MARE NOSTRVM

CONTENTS

INTRODUCTION

Dear Navarch, welcome to the guide that explains the naval tactics needed to prevail in the period of the development, supremacy and decline of the ram equipped war galley, the formidable warships designed to fight under oar power in the Mediterranean Sea (Mare Nostrvm).

SYSTEM REQUIREMENTS

Minimum Spec
OS: Windows 64 bits. XP/Vista/7/8/10
CPU: 1.6 GHz
RAM: 2 GB
Video/Graphics: DirectX 9.0c compatible video card
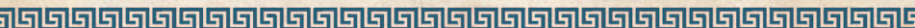**Sound:** Compatible sound card
Hard disk space: 1.23 GB Free
DirectX version: DirectX 9.0c

Please ensure your graphics and sound drivers are up to date before playing the game or you may experience graphical glitches or more serious errors. Check your manufacturer's website for the latest version, as new drivers are released regularly.

INSTALLING THE GAME

Please ensure your system meets the minimum requirements listed above. If you purchased from the Slitherine or Matrix site you will have been provided a download link for the games installer. To install the game, either double click on the installation file you downloaded or if you have the boxed version, insert the Mare Nostrvm DVD into your DVD-ROM

drive. If you have disabled the autorun function on your DVD-ROM. Follow all on-screen prompts to complete installation.

If you have redeemed a Steam key or purchased via Steam you can also launch the game on Steam.

UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows "Start" menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.
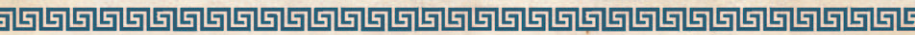
PRODUCT UPDATES

In order to maintain our product excellence, Slitherine releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website (**www.slitherine.com**) and can also be downloaded quickly and easily by clicking on the "Update" link in your Game Menu or by using the "Update Game" shortcut in your Windows "Start" menu folder for the game. If you have the Steam version, Steam will update it according to your settings.

MULTIPLAYER REGISTRATION

If you bought the game directly from us, we highly recommend registering your game first before playing. You can simply do this through the game menu, from Multiplayer or directly at Slitherine's website at:

www.slitherine.com/sign up

This is because you will need a registered account to play Multiplayer games on Slitherine`s PBEM (play by e-mail) server.

When registering you can choose to sign up to the newsletters to receive regular updates, offers and discounts on the rest of Slitherine's catalogue so it is worth registering!

Steam users cannot currently register though are able to play multiplayer

GAME FORUMS

Our forums are one of the best things about Slitherine. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there.

Go to **www.slitherine.com** and click on the Forums hyperlink.

NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has a FAQs section as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to **http://www.matrixgames.com/helpdesk**

TUTORIAL

It is advisable to play the tutorial battle first before starting on the main campaigns in Mare Nostrvm. Select the first option of the main menu and follow the on-screen instructions as you proceed through the tutorial and you will learn about the most important aspects of the game. Once you have completed the tutorial you will be ready to begin your first campaign.

MAIN MENU

When you load the game the first screen will give you the following list of options:

- **Tutorial** – where you can access the Tutorial

- **Historical** – the nine main campaigns, with a variable length between one and five battles.

- **Skirmish** – allows you to create your own scenarios. Players may adjust many settings in the editor to create limitless numbers of quite distinctive scenarios.

- **Load** – where you can continue your previously saved games or delete them if you no longer need them.

- **Multiplayer** – where you can play against other human players. You will need a Slitherine account to access this function.

- **Credits** – this is us!

- **Quit** – which takes you out of the game.

In addition, there is an Sound button in the top right hand corner which allows you to mute the game.

HISTORICAL CAMPAIGNS

Click on campaigns to access the global maps of each campaign. Use the next and back buttons to navigate between them. There are the nine campaigns arranged in chronological order:

- **Colonial Wars:** The expansion of the main ancient naval powers to the western Mediterranean at the dawn of history.

- **Greco Persian Wars:** the naval campaign against Persia that could save Greece from oblivion.

- **Peloponnesian Wars:** the growth of the power of the greek city states have made war between them inevitable.

- **War of the Diadochi:** after his dead, the most powerful Alexander the Great's generals fight over the rule of his vast empire

- **First Punic War:** for more than 20 years, the two mighty powers of Rome and Carthague struggled for supremacy in the mediterranean

- **Second Punic War:** the ultimate war between rome and carthage that decides who will dominate all the Mediterranean and who will be eradicated

- **Syrian War:** Antiochus, King of Syria, wants to expand its empire. The Romans and its greek allies weren't about to let that happen.

