Rules

Masters of the Horizon (MotH), is a system that simulates the fighting between galleys in the XV-XVII centuries between the various Christian Powers (Holy League) against the Ottoman Empire and its tributaries (enclaves of the Maghreb). It is for two players and the games usually oscillate between half and two hours in duration, depending on the scenario. Each ship on the board represents from one to twelve of its same type.

Glossary of terms

Boarding Gangways: they were the two lateral corridors along the hull (referred to as Cask in the game) protected by the bunting above the rowing chamber that was chaired by the Committee, which connected the Standard, (stern) to the Awning area, (covering the bow pieces) and to the redoubts of the skiff, stove and mainmast.

Big Cannon: main artillery piece of the galleys, located perpendicular to the keel, it was supported by smaller calibre artillery pieces on the flanks like falconets and culverins. The best equipped were the Ponentinas, (Spanish) who used to carry up to five in a battery. Their use was also more damaging towards their adversaries since the corsairs sought to stop the ship to capture it as a whole, whereas the Venetians sought to capture only the Cask (hull), according to the principle of: "Shoot when the enemy blood splashes on you !".

Cask: hull of a ship, except for the oars called palamenta and the main mast; main.

Daxa: phonetic corruption of Catalan: "mestre d'aixa", (master of the axe) that is to say the chief carpenter and his crew who were in charge of repairs and firefighting on board

Taif's book: similar to a logbook, it included points of drift, sounding, prevailing winds, watering holes and references of the cabotage (Transport of goods and people), as well as being all mixed up with suras, spells and protection formulas against the "Jinns Rum", (Christian demons).

Skiff: small boat with oars, which the ships carried to go ashore to bring back both crew and supplies.

Hisar or Hiasarí: castle, fortress located on the coast. Historical note.- one representative of the time, and that every tourist in Istanbul will easily identify, is the one built by Mehmet II in record time on the Bosphorus; the Rumeli Hisari", (European for castle or fortress).

Janissaries: corruption of the word Geni çeri, (new militia). Established by Sultans Orkham and Murat, it was the blood tribute of the Christian subjects of the Sublime Gate which consisted of handing over their children, the most intellectually gifted which will pass into the service of the Diwan, (administration) and the rest to form the elite corps of the Sanjack, (Standard of the Seven Queues) that is to say of the Imperial Army.

Drifting: or Adrift; when a ship is stationary without being propelled by oars or sails. At the mercy of sea currents, if any. In marine terms. when a ship is "drifting", it means that it does not move by its own means.

Rais: corsair captain of the Barbary coast, (Maghreb). In the Ottoman Imperial Fleet they received the name of Kapudan, the Admiral, being Kapudan Pasha.

Sopracomitre: captain in the Venetian naval lexicon. In the game he is listed as Sopra.

Index

1. Components

Board: it is a rectangle subdivided into squares with different shades of blue. In the instructions of each one of the scenarios, the initial position of the participating ships that make up both fleets is defined, citing the vertical squares alphabetically: ▶

UNITS KEY

Unit class — front

- C: Ensign
- Ga: Galleass
- F: Fanal
- G: Galley
- Gl: Galiot

Back

- Holy League
- Ottoman

MARKER TYPES

- **DC** — Damage to Cask (Hull)
- **DT** — Damage to Troops (Crew Factor)
- **DP** — Holy League Detain Prey
- **DP** — Ottoman Detain Prey
- **FU** — Fire Underway
- **T** — Turn counter
- Escuadra — Holy League
- Escuadra — Ottoman
- Escuadra / Escuadra / Escuadra / Escuadra — Squads identification

Coastal fortress, Hisar marker

Hisar

Figure 1

TAIF CARDS

Types
Front

PONENTINA   VENECIANA   BERBERISCA

Banners   Banners   Banners

Backside

Los amos del horizonte   *Los amos del horizonte*

Figure 2

A, B, C, D, E and F and the horizontals in numerical form 1, 2, 3, 4. 5. 6. 7 and 8.

