is already Mast Down.
- DRM +2 if the unit is already on Fire.

The DRMs are cumulative.

## 9.5. HANDLING CHECK SUCCESSFUL

If the Handling Check was successful, the Player now makes a second die roll on the Minor Damage Table.

If the handling check was failed, the player now makes a second DR on the Major Damage Table.

## 9.6. RESULTS

Explanation of results :as per the Minor Damage table above.

Explanation of the Results:

**Evade:** the unit retreats 2 hexes and may change facing up to two hexsides in the first hex, and (only) one hexside in the second hex. The retreat direction must be toward that side’s map edge, if possible.

**Adrift:** the unit moves away 1 hex following the Wind direction.

**Flee away:** the unit is out of the game for 2 turns. Put it on the Turn Record Track two turns after the current one. The unit can reenter adjacent to,

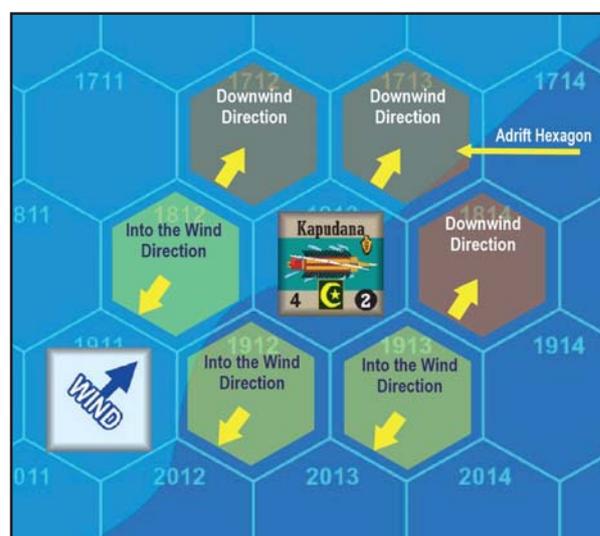
or stacked with, a single-ship unit of its Group (if none is available, place it -in this order - with any other single-ship or squadron of its Fleet).

**Surrender:** Captured (counter eliminated). Move the relevant LMA/LF Wing marker 2 boxes to the left. This also counts for VPs.

**Sunk:** (counter eliminated) move the relevant LMA/LF Wing marker 1 box to the left. This also counts for VPs.

If the unit must go adrift and the destination hex is not empty, two things can happen, if the destination hex contains:

- a friendly unit, unit drifts maintaining the facing. If the adrift movement produces an overstacking situation, the drifting unit stays in the hex.
- an enemy unit, the drifting unit stays in the original hex (no drifting movement).



## Second Degree of Damage

### 9.7. LOSSES ON THE LMA/LF TRACK

Second Degree damage losses are recorded on the map (LMA/LF Wing’s Tracks) by subtracting the values lost from the current number for each Wing (markers x 1 and x 10 are provided for this purpose). When the markers reach certain thresholds, marked on the Track, the player must apply LMA or LF markers to the whole Group (by placing the special marker on the Wing Leader if any is available or, if not, on one unit of a Group that belongs to the affected Wing.).

### 9.8. LOSS OF MOVEMENT ALLOWANCE

The LMA (Loss of Movement Allowance) level has impact on movement/maneuvers and is explained in the Movement Modes tables. See tables 16.05. The LMA status cannot be recovered.



### 9.9. LOSS OF FIREPOWER

The LF (Loss of Firepower) level has two effects on all units of the Wing:



- Wing's units cannot initiate an Artillery Fire attack. The only types of attack possible are Ramming or Grappling/Boarding.
- They can defend normally, but at half of the Artillery Rating.

The LF status cannot be recovered. LF effects are cumulative with LMA effects.

## 10. VICTORY

### 10.1. How To Win

Victory is determined by counting victory points (VPs) gained or lost by the Christian player.

#### VPs Gained by the Christian Player

- For each Christian Group with a No Damage status (no LMA or LF level was reached), the Christian player gains 10 VPs.
- For each Ottoman Group with an LMA status, the Christian player gains 5 VPs.
- For each Ottoman Group with an LF status, the Christian player gains 10 VPs.
- For each Ottoman Leader or Single-ship unit lost, the Christian player gains 5 VPs.
- For each Ottoman unit counter out of play, the Christian player gains 2 VPs.

#### Loss of VPs by the Christian Player

- For each Christian Group with an LF status, the Christian player loses 8 VPs.
- For each Christian Leader or Single-ship unit lost, the Christian player loses 5 VPs.
- For each Christian unit counter out of play, the Christian player loses 2 VP.

If the total of VPs is a negative number, the Ottoman player wins.

If the total of VPs is between 0 to 20 the game is a draw.

If the total of VPs is 21 or more the Christian player wins.

## 11. WIND - OPTIONAL RULE

Wind has only one attribute: Direction.

Direction is from one of the eight Compass points provided in map. Wind direction can affect units' movement.

Wind (at start) is recorded in the scenario rules.