- **Pirate Cleansing:** The Roman attempt to eradicate the plague that ravages the whole Mediterranean Sea.

- **Rome Civil Wars:** How the almighty Roman Republic faced itself again and again until an empire was born.

A campaign consist on a series of battles, from which you can play the initial one. The side to play during all the campaign is chosen in this initial battle.

You need to finish a battle to unlock the next one, regardless of the result. When a battle ends you are directed to the campaign screen where the background map display how the campaign progress and the next battle becomes available.

SAPRIPORTIS
MAJOR VICTORY

EBRO RIVER
TACTICAL VICTORY

CLUPEA
DRAW
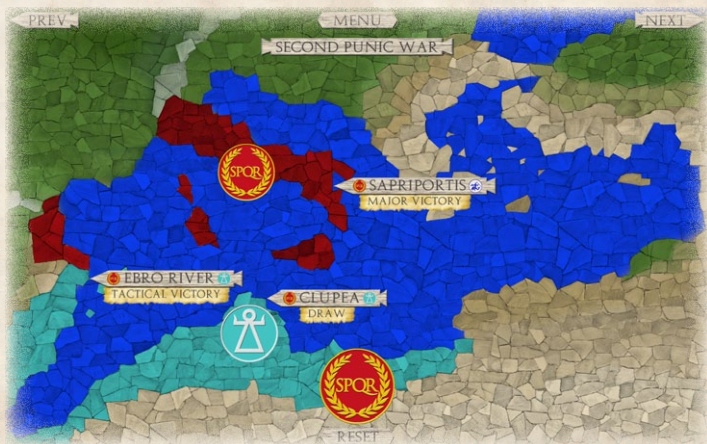
RESET

It is possible to replay the previous finished battles and thus improve their results. At any time you can reset a campaign to its initial state, with the reset button below.

SKIRMISH

The skirmish screen allows you to configure battles by selecting their conditions and your fleet composition.

First you can select the opposing sides, by clicking the button with the faction name it is also possible to change the side played.

Below this is the selection of the battle size. At its right you can see the commanders and admirals of your force, it is possible to add one extra commander or admiral. To its right the existing wind conditions, if this is active you can choose direction, force and if wind is steady or it can vary during the game. In the center of the screen is the map selection.

After this it's time to purchase the player's fleet. You can select a ship type and configure their Manpower and Quality characteristics, in addition to choosing which its deck equipment. Once purchased, you can increase its numbers. Another option is to assign one of the available commanders.

In order to launch the game all commanders must be assigned and at least half of the available points must have been spent.

The AI makes fleet purchases automatically.

MULTIPLAYER

When entering the Multiplayer mode, you will be presented a login screen. If you already have an account, just fill your login information and proceed. If you are new to Slitherine/Matrix Games, you can choose the Register option and fill an in game form to do so.

If you have any problems logging in please do not hesitate to contact support@slitherine.co.uk.

PBEM system allows to play several games at your own pace, without opponents having to be online at the same time. Take your turn and continue playing other challenges while your opponent finishes his own turn.

Once logged the Multiplayer Lobby is deployed, where you see 3 columns. The first one lets you create new games. Fill the game name mandatory field, the optional password and select Historical or Skirmish, where you will be able to choose a side from all the historical scenarios or create a custom battle.

The second column shows your Ongoing Games, each one represented by a Game Header. You can play your turns by selecting any green shaped game header. Red shaped headers are games in your opponents' turn.

If you are playing any tournament game you will notice they have a different background tile. Games can be conceded pressing the X button in the header.

The third column contains the Available Games. You will be able to join any game listed there besides the one you have created. If the game is password protected you will be prompted for it. You can also search for a specific game with the filter input. You can cancel a non-yet accepted game that you created clicking the X button.

The experience of playing a multiplayer turn is quite similar to the single player one, but you will be able to receive and send a message at the end of the turn. You can replay the last turn and

save your turn progress if you don't want to send the turn yet. Once you press the end turn button, the turn will be sent. If you created the game, you will see the turn's result once you receive your opponent turn, and if you joined a game, you will be able to visualize the result right when you finish your turn.