Each square of the board depending on its color can contain a certain number of ships that is counted by the draft number of each ship. An F square (strong blue), can contain 10 points per side, an M (medium blue), 9 points per side and a C (light blue), 6 points per side.

Hisar Marker: It is the size of a square on the map and represents artillery armed fortresses and will be used if the scenario so specifies.

Counters and markers
See figure 1 (on previous page):

Ships: show their name and the factor values of the Troop/crew and Cask (hull). They are identified by their yellow background for the units of the Holy League (Christian) and green for the Ottomans (Muslim).
Damage to Troops/Crew Factor, (DT): numbered from 1 to 5. Determines the ability of a ship to withstand Troop/crew casualties.
Cask (Hull) damage Damage to Cask, (DC): numbered from 1 to 5. It is the damage capacity that the ship's cask / hull can withstand.
Detain Prey, (DP): capture crews that Detain the enemy ships known as Prey. They are identified by a stripe of the same color as the ship counters on their side: yellow for the Holy League and green for the Ottomans.

Fire Underway, (FU): used to indicate that the ship has a fire somewhere on board.

Squads (Escuadra): four per side, distinguished by the colored band at the top of the ship counters: red, yellow, blue and gray.
Turn, (T): turn counter.

Other elements
Taif Cards: three per side; Ponentina, Berberisca and Veneciana, (see figure 2). Additionally, a six-sided die will be required for the game.

2. Types of ships and characteristics:

Galeot, (Gl): has 2 Troop/crew factors and can withstand up to 3 points of Cask/hull damage. Its movement capacity is 2 squares per activation, which can be horizontally and vertically or diagonally, although both movements cannot be combined in an activation: That is, if it moves one square diagonally, it must move the next one diagonally, although it is not necessary to move both squares, as movement is never mandatory. It has a draft value of 2 (Draft is the depth of keel below the waterline) at the time of establishing the number of ships of each type that can be in each square, (see Row)

Galley, (G): has 3 Troop/crew factors and can withstand up to 4 points of hull damage, has a movement capacity of 1 square, always horizontally or vertically. It has a value of 3 draft.

Fanal, (F): has 4 crew factors, can withstand up to 5 Cask damage points and has a movement capacity of 1 square, always horizontally or vertically. In this category are also the Captains or Ensigns (C). They have a draft value of 4.

Galeazas, or Galleass (Ga): have 5 crew factors, can withstand up to 6 cask/hull damage points and its ability to move is 1 square. But to carry it out they must roll a dice: if you get a result of 5 or 6 (Xaloc, a warm wind), it can make the movement in the same way as Galleys or Fanales. But any other result makes the Galeaza/Galleass remain in the square, (Drifting). It has a draft value of 5.

3. Start of the game

Once you have chosen the scenario and established your side, each player places his ships in the squares according to the specific rules of the scenario. Place your three Taif cards face down on your side of the game table. Then either player places the eight Square markers in an opaque container covered by some kind of fabric to hide the order in which they will come out of it.

The Turn marker will then be placed on square 1 of the turn track and the game begins. Each scenario details how many turns it takes.

Development
Either of the two players chooses a marker from the aforementioned container and the Squad to which said marker belongs can: move, shoot or fight with all, some or none of their ships.

Each player's Fleet is made up of four Squads, (red, blue, yellow and gray). If as a result of the game on a given turn all the ships of a Squad are eliminated or captured, at the end of the turn their marker will no longer return to the opaque container.

In the first turn of any scenario, the 8 Squad markers must be played. From this turn onwards each time the red markers of both Fleets have been played the turn is over, regardless of whether there are markers from other Squads to play. Those played are then returned to the opaque container and mixed again, advancing one square on the turn counter and then starting a new turn.