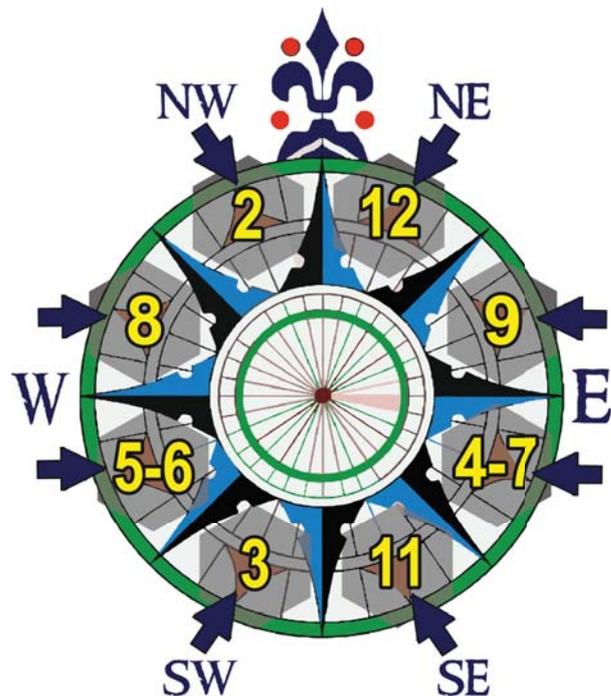
If the scenario includes the possibility that wind may change direction, before drawing the first chit a Player must roll a die and if the result is 1-2 the Wind Chit is added to the drawing Pool.



### 11.1. WIND ROLL

The Initial Wind Direction is from East to West (Westward) for all scenarios.

When drawn, this chit generates an immediate check of the wind direction against the Compass Rose on the map. The check is made by the player who draws the chit: roll 2d6 and consult the Compass Rose. Place Wind arrows markers anywhere on the map to indicate the new Wind Direction.



## 12. SAILING - OPTIONAL RULE

Markers are found in the countersheet to show that a unit has raised sails and is using them. The Sailing Mode can be used only if the single-ship or squadron unit is 3 hexes away from the nearest enemy unit. Otherwise, rowing is mandatory.



Mast Down and On Fire units cannot raise sails.

Mast Down and On Fire units cannot raise sails.

**12.1. SAILING AND FRONTAGE**

When sailing the unit faces one of the six hexsides and the bow is considered to be the small triangle present in the Sail counter.

**12.2. SAILING AND MANEUVERS**

Changing facing in Sailing Mode is automatic, without any MP cost, unless the unit is performing the change is part of a Group under LMA or LF condition(s), or unless it maneuvers against the wind (arising from a sudden change of Wind direction); in these cases, perform a Handling Check (HV check) **every time** the unit tries to change facing under the above conditions.

Simply roll a die and compare it with the counter's HV.

If the die roll result is equal to or less than the HV, the check is successful.

If the check fails, the unit drifts ONE hex in the wind direction maintaining the same frontage. **No more movement is allowed for that activation.**

If the drift destination hex is empty, nothing more happens.

If the drift destination hex is not empty, two things can happen. If the destination hex contains:

- a friendly unit, the drifting unit changes to Rowing Mode (at no cost) and stays in the original hex (no drifting movement)
- an enemy unit, the drifting unit changes to Rowing Mode (at no cost) and receives a Grappling attack that automatically succeeds (put the Grappling counter on the enemy unit).

*Note: into the wind and downwind are determined by the wind direction and the facing of the counters. The wind direction is recorded by the wind markers on the map. There are six possible wind directions, and they will always be downwind or into the wind directions.*

**12.3. SAILING AND COMBAT**

A sailing unit must lower the sails when it arrives at 3 hex or less from the enemy.

A sailing unit can only attack using Artillery Fire.

A sailing unit cannot conduct a Ramming or Grappling attack. However, it can be the target of such types of attack.

A sailing unit that suffers a Mast Down result immediately lowers sails (at no cost) and cannot raise them again until the damage is repaired (see 9.1.1).

**12.4. CHANGING SAILING/ROWING MODES**

To make use of oars or sails, a unit must lower or raise the sails when activated. It costs 1 MP to (voluntarily) lower or raise sails, and such action

must be taken before any actual movement or any facing change.

**12.5. SHALLOW WATERS**

The light blue hexes on map are shallow waters. Only Ottoman ships can sail in shallow waters. Christian sailing ships that, for any reason, enter in shallow waters are immediately eliminated. Both Ottoman and Christian units (other than Galleasses) may enter shallow waters in Rowing Mode.

**13. SCENARIOS**

All the following scenarios can be played with Basic and Optional Rules. Before setup, the players must agree whether the Optional Rules are to be used.

**13.1. BATTLE OF LEPANTO SCENARIO**

(The Full Battle)

**13.1.1. WIND AT START**

From East to West.

**13.1.2. CRUISING MODES AT START**

All Christian units setup facing NE; all Ottoman units facing NW. The map edge for the Christian side is the left, the map edge for the Ottoman side is the right.

If the Optional Rules are in effect, players must setup their entire fleets with sails raised.

**13.1.3. INITIAL SET-UP**

Players should follow the information printed on the map. Leaders should be placed aboard ships in their Group. Leaders may start in Hidden Mode if the Owing Player wishes (see 4.5).

All Wings in both fleets have 2 generic Captains, except the Christian Center and the Reserve (Socorro) that have 1 generic Captain each.

**13.1.4. ACTIVATION MARKERS & SPECIAL CHITS**

For the full Battle of Lepanto use all Leader Activation Markers provided in the countersheets plus the following Special Chits in the indicated quantities: Fire Roll (2), Disengage (3), Leader's Move (3), Wind Roll (if Optional Rules are in effect), Boarding (2).

**13.2. LION'S AT SEA SCENARIO**

(North Battle)

**13.2.1. WIND AT START**

From East to West.