BATTLE CONTROLS

Mare Nostrvm uses a WEGO game system, where both sides give orders to their fleets during an order phase and then everything is solved during a visualization phase after clicking the central end turn button.

Use the screen borders or the W-A-S-D keys to scroll.Use the mousewheel or the R-F keys to zoom

Click the mousewheel and move it sideways to rotate, move it vertically to tilt the camera. Q-E keys also control rotation and T-G keys tilt the camera.

These are the menu buttons:

Rewind: display the action of the last turn. Hotkey: F8

Save: create a save. Hotkey: F5. The game also automatically creates an autosave when a new turn starts.

Command lines: Toggle button to choose if command lines are visualized. Hotkey: L.

Ship bases: Allows you to choose if bases are always on or only displayed when the camera takes height. Hotkey: B.

⬡ Hexagonal grid on/off. Hotkey: H.

🔊 Sound On/off. Hotkey: S.

⛶ Remove user interface. Hotkey: ESC. Press ESC again to turn it back.

✕ Exit battle.

MAP

Each scenario has a battle area bounded by edges and usually impassable land sections. There are scenarios with twice the width or length. In the historical scenarios the initial deployment is given, in the skirmish scenarios it is possible to arrange the deployment within an initial area during the first turn's orders phase.

SHIPS

There are fourteen ship types, ranging from the small and primitive penteconter to the powerful decares. Its capabilities are summarized in five characteristics:

10 **Manpower:** marines on board prepared to shoot projectiles and carry out boardings

∧ **Cruise speed:** the distance attainable each turn without suffering fatigue

⋀ **Maximum speed:** the longest distance you can reach per turn

★ **Quality:** the seamanship skill of the crew

▮ **Hull:** the ship's ability to withstand ramming

※ **Ram:** attack value against enemy ships

GREEK TRIREME
20
∧ 4 ⋀ 7 ★ 4 ▮ 5 ※ 4

A trireme, the ship that took Greece to naval supremacy.

ROMAN QUINQUEREME
40
∧ 4 ⋀ 6 ★ 2 ▮ 7 ※ 5

A quinquerreme, the work-horse of the Roman republic.

The different types of equipment that a ship can carry and the bonuses or capabilities they confer are detailed at the end of this guide.

COMMANDERS

The naval command system is organized in squads under a commander, recognizable by the banner carried astern. Commanders may have a skill that provides bonuses, detailed at the end of this document. Some commanders are admirals (usually one in each battle) and can take two skills, being his banner much longer.

The commanders have a command area of 4 hexes, orders can be given to every ship within this range. If a ship is outside this area but there is another friendly ship adjacent to it under command then it is also under command. In this way long lines can be formed with all ships under command despite being far away from the commander.

If is not possible to give orders to an out of command ship, it will automatically try to approach the nearest commander at cruising speed.

If a commander's ship is destroyed, his command will be transferred to the nearest suitable ship, but the range of the new command will be reduced to three hexes and it will not have abilities.

When the game starts all ships under command follow their commander's orders in the best possible way given their current position and orientation. The line that unites the ship with the commander appears with its faction's colours then.
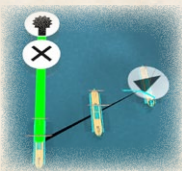
If any individual order is given the ship starts acting independently, and the union line then appears black. The selected vessel can then follow its commander again if the command that floats on top of it is given.

MOVEMENT

Movement is made by pointing destination, it is possible to draw a route indicating several destination points. A ship can reach up to maximum speed, if cruise speed is not exceeded there will be no fatigue. The more the cruising speed is surpassed the more fatigue levels the ship could suffer, route colour tends towards red as speed increases beyond cruise level. If a ship rams or rakes oars the fatigue possibility increases.

Moving backwards is also possible, up to cruising speed at most. If you move more than one hex backwards the fatigue levels could start to apply, the route progressively become darker then.

It is also possible to issue single hex orders with the numeric keypad, using the 7-8-9 and 1-2-3 keys.

You can also ROTATE at the beginning of the movement in the initial hex using the rotation buttons. It is also possible to issue rotation orders with the numeric keypad, pressing the 4 and 6 keys. Once it is rotated it is not possible to pass cruising speed. The ship could be rotated as many times as the cruise speed value and after rotation it could move forwards or backwards with the remaining cruise speed.