If during the course of the game a player loses all the ships of his Red Squad, it will be his opponent who decides once the ships of his Red Squad have been played if the turn continues until all the markers have been played or the current turn is ended.

If both Fleets lose all the ships in their red Squads, turns will take place until all Squad markers are used up in the opaque container.

4. Row, Movement

The players in their activations can move the ships they have in each square, being able to move all, some or none of their ships, obviously always respecting the movement capacity of each type of ship. **See example 1.**

In the same square there can be ships of different squads of the same side and of its adversary, always respecting the draft limit of each type of square. Each of them may carry out a Boarding attack when their Squad is activated, but in the same space only one Big Cannon shot can be fired. ▸

In a square with ships of both players, one of them can leave it with any number of them as long as the number of markers of his Troop/crews at that moment is greater than or equal to those of his opponent: that is, the initial Troop/Crew factor number will be subtracted from the number of DT Troop/crew damage you have suffered so far. (Damage to Troops =DT)

Exception.- The Galeotas can leave a square at will or cross another occupied by enemy ships in their movement of two squares, always respecting the draft of each square.

Live Rowing
In a Squad activation, a player can choose not to make a Big Cannon (Shot), and so obtain an extra point of movement to enter a square containing enemy ship / s and must compulsorily carry out a Boarding attack on any one of them.

Exception.- Squares containing Galeotas (Gl) or Galeazas (Ga) cannot carry out Live Rowing.

Complete Rowing
A ship /or ships that start its movement in an empty space free of enemy ships and end it in another free of them and do not take a Big Cannon shot are entitled to 2 extra points of movement; (The Galeotas have: 4 and the Galley, Fanales and Capitanas/Ensigns: 3). Galleasses can move a square without the need for a die roll.

5. Big Cannon Shot

All ships except the Galeotas have the ability to fire. You fire from square to square. That is, the number of ships in the firing player's square does not matter, only a single shot is fired on a square that is free between the shooter's line and his ships target. You can fire on squares that also contain ships of your own side.

Cannon Shots cannot be fired from a square containing enemy ships. The shot should always be set on a straight horizontal or vertical line.

Exception.- The Galleasses can also establish straight and diagonal shots.

The maximum distance of a shot is 3 squares. When the shot is fired at this maximum distance of 3, the target square cannot contain its own ships (friendly fire!).

It is not possible to fire at a distance of 0, that is to say, in the same square as the ships that are firing the shot.

Process.
The player shuffles his Taif cards face down, he picks the top one and turns it over. If the distance in squares that separates him from his objective coincides with the number of banners at the base of the card, the player has achieved a hit. Then he choose his target among the enemy ships of the target square, if the distance is two or three squares the target receives a Cask/Hull Damage marker (DC) (Damage to Cask). If the distance is only 1 square the firing player rolls a die; on a result of 1, 2, or 3 the target receives a Damage to Cask marker. On a result of 4, 5, or 6, the target ship receives a Crew Damage (DT=Damage to Troops) marker.

Once a ship exceeds its Cask Damage limit it will immediately sink, surrender to its adversary and count as such in the Victory Points calculation.

Each time a hit is made on a ship that already has Cask Damage, the firing player rolls a die; with an even result: 2,4,6. the target ship receives a Fire Underway marker (FU) that stacks on top of the ship.

On hits made at 1 square distance and when the die roll has resulted in Damage to Troops/crew, the target ship will automatically receive a Fire Underway marker (FU).

If the card you picked failed to hit, (odd result, 1,3,5) but it is the "Ponentina" the player has the right to pick up a second card from his deck, although previously he must shuffle the three cards again and try to hit with the new second card.

If a ship has Damage to Troop/Crew (DT)

markers that exceed its Troop/Crew factor, each positive shot causes Damage to the Cask (Hull) automatically. If this ship has a Fire Underway marker / s, the die roll is not necessary and a new Fire Underway marker is added automatically, (see Daxa).