**13.2.2. MAP AND CRUISING MODES AT START**

Use only the northern map.

All Christian units setup facing NE; all Ottoman units facing NW. The map edge for Christian side is the left, the map edge for the Ottoman side is the right.

If the Optional Rules are in effect, players must setup the entire fleet with sails raised.

### 13.2.3. INITIAL SET-UP

Players should follow the information printed on the map. Leaders can be put on their Group in hidden mode (see 4.5), wherever the Owing Player wishes. Each Wing has 2 generic Captains, they can be placed as players wishes.

### 13.2.4. ACTIVATION MARKERS & SPECIAL CHITS

For Lion's at Sea Scenario use the following Leader Activation Markers:

**Christians:** Barbarigo – Querini – De Canal – Bragadin

**Ottomans:** Mehmet Bey – Agà Baja – Mehmet Shoraq(Shiroq) – Suleiman Reis

**Special Chits (quantity):** Fire Roll (1), Disengage (1), Leader's Move (1), Jihad North, Bragadin, Wind Roll (if the ptional Rules are in effect), Boarding (1).

## 13.3. LEPANTO CLASH

(Centre Battle)

### 13.3.1. WIND AT START

From East to West.

### 13.3.2. MAP AND CRUISING MODES AT START

Use only the center map.

All Christian ships setup facing NE; all Ottoman ships facing NW. The map edge for Christian side is the left, the map edge for the Ottoman side is the right one.

If the Optional Rules are in effect, players must setup the entire fleet with sails raised.

The Centre and the Reserve (Socorro) each have 1 generic Captain.

### 13.3.3. INITIAL SET-UP

Players should follow the information printed on the map. Leaders can be put on their Group in hidden mode (see 4.5), wherever the Owing Player wishes. Each Wing has 2 generic Captains, they can be placed as players wishes.

### 13.3.4. ACTIVATION MARKERS & SPECIAL CHITS

For the Lepanto Clash Scenario use the following Leader Activation Markers:

**Christians:** Don Juan (Real) – Venier – Colonna – Provana – De Bazan – De Cardona

**Ottomans:** Sultan – Osman Reis – Prauil Agà – Hassan Bey – Tramontana Reis – Dardagan Bey

**Special Chits (quantity):** Fire Roll (1), Disengage (1), Leader's Move (1), Jihad Centre, Gloria Christi, Wind Roll (if the Optional Rules are in effect), Boarding (2).

## 13.4. WAITING FOR DORIA

### 13.4.1. WIND AT START

From East to West.

### 13.4.2. MAP AND CRUISING MODES AT START

Use only the southern map.

All Christian ships setup facing NE; all Ottoman ships facing NW. The map edge for Christian side is the left, the map edge for the Ottoman side is the right one.

If the Optional Rules are in effect, players must setup the entire fleet with sails raised.

Each Wing has 2 generic Captains.

### 13.4.3. INITIAL SET-UP

Players should follow the information printed on the map. Leaders can be put on their Group in hidden mode (see 4.5), wherever the Owing Player wishes. Each Wing has 2 generic Captains, they can be placed as players wishes.

### 13.4.4. ACTIVATION MARKERS & SPECIAL CHITS

For the Waiting for Doria Scenario use the following Leader Activation Markers:

**Christians:** Guoro – Pisani – Doria

**Ottomans:** Uluç Ali – Karà Bin – Ali Karasha – Karà Peri – Karà Hosia

**Special Chits (quantity):** Fire Roll (1), Disengage (1), Leader's Move (1), Jihad South, Doria, Wind Roll (if the Optional Rules are chosen), Boarding (1).

## 14. CREDITS

This game was published as “Lions of the Sea” in the “No turkeys” magazine some years ago. This game has been completely reworked and edited since then, but its origins are fully acknowledged and honored.

**Rules and design:** Enrico Acerbi

**Graphics:** Enrico Acerbi, Giulia Tinti

**Proofreading, language check and morale support:** Andy Loakes

**Development:** Marco Gnagnetti and Andy Loakes

**Troublemaking:** Piernennaro Federico

**Playtest:** Piernennaro Federico, Marco Antonio Facchini, Andrea Mozzati, Marco Gnagnetti, Antonio Curini, Luigi Bernardelli

**Special thanks to:** Beatrice Rossolato, Davide Rossolato, Valeria Di Donna and Maria Stella Quarticelli for the tremendous support and continuous help.



# CHRISTIAN ORDER OF BATTLE

Counter name is in **bold**. Historical Captain's names are in parenthesis.