You could cancel all orders given to a selected ship by clicking the cancel button or pressing the delete key

A ship that has reached a speed that can produce fatigue performs a check when the turn ends, taking into account the speed reached and the ships quality. Ramming or raking oars increases the fatigue probability. If the result is a fatigue level, it will not be able to exceed cruise speed when going forwards or move more than one hex if going backwards. There are three levels of fatigue: TIRED, FATIGUED! And EXHAUSTED !!. Each turn recovers one level.

Fouled, boarded or grappled ships cannot move until their current situation is resolved.

COMBAT MODE

All ships are in one of two possible combat modes, you could choose which one with the button that appears on the ship when selecting it. It is also possible to change combat mode with the

numeric keypad, pressing the 0/Insert key. This mode defines the manoeuvre performed when the enemy is collided:

Ramming: The ship attempts to ram if the enemy is laterally contacted or rake oars if contacted from front or rear.

Grappling: The ship tries to grapple the contacted enemy, boarding starts if it is successful.

If a ship collides against a friendly ship, movement is halted. Then it will try to resume its movement but its remaining speed will be halved for the rest of the turn.

RAMMING

A ramming attack occurs when a ship in ramming mode manages to contact another enemy ship from its side, unless the contact

is produced with both tips of the bows. A test is carried out where the determining factors are the ram value of the attacker against the hull value of the defender. The attacker receives an increasing bonus when exceeding the cruising speed.

Other bonuses to keep in mind:

- The opponent has also exceeded the cruising speed
- Opponent carries raised sails, is crippled, immobilized, fouled and/or grappled

Penalties:

- Carrying towers or raised sails

If the test is successful, the ship has been rammed and is destroyed. It could happen that the attacking ship get fouled to it, if so each turn will be checked if the attacking ship manages to release free (using quality). A rammed ship can sink in any subsequent turn and drag the ship that is fouled with it.

If the attacking ship does not succeed, the opponent's speed for the rest of the turn is reduced by half. In any case the attacking ship ends its movement with the collision.

RAKING OARS

When a ship in ramming mode contacts the enemy frontally or from behind, an attempt is made to rake oars. If the contact is frontal, the enemy ship will also try to rake or grapple, depending on its own combat mode.

The primary factor in raking oars is the quality of both ships involved. The manoeuvrability difference is also rewarded or penalized by comparing the maximum speed to determine whether one ship is faster or slower than the other, regardless of the current speed.

Other bonuses to keep in mind:

- The opponent is going half speed

- Opponent carries raised sails, is crippled, immobilized, fouled and / or grappled

Penalties:

- Carrying raised sails.

A ship that suffers oars raking on one side is CRIPPLED and can only move one hexagon to the opposite side, if both sides are raked the ship is INMOBILIZED.

GRAPPLING

When a ship in grappling mode contacts an enemy and does

not exceed cruising speed an grappling attempt is made. Its success depends on the ship's quality and is penalized if the enemy ship advances in the opposite direction.
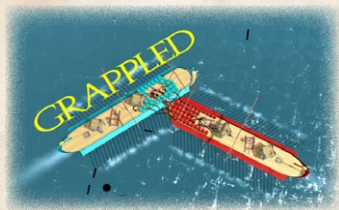
Other bonuses to keep in mind:

- Carrying devices that facilitates grappling like the corvus or the harpax

- Opponent carries raised sails, is crippled, immobilized, fouled and / or grappled

Penalties:

- Carrying raised sails.

If grappling is successful, boarding begins.

Two static adjacent ships (I. e. because of a failed grappling attempt) will not try to grapple again unless an active command against the enemy ship is given.

BOARDING
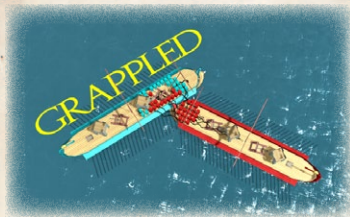
The marines of grappled ships engage in combat for a series of rounds until the boarded ship is captured or the assault is repelled. The determining value to use for both ships is the MANPOWER, having towers is a bonus for the ship equipped with them. Each round has a winning side and can result in casualties, the more hooks displayed and more soldiers on the attacked deck the better results goes to the attacker.

When the number of victorious rounds reaches a maximum for one side, a winner is declared. If the winner is the defender the boarding is rejected; if the attacker the ship is captured.