6. Boarding, Combat.

The Boarding Combat is always voluntary and always occurs in a square occupied by both players. Only one ship from each Squad can make one attack per square.

Design note: if several ships from different Squads coincide in a square, when each of them is activated by its marker, it will be able to carry out a Boarding Combat attack against the same enemy ship as previously attacked or against one that its player deems appropriate.

A ship that has Damage to Troops/ Crew markers that exceed its limit cannot perform a Boarding Combat.

Drifting,
You must define which of your own ships and which enemy ship you with to attack before carrying out the Boarding Combat.

Process:
The attacking player selects one of his Taif cards looking at its face side and places it in front of him face down, while the defender does the same. Both players show in unison which ones they have chosen and establish the result according to the following premises:

The Ponentina card beats the Venetian.
The Venetian beats the Berberisca.
The Berberisca beats the Ponentina.

If the attacker wins, it forces the defender to put a Damage to Troops/Crew (DT) marker ▶

Example 1. Row, Movement

A player has a Galeaza, a Galley and a Galeota in Square B3. He rolls the die to see if he can move the Galeaza and gets a 4 so the latter must remain in the square, (remember that he could only move if he obtained a 5 or 6) the Galley moves one square horizontally and the Galeota two squares diagonally.
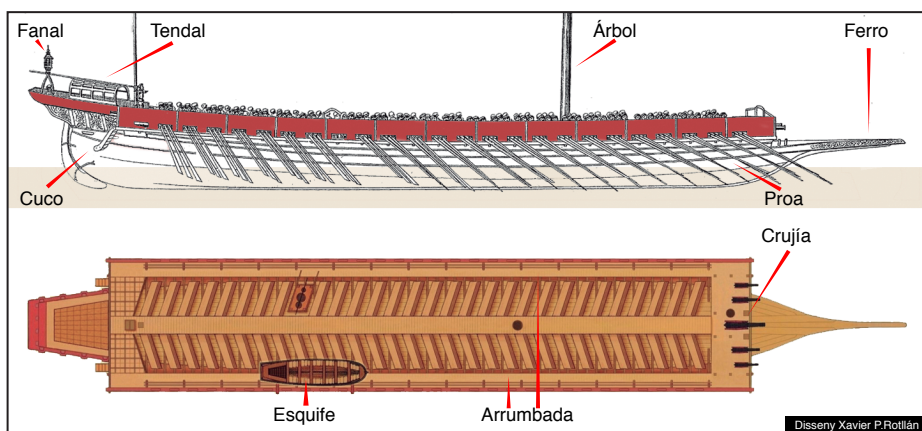
Fanal Tendal Árbol Ferro
Cuco Proa
Crujía
Esquife Arrumbada
Diseny Xavier P.Rotllán
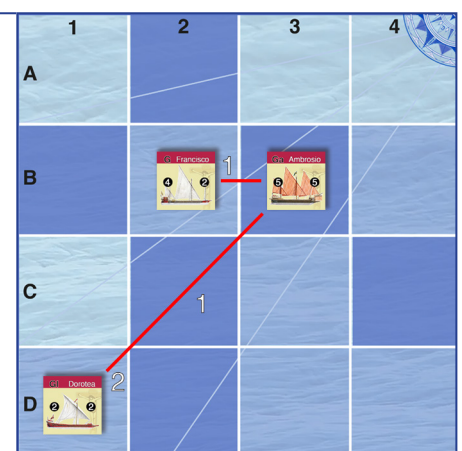
Diagram and main parts of the Galleys

In case both players have chosen the same card or the defender has beaten the attacker, the latter can opt for a second round of combat but in this case if he draws there will be no third round, and if the defender defeats him, it will be the attacking ship that must place a Damage to Troops/Crew (DT) marker.