## LEFT WING

<b>Admiral Agostino Barbarigo Division (Venice)</b>
<b>Lanterna</b> (of Venice) (Admiral Agostino Barbarigo)
<b>VENICE 1</b> ships: Fortuna (Andrea Barbarigo) - Tre Mani (Giorgio Barbarigo) - Cristo con Mondo (Simon Guoro) - Cristo Risorto (Federigo Renier)
<b>VENICE 2</b> ships: Leone e Fenice (Francesco Mengano) - Due Delfini (Francesco Zen) - Cavallo Marino (Antonio De Cavalli) Madonna di Candia (Filippo Polani)
<b>VENICE 3</b> ships: S.Nicolò di Cherso (Colane Drascio) - Cristo Risorto di Veglia (Lodovico Cicuta) - Cristo con Vessillo (Bartolomeo Donà)
<b>Antonio De Canal Division (Venice)</b>
<b>Am. Bragadin</b> Galleass (Ambrogio Bragadin)
<b>Lanterna</b> (Antonio de Canal)
<b>CANDIA 1</b> ships: Ketianana (Retimo) (Nicolò Avonal) - Cristo e Leone (Daniele Calefatti) - Dama e Cavallo (Antonio Eudaimonogiannis) - Ruota (Francesco da Molin) - Due Braccia (Michele Vizzamano)
<b>CANDIA 2</b> ships: Due Leoni (Nicolò Fradello) - Cristo I (Andrea Corner) - Angelo (Giovanni Angelo) - Braccio (Venice) (Niccolò Lippomano)
<b>CANDIA 3</b> ships: Piramide (Francesco Bon) - Leone (Francesco Bon the elder) - Cristo Risorto e Mondo (Giorgio Calergi) - Cristo II (Giovanni Corner)
<b>Antonio Bragadin Division (Venice)</b>
<b>An. Bragadin</b> Galleass (Antonio Bragadin)
<b>OLTRAMARINA 1</b> (Outremer) ships: Cristo Risorto (Candia) (Francesco Zancaruol) - Nostra Signora (Marcantonio Pisani) - Dio Padre e SS.Trinità (Giovanni Marino Contarini) - Croce (Cefalonia) (Marco Cimera) - Angelo (Venice) (Onfrè Giustiniani) - S. Dorotea (Venice) (Paolo Nani)
<b>OLTRAMARINA 2</b> (Outremer) ships: Nostra Signora (Zante) (Nicolò Mondini) - SS.Vergine (Cefalonia) (Cristoforo Crissa) Leone di Capodistria (Domenico Del Tacco) - Cristo (Corfù) (Cristoforo Condokali) - S. Eufemia (Brescia) (Orazio Fisogna)
<b>Marco Querini Division (Naples)</b>
<b>Elbigina</b> (Fabio Gallerati)
<b>Lanterna</b> (Marco Querini)
<b>GENOESE</b> ships: Marchesa Doria (Francesco Santa Fedra) - Fortuna Doria (Giovanni Alvisi Belvi) - Lomellina dei Lomellini (Agostino Canevari)
<b>NAPLES 1</b> ships: Cristo Risorto (Giobatta Querini)- Fama (Naples) (Juan de las Cuevas) - San Giovanni (Garcia de Vergara) - Invidia (Toribio de Acevedo) - Santiago (Montserrat Guardiola)
<b>NAPLES 2</b> ships: San Nicola (Cristobal de Montjuich) - Victoria (Ochoa de Ricalde) - Sagittaria (Martino Pirola) - Idra (Luigi Pasqualigo) - Santa Lucia (Francesco Bono) - La Brava (Miguel Quesada).

## CENTER WING

<b>Don Juan de Austria (Commander in chief)</b>
<b>Patrona</b> Real of Spain (Luis de Acosta)
<b>La Real</b> Lanterna (Don Juan de Austria) Admiral's Ship
<b>Grimaldi</b> Capitana de' Grimaldi (Giorgio Grimaldi)
<b>Requesens</b> Capitana of Castille (Luis de Requesens y Zúñiga)
<b>da Pesaro</b> Galleass (Andrea da Pesaro)