A captured ship is controlled by the other side. A banner with the capturing side's colours is displayed on the deck. Captured ships do not have marines now nor are able to pass cruise speed.

When boarding comes to an end and some of the ships involved are not in boarding mode, an attempt is made to ungrapple using this ship's Quality, if successful the ships involved are now left loose and can manoeuvre. Ships can only move at half speed after ungrappling. Capture devices such as corvus or harpax make ungrappling harder.

MISSILE FIRE
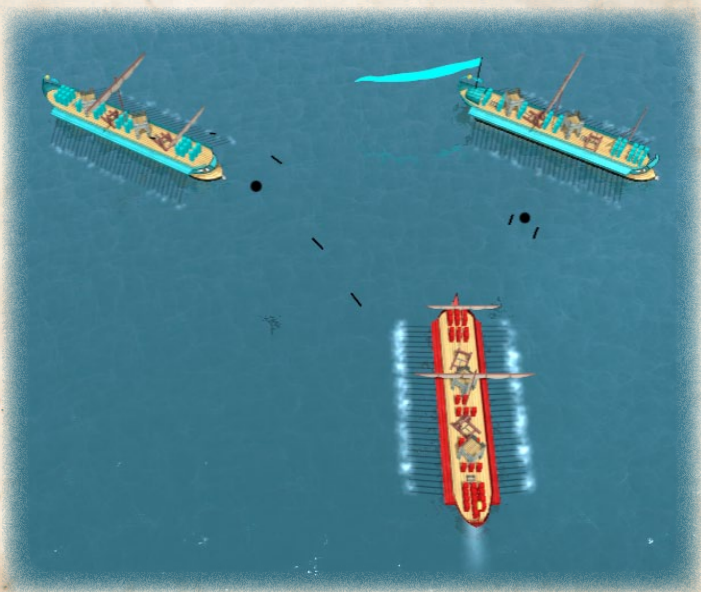
When a ship has an enemy no further than two hexes away its marines will automatically start firing. The more manpower available the greater the chance of causing casualties to enemy manpower, increased if the enemy is at one hexagon distance or less. If there are several targets at the same distance, shots will be divided between them. It is not possible to shoot through friendly ships.

Firing is resolved in a series of rounds each turn using the MANPOWER value, and results improve if the ship has towers and/or machines. If there are casualties thenthe enemy MANPOWER is diminished.

FLAME

Ships equipped with fire are able to set the enemy ship on fire when shooting. Some ships can also equip RODIAN FIREPOTS, which allows the possibility of setting a ship on fire by ramming when the result is not successful. If the fire check is passed, the affected vessel will be on fire. Ships with 0 manpower automatically fail the fire check.

Each subsequent turn a fire fighting test will be carried out, where fire can be put out, the ship can be consumed in flames or fire can extend to grappled or fouled ships. If the ship has raised sails there is more chance of being consumed in flames. A ship consumed in flames is considered destroyed and may sink in any subsequent turn.

WIND

Sails allow ships to obtain speed of the wind. For this to be possible, it is necessary to have a tail wind, blowing from one of the three back hexagons.

RAISE sails it is also necessary, an action that needs a turn to be performed. You could click the raise button or press the + key at the numeric keypad.

A ship with tail wind adds a hexagon to its cruising speed, but it can not surpass it, rotate or go back. There are penalties for carrying raised sails at the time of grappling, raking oars or ramming, and fire spreads faster as well.

LOWER sails is an action that lasts a turn in which sails penalties are still applied. You could click the raise button or press the - key at the numeric keypad.
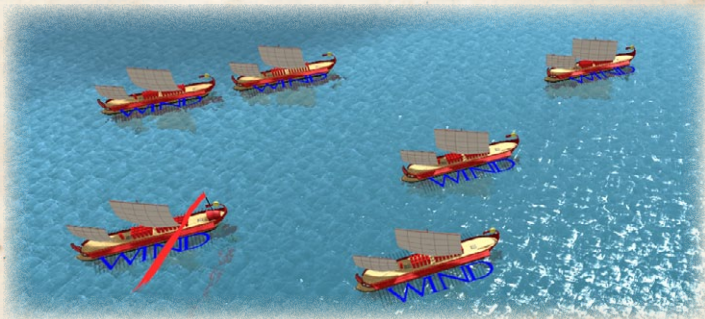
The Tremiola is a ship type designed to work with sails, so it gets two extra movement hexes if you have tail wind and it can lower sails automatically in the same turn the order is given.