When an attacking ship is superior to the defending ship, (the order from highest to lowest is: Ensign/Captain, Galeaza, Fanal, Galley and Galeota) and after winning the first combat round, the player can continue with a second round, but in this case, if the defender ties or defeats him, it will be the attacker who suffers a Damage to Troops/Crew marker. If the defender wins, the attacker must add another Damage to Troops/Crew marker in addition to the initial one.

7. (DP) Detain Prey or Prize: Capture Crew.

When a ship has exceeded the damage limit on its Troop/Crew Rating it is considered Adrift/Drifting. The opponent can transfer 1 point of its DPs (Damage to Troops) to that ship (it does not need to be from a ship that starred in the Boarding). It will be considered captured, but its accounting will not be effective until it leaves the board on the deployment side of its new owner. This is the only exception for a ship to leave the game board.

Process.

Any of the player's ships that caused the situation places a 1 DT (Damage to Troop/Crew) marker and places it under his ship and takes another 1 DT marker from the markers off the board that he stacks on top of the Drifting enemy galley.

In the common phase, the captured ships of both players will initiate a retreat movement with an extra +1 to their Rowing capacity:

Galeota will move 3 squares.
Galleys and Fanals 2.
Galeazas 1 square without the need to make a Xaloc (Warm wind) roll.

The player, who was the former owner of the ships, can try to recover or sink them by taking a Big Cannon shot to try and sink them (sunken ships generally score less than captured ones). In the event of the end of the game, a ship with a DT that has not left its side of the board will not count for its captor.

8. Skiff

A player may choose not to fight in a space when activating one of his Squads in order to transfer Damage to Troop/Crew markers DT from one ship to another, with the exception that a ship of his own cannot be left Adrift by transferring too many DT markers.

Exception: a ship with 1 or more Fire Underway markers has no crew transfer limits, (Water rather than fire!).

Skiffs can go to ships of different Squads.

Common phase
A player is automatically victorious if, at the end of any turn, he has sunk and captured all of the enemy ships or all of them are Drifting. Both players have a common phase of Fires Underway and to Row away the enemy ships captured in the combats.

9. Daxa (Axe)
At the end of each turn, both players will roll a die for each of his ships that has 1 or more Fire Underway markers. With a result of 4, 5 or 6 the marker will be removed. One must roll a die for each marker. If unsuccessful, (results 1,2 or 3) add another Fire marker. When these exceed the Damage to Cask limit, the ship is destroyed and will be eliminated

from the game. It will count as sunk when Victory Points are counted.

10. Rabble

At the end of each turn, the Holy League player rolls a die for each enemy ship that only needs one Damage Troop/Crew DT marker to reach Drifting state. With a result of 1 or 2 the captive rowers rise up and take control. A Holy League DT marker is stacked on top of the ship.

The ship will then head to the Holy League side of the board to leave it and will be counted as captured. The old owner can sink it through the Big Cannon shot or try to recover it through Boarding. In this latter case and if successful, he will have to make use of a Skiff to transport his crew. At the end of each turn until the ships leave the board, their movements are governed by those listed in the Detain Prey teams section.

A ship will remain Adrift, as long as no player brings a ship with which to make a Skiff boarding or DP to be able to man it. A ship that is Drifting cannot take a Big cannon shot.

11. Optional rules

11.1 Janissaries vs Veteran Tercios
Optional rule: if both players so agree, the crews of their Ensigns/Capitanas and of Fanals, can make these troops elite.

Effects: every time a ship suffers Damage to Troops/Crew from Boarding attempts, its player rolls a die and with the results: 1 or 6 the ship is exempted from taking the DT marker.

In case of opting for this rule, the designated ships cannot receive Skiffs.

12. End of the game.

Once the turns established by the scenario played are finished, both players proceed to count the number of Victory Points to find the winner. Establish the result of losses caused to your opponent.

Process.
They will add the total number of ships sunk to the opponent and the ships captured according to their class and also the number of Rais or Sopra sunk or captured, (see scenarios). ▶