<b>REAL 1</b> (Genoese) ships: Donna con Aquila di G. Andrea Doria ( G. Andrea Doria) - Vittoria di G. Andrea Doria (Filippo Doria) - Doria di Giov. Andrea Doria (Jacopo da Casale) - Capitana Patrona di Davide Imperiale (Niccolò da Loano)
<b>REAL 2</b> (Venice) ships: Un Passero sul trespolo (Luigi Pasqualigo) - Un Cristo e una Croce (Giorgio Pisani) - Un Leone con la Croce (Pietro Pisani) - San Giovanni e Croce (Daniele Moro)
<b>REAL 3</b> (Venice) ships: San Girolamo (Geronimo Malipiero) - Una Croce ed una Ruota (Valerio Vallaresso) - San Todaro (Teodoro Balbi) - San Cristoforo (Alessandro Contarin)
<b>Sebastiano Venier (Army Commander)</b>
<b>Venier</b> Capitana di Venezia (Sebastiano Venier)
<b>Spinola</b> Capitana di Genova (Ettore Spinola)
<b>Cinoguera</b> Capitana di Gil de Andrade (Bernardo Cinoguera)
<b>Asti</b> Capitana dei Mari (Gregorio di Asti)
<b>VENIER 1</b> (Papal) ships: Toscana (Cavalier Metello Caracciolo) - Vittoria (Baccio di Pisa) - La Pace (Jacopo Antonio Perpignano) - La Vigilanza (Sicily) (Giorgio D'Este) - San Alessandro (Bergamo) (Giannantonio Colleoni)
<b>VENIER 2</b> ships: Uomo Marino (Venice) (Jacopo Dresseno) - Nostra Signora del Crocifisso (Venice) (Giovanni Zen) - San Girolamo di Lesina (Giovanni Balzi) - San Giovanni (Venice) (Pietro Badoer de ser Anzolo) - Donzella (Candia) (Francesco Dandolo)
<b>VENIER 3</b> (Genoese) ships: Temperanza di G.Andrea Doria (Cipriano de Mari) - La Perla di G.Andrea Doria (Giovan Battista Spinola) - La Capitana dei Lomellini (Pier Bartolomeo Lomellini) - La Capitana dei Sauli (Bendinello Sauli) - La Patrona di G. Andrea Doria (Marco Pellerano)
<b>VENIER 4</b> ships: Il Tronco (Venice) (Girolamo da Canal) - Mongibello (Venice) (Bertuzzi Contarini) - Piramide con Cane (Venice) (Marcantonio Sant'Uliana) - Cristo sopra il Mondo (Venice) (Girolamo Contarini) - La Ruota e il Serpente (Venice) (Gabriel da Canal) - La Palma (Girolamo Venier)
<b>VENIER 5</b> (Spain) ships: San Francisco (Cristóbal Vázquez) - Ventura (Naples) (Vincenzo Pascale) - La Rocaful (Rocafull or Ortuno) - Granada (Pablo Batín)
<b>Don Juan de Cardona (Vanguard)</b>
<b>Capitana</b> (Sicily) (Don Juan de Cardona)
<b>VANGUARD 1</b> ships: Il Sole con la Croce (Venice) (Vincenzo Querini) - S.Giovanni (Sicily) (Scipione Vassallo) - La Patrona (Sicily) (Don Carlos de Argalla)
<b>VANGUARD 2</b> ships: La Maddalena con una Palma (Venice) (Marin Contarini) - Santa Caterina(Venice) (Marco Cicogna) - Nostra Signora con Cristo in Braccio (Venice) (Pier Francesco Malipiero)
<b>Marcantonio Colonna Division</b>
<b>Patrona</b> (Naples) (Francisco de Benavides)
<b>Capitana</b> of His Holiness (Papal) (Marco Antonio Colonna)
<b>COLONNA 1</b> ships: Pisana (Papal) (Ercole Balotta) - Fiorenza (Papal) (Tommaso de' Medici) - Grifona (Papal) (Alessandro Negroni) - Giovanni Strassoldo (?) - Capitana (Papal) (Orazio Orsini)
<b>COLONNA 2</b> ships: Giuditta of Zante (Marin Seguro) - L' Armellino of Candia (Pietro Gradenigo) - Il Monte e il Sole of Canea (Alessandro Vizzamano) - San Giovanni Battista (Venice) (Giovanni Nani Mocenigo)
<b>Andrea Provana di Leinì Division</b>
<b>Giustiniani</b> Santa Maria della Vittoria, Capitana of Malta (Pietro Giustiniani)
<b>Provana</b> (Savoy) (Andrea Provana di Leini)
<b>Duodo</b> Galleass Francesco Duodo (Francesco Duodo)
<b>PROVANA 1</b> (Spain) ships: San Giorgio (Naples) (Juan de Vergara) - Higuera (Diego Lopez de Llanos) - Mendoza (Martin de Echaide) - Luna (Manuel de Aguilar)
<b>PROVANA 2</b> (Malta) ships: San Giovanni (Alonso de Tejada) - San Pietro (Santos Víctor or Roquelare Saint-Aubin) - San José (Naples) (Eugenio de Vargas)

**SOCORRO WING**

<b>Alvaro de Bazan Division ( Socorro)</b>
<b>Coronado</b> (Juan Vazquez de Coronado)
<b>La Lupa</b> (Naples) (Don Alvaro de Bazan, Marquis of Santa Cruz)
<b>SOCORRO 1</b> (Naples) ships: Leona (Rodrigo de Zugasti) - Constancia (Juan Perez de Lagia) - Santa Barbara (Domingo de Padilla) - San Bartolomeo (Don Pedro de Velasco) - San Angel (Don Alonso de Bazan)
<b>SOCORRO 2</b> (Naples) ships: Bazzana (Juan Perez Murillo) - Marquesa (Juan de Maqueda) - San Andrea (Don Bernardino de Velasco) - Santa Catalina (Juan Ruiz de Velasco) - Tiranna (Juan de Ribadeneyra)
<b>SOCORRO 3</b> (Venice) ships: La Colonna (Caterino Malipiero) - Un Cristo (Marco da Molin) - La Verità Nuda (Giovanni Bembo) - Il Mondo con il Fuoco sopra (Filippo Leon) - San Piero (Piero Badoer de sier Francesco)
<b>SOCORRO 4</b> (Venice) ships: La Fede con Bambino (Giovan Battista Contarini) - Due Mani che Spezzano una Spada (Giovanni Loredan) - La Maddalena con il Crocifisso (Luigi Balbi) - Speranza (Venice and Cyprus) (Giovan Battista Benedetti) - San Zorzo a cavallo (Sebenico) (Cristoforo Lucich)
<b>SOCORRO 5</b> (Spain) ships: La Sibilla con una gioia in mano (Venice) (Daniello Tron) - San Michele con Leone e spada in mano (Venice) (Giorgio Cochin) - San Bartolomé (Sicily) (Don Pedro de Velasco) - San Filippo (Naples) (Tommaso de Aldana)
<b>SOCORRO 6</b> (Spain) ships: La Griega (Don Luis de Heredia) - La Serena (Papal-Tuscany) - La Padrona (Papal-Tuscany) (Alfonso d'Appiano) - La Sovrana (Papal-Tuscany) (Antonio d'Ascoli) - La Ocasion (Pedro de los Rios)