SHIP EQUIPMENT

In addition to sails ⁄ , and being a commander 🚩, ships can be equipped with the following devices:

Towers: improves missile firing and boarding, but reduce the maximum speed in one hex.

Engines: improves missile firing.

Corvus: increases the chances of grappling and makes ungrappling more difficult, but the ship could not pass cruise speed.

Harpax: increases the chances of grappling and makes ungrappling more difficult.

Fire: adds a chance to set the target on fire to shooting.

FirePot: adds a possibility of set fire on ram attacks that do not crack the enemy.


EUGAMON

MACEDONAN DECARES

70

⋀3 ⋀3 ★2 🛡11 ⚱7
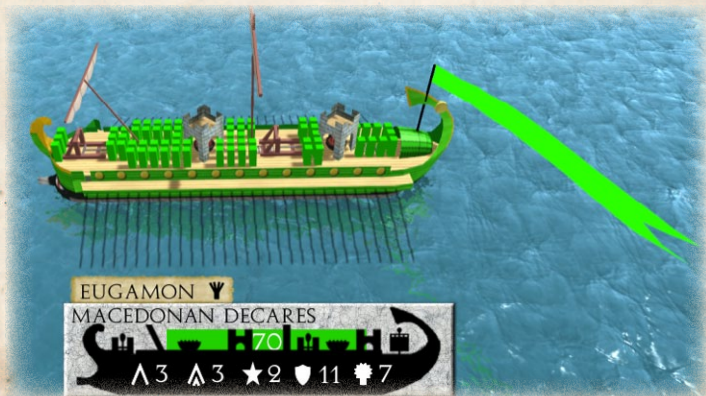
Please note: the size of the golden disk at the ship's tail represents Quality.

COMMANDER ABILITIES

The commanders' skills are predetermined for the historical scenarios. In skirmish games they will be chosen randomly among those possible.

Tactician: The command range is increased to five hexagons.

Reinforced ram: +1 to ram.

Reinforced hull: +1 to hull.

Tireless: +1 to cruise speed.

Unstoppable: +1 to maximum speed, ignores half speed after collisions.

Elite sailors: +1 to quality.

Stamina: recovers any fatigue level within a turn.

Repositioning: can move backwards any distance without suffering fatigue.

Elite archers: improved missile fire lethality.

Elite soldiers: improved boarding lethality.

Grappling experts: eases grappling, hinders enemy grappling attempts, never suffer fouling and ungrappling always succeeds.

**≋ Raking experts:** bonus to raking oars and makes enemy raking attempts harder.

Ψ Sail experts: instant raising and lowering of sails.

🔥 Pyrotechnics: eases setting enemies on fire and putting out your own fires, makes harder for the ship itself to catch fire or be consumed in flames.

🏵 Honour Guard: manpower increased by 10.

In addition there are two abilities that restrict the commander's command, only appear in the historical scenarios:

✖ Restricted command: you can only command your same ship type.

▶ National command: can only command the ships that have under command at the beginning of the game.

Finally, a ship can be a treasure vessel, being commander or not. That implies granting additional victory points.
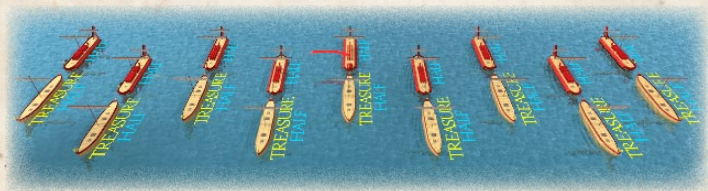
VICTORY

The situation of each fleet is evaluated each turn. Each ship has victory points based on its characteristics and equipment. A destroyed ship (rammed, sunken or in flames) gives its full value, a crippled one gives half value and if is immobilized 75%. A treasure ship doubles all of this. Each side adds up all these victory points and compares them with its initial fleet total value. If some side has lost more than half of the initial value the game ends and the victory type is determined by comparing the current victory points of both sides.

The victory bar represents the remaining victory points, when it reaches zero for someone, game ends.

CREDITS

TURNOPIA
CREATED BY
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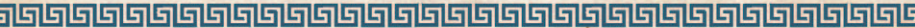MUSIC
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