**RIGHT WING**

<b>Giovanni Andrea Doria</b>
<b>Doria</b> Capitana Doria (Gianandrea Doria)
<b>Negroni</b> Capitana Negroni (G. Ambrogio Negroni)
<b>Lomellini</b> Patrona Lomellini (Giorgio Greco)
<b>GENOESE 1</b> ships: Donzella Doria (Niccolò Imperiali) - La Padrona dei Negroni (Luigi Gamba) - La Patrona di Nicolò Doria (Giulio Centurioni) - San Giovanni ( Papal) (Cavalier Agnolo Biffoli)
<b>GENOESE 2</b> ships: La Padrona dei Grimaldi (Lorenzo Trenza) - Diana (Giovanni Giorgio Lasagna) - Santa Maria (Papal) (Cav. Pandolfo Strozzi) - Monarca di G.A. Doria (Nicolò Garibaldi)
<b>GENOESE 3</b> ships: La Padrona dei Mari (Antonio Corniglia) - Negrona dei Negroni (Niccolò da Costa) - Bastardina dei Negroni (Lorenzo da Torre) - Furia dei Lomellini (Jacopo Chiappe)
<b>Jacopo Guoro Division</b>
<b>Capitana</b> Patrona (Sicily) (?)
<b>Guoro</b> Galleass Jacopo Guoro (Jacopo Guoro)
<b>VENICE 1</b> ships: Piemontesa (Savoy) (Ottaviano Moretto) - La Forza di Ercole (Venice) (Reniero Zen) - La Maddalena (Venice) (Marin Contarini) - Cristo sopra il Mondo (Venice) (Benedetto Soranzo)
<b>VENICE 2</b> ships: Uomo armato (Rethymno) (Andrea Calergi I) - Angelo e Spada (Corfù) (Stelio Carchiopulo) - S.Giovanni con la Croce d'Arbe (Giovanni de Dominis) - Nostra Signora (Candia) (M. Antonio Foscarini) - Fuoco (Candia) (Antonio Bon)
<b>VENICE 3</b> ships: Torre e Donna (Vicenza) (Lodovico Da Porto) - Regina (Candia) (Giovanni Barbarigo) - Ragazzo in catene (Venice) (Polo Polani) - La Palma (Canea) (Jacopo de Mezo)
<b>VENICE 4</b> ships: Aquila incoronata d'oro (Retimo) (Andrea Calergi II) - Donna con Serpente (Traù) (Alvise Cippico) - La Nave (Venice) (Antonio Pasqualigo) - Cristo Risorto (Candia) (Francesco Corner) - Aquila d'oro (Candia) (Girolamo Zorzi)
<b>Pietro Pisani Division</b>
<b>Capitana</b> (Niccolò Doria)
<b>Pisani</b> Galleass Pietro Pisani ( Pietro Pisani)

<b>MIXED 1</b> ships: S.Vittoriano (Crema) (Evangelista Zurla) - Aquila dorata e nera (Corfù) (Piero Bua) - La Fortuna (Naples) (Diego de Medrano) - La Gitana (Naples) (Gabriel de Medina)
<b>MIXED 2</b> ships: Margherita (Savoy) (Battaglino) - Ruota (Venice) (Francesco da Molin the elder) - Re Attila (Padua) (Pataro Buzzaccarini) - Guzman (Naples) (Francisco de Ojeda) - San Giuseppe con l'Ampolla (Venice) (Niccolò Donà)
<b>NAPLES</b> ships: La Sicilia (Francesco Amadei) - La Luna (Naples) (Juan Rubio) - La Esperanza (Naples) (Pedro de Busto) - Determinada (Naples) (Juan de Angustina Carasa)
<b>VENICE</b> ships: Cristo (Venice) (Marco Antonio Lando) - Speranza (Candia) (Girolamo Corner) - San Cristoforo (Venice) (Andrea Tron) - San Trifone (Cattaro) (Girolamo Bisanti)

# OTTOMAN ORDER OF BATTLE

Counter name is in **bold**. Historical Captain's names are in parenthesis.

LEFT WING
<b>Uluç Aî Bey Division</b>
<b>Kapudana</b> Son of Uluç Alî
<b>Uluç Aî</b> (Uluç Ali, Bey of Algiers)
<b>ALGERIA 1</b> ships: (Jayâ Osman / Peri Selim / Rustan Cinigi / Cayacı Memî / Caraman Alî)
<b>ALGERIA 2</b> ships: (Salî Delî / Thechedel Hasan / Muhuczur Ali / Sinam Celebin)
<b>ALGERIA 3</b> ships: (Jafer Hidî / Murad Dervîs / Kumi Falaga / Zumbul Murad)
<b>Kara Bin Bey Division</b>
<b>Kara Bin Bey</b> (Kara Bin Bey) Suriasar Governor
<b>SIRIA 1</b> ships: (Chior Mehemet / Uschiuffi Memî / Kalatali Reis / Murad Hassan)
<b>SIRIA 2</b> ships: (Hina Mustafâ / Dervis Pasha / Dermur Bey / Osman Bey)
<b>SIRIA 3</b> ships: (Kara Murad / Tachi Sisman / Jussuf Ali / Chiugel Sinam)
<b>SIRIA 4</b> ships: (Pisman Reis / Cademly Mustafâ / Ramazan Bey / Deli Alî)
<b>Karacha Alî Division</b>
<b>Karacha Alî</b> (Karacha Alî)
<b>STAMBUL 1</b> ships: (Celebin Reis / Memî Beodî / Piri Reis / Khader Sidir)
<b>STAMBUL 2</b> ships: (Ferhad Alî / Nasut Fakir / Talitagi Reis / Sayr Jiafer)
<b>STAMBUL 3</b> ships: (Kara Alman Pasha / Osman Reis / Tatar Alî / Cumi Memî)
<b>STAMBUL 4</b> ships: (Khassam Reis / Piri Osman / Kalam Bastagi / Giusuel Jiafer)
<b>Karâ Hosia Division</b>
<b>Karâ Hosia</b> (Karâ Hosia) (Pirate)
<b>NEGROPONTE 1</b> ships: (Arnaut Alî / Kos Clueagin (Clu Hajii) / Adagi Mustafâ (Al Hajii) / Jesil Holli)
<b>NEGROPONTE 2</b> ships: (Kurmur Rhod / Mustafâ Gimongi (Khendereli) / Sitina Reis / Hicupris Hassan)
<b>NEGROPONTE 3</b> ships: Kara Bey of Albania / Cusli Memî / Divid Alî / Jaculi Amat)
<b>NEGROPONTE 4</b> ships: (Karam Hidir / Magyar Fehrad / Nafir Reis / Mallî Reis)
<b>Kara Peri Division ( Galliot)</b>
<b>Kara Peri</b> (Kara Peri, pirate)
<b>Kapudana</b> (Karâ Cialibi)
<b>GALLIOTS 1</b> ships: (Calcepi Jusuf / Tagli Osman / Cungi Hasuf / Deli Murad of Vlôre / Shin Skiander / Algeria)
<b>GALLIOTS 2</b> ships: (Hanesi Ahmed / Hassan Omar / Giesman Ferrat / Sarmusal Reis / Chior Memî)
<b>GALLIOTS 3</b> ships: (Hassan Shamban / Ochi Hassan / Alma / Hyder Enver / Uluç Piri Pashâ)
<b>GALLIOTS 4</b> ships: (Kalem Memî / Tumis Soliman / Hesus Ollî / Hassan Sinam / Sirizi Memî / Celebin Yussuf)

<b>GALLIOTS 5 ships:</b> (Tursun Suleiman / Kemal Murad / Calabodan Soliman / Abbazzar Reis / Alaman Ali)
<b>GALLIOTS 6 ships:</b> (Seyt Agà / Suriasan Osman Giuder / Hunyadis Hasan / Keduk Seydi / Haneshi Ahmed)
<b>CENTER WING</b>
<b>Alì Pasha Sultan (Overall Commander)</b>
<b>Sultana</b> (Admiral Ship) (Müezzinzade Ali Pasha)
<b>Portasi</b> (Portasi Pasha, Infantry Commander)
<b>Mamur Reis</b> (Mamur Reis, Janissaries leader)
<b>Esdey</b> (Mustafà Esdey, Treasurer)
<b>Hassan Bey Division ( 1st Line)</b>
<b>Jaffar Celebín</b> (Jaffar Celebín, Governor of the Imposts)
<b>Hassan Pasha</b> (Hassan Pasha)
<b>Dromus Reis</b> (Dromus Reis of Costantinople)
<b>Hassan Bey</b> (Hassan Bey governor of Rhodes)
<b>RHODES 1 ships:</b> (Deli Chiafer - Rhodes Guard / Prostunagi Olli or Postana Uluj / Deli Piri / Oluz Reis)
<b>RHODES 2 ships:</b> (Gasasi or Ghazni Reis / Herbetchi - Rhodes Guard / Bachla Reis / Ochi or Osa Reis/ Kalach Reis)
<b>RHODES 3 ships:</b> (Calafat Olli or Khalifa Uluj / Karagi o Caracha Reis / Occan or Ochan Reis / Jaffar Agà /Kos Ali)
<b>Prauil Agà Division ( 1st Line)</b>
<b>Seydi Arnaud</b> (Seydi Arnaud of Nauplia)
<b>Caracush</b> (Caracush of Vlorë (Valona))
<b>Saider Bey</b> (Mahmud Saider Bey - Mytilene Governor)
<b>Prauil Agà</b> (Prauil Agà - Nauplia's Governor)
<b>NAUPLIA 1 ships:</b> (Saraf Reis of Nauplia (Nápoli of Romanía) / Magyar Alí / Sinam Reis / Gurullí Olli (Uluj)
<b>NAUPLIA 2 ships:</b> (Caraperi Agà / Baluhzi (Baktashi) Uluj / Sinam Bali (Sinian Ali) / Hunyadi Mustafà / Delí Celebín)
<b>NAUPLIA 3 ships:</b> (Alma Reis of Nauplia / Arnaut Celebin / Deli Hassan / Agdagi Reis / Cará (Kari) Mustafà / Barzarzi (Baktashi) Mustafà)
<b>Osman Reis Division (1st Line)</b>
<b>Osman Reis</b> (Osman Reis of Costantinople)
<b>Maiva</b> (Maiva di Costantinople)
<b>Giaur Alì</b> (Giaur Ali) (Pirate)
<b>Piri Bey Uluj</b> (Piri Bey Uluj of Costantinople)
<b>STAMBUL 1 ships:</b> (Ali of Costantinople sons (2)) / Jerat Baalí / Bagdar Reis / Deli Jusuf / Cayá (Cali?) Celebín)
<b>STAMBUL 2 ships:</b> (Sinian Mustafà / Deli Iskender (Chender) Rhodes Guardian / Heder Bascí / Salah Reis/ Jussuf Ali)
<b>STAMBUL 3 ships:</b> (Piri Hamagi, Lord of Morea / Ali Reis of Gallipoli / Sinian Baktashi / Delí Osman / Jusuf Cinigi /Piri Osman)
<b>Tramontana Reis Division (2nd Line)</b>
<b>Murat Reis</b> (Murat Reis Trasil, Arsenal's Writer)
<b>Tramontana Reis</b> (Tramontana Reis of Constantinople)
<b>STAMBUL 1 ships:</b> (Alsi Collí / Cará Deli / Brus Alí / Salah Fachir /Ferat Carashà)
<b>STAMBUL 2 ships:</b> (Delí Ibrahim / Suleiman Celebín / Demir Batí / Murad Corosan (Korosi) / Cabi Heit)
<b>STAMBUL 3 ships:</b> (Pervis Sinam / Bardagan Balí (Dardagi Ali) / Jaffar Karan / Dervís Sach / Curballi)

<b>Dardagan Reis Berbery Division (2nd Line)</b>
<b>Haziz Khalifa</b> (Haziz Khalifa Governor of Gallipoli)
<b>Jaffar Agà</b> (Jaffar Agà, Governor of Tripoli in Berbery Coast)
<b>Dardagan Rais</b> (Dardagan Rais, Arsenal Governor)
<b>BERBERY ships:</b> (Mahomet Ali / Durmis Oglu / Osman Sehet / Jafer Reis)
<b>ANATOLIA ships:</b> (Asciogli of Costantinople /Caya Saraf Costantinople / Rustan Cialmaghi / Schender Dernigi)
<b>GALLIPOLI ships:</b> (Selim Sciach (Sahi) di Gallipoli / Dervís Celebín / Cará Hamal (Kari Hamat)
<b>GALLIOTS ships:</b> (Dimir Celebín / Giaur Ali / Dervís Hidir / Sinam Mustafá / Agadí Ahamet / Hasirgi Reis)
<b>RESERVE</b>
<b>Amuret Dragut Reis Reserve Division</b>
<b>Khaider Memì</b> (Khaider Memì Governor of Chios)
<b>Amuret Dragut</b> (Amuret Dragut Reis of Costantinople)
<b>RESERVE 1 ships:</b> (Lantern Kapudana of Dardagan Reis II / Lantern Kapudana of Deli Bey / Lantern Kapudana of Kiafar-Bey / Lantern Kapudana of Kasim Sinian)
<b>RESERVE 2 ships:</b> (Lantern Kapudana of Deli Suleiman of Constantinople / Hassan Sinam of Constantinople / Galliot Abdul Reis of Tripoli in the Berbery Coast / Piali Murad of Tripoli in the Berbery Coast)
<b>RESERVE 3 ships:</b> (Foists: Sandagi Memì / Kurtprulu Celebi / Deli Dormus / Shetagi Osman / Alemdar Hassan)
<b>RESERVE 4 ships:</b> (Foists: Hassan Reis / Heder Ali / Giuzel Aali / Kos Ali / Deli Heder)
<b>RESERVE 5 ships:</b> (Foists: Hassan Reis / Jumaz Ali / Armat Memì / Murad Aali / Sariogi Giafer - Fuste: Carashá Ali Reis / Kasim Kara / Murad Ali / Bostagi Murad / Cabil Sinam)
<b>RIGHT WING</b>
<b>Mehmet Siroq (Scirocco) Division</b>
<b>Mehmet Siroq</b> (Mehmet Siroq)
<b>Kapudana</b> (Ali the Genoese)
<b>EGYPT 1 ships:</b> (Biuc Casapolti Jaffar Chiagia Osman Celebin Dardragut Bardabey Drivi Agà)
<b>EGYPT 2 ships:</b> (Bayamet Simian Bey Zarraf Osman Ocan Deli Agà)
<b>EGYPT 3 ships:</b> (Kari Cubat Pervis Reis Cilli Cayà Osman Ali)
<b>Mehmet Bey Division</b>
<b>Kapudana</b> (Mehmet Bey)
<b>EUBEA 1 ships:</b> (Sinan Mustafá Marul Mustafá Alagià Sinam Jafer Mustafá Meghil Al Reis)
<b>EUBEA 2 ships:</b> (Giegior Ali Heder Lumet Adagin Rustan Murad Al Rais)
<b>EUBEA 3 ships:</b> (Sinan Dervis Chiugeve Musata Kalipei Memì Memin Durmis Jussuf Celebin)
<b>Agà Bajà Division</b>
<b>Kapudana</b> (Agà Bajà)
<b>ANATOLIA 1 ships:</b> (David Jussuf Khender Selim Jusef Allibi Solac Reis)
<b>ANATOLIA 2 ships:</b> (Lumag Jussuf Brusali Piri Arnaut Ferhad)
<b>ANATOLIA 3 ships:</b> (Bardach Celebin Rodlu Ali Jusej Memì Bagdat Hassan)
<b>Suleiman Bey Division</b>
<b>Kapudana</b> (Suleiman Bey)
<b>Karà Musid</b> (Karà Musid)
<b>STAMBUL 1 ships:</b> (Calafat Cheder Kheder Agà Kheder Siman Kharan Sabà)
<b>STAMBUL 2 ships:</b> (Mustafá Genovel Ibrahim Agà Jussuf Agà Dermigi Pari)
<b>STAMBUL 3 ships:</b> (Sabah Jussuf Magyar Cayà Celebin Mat Hassan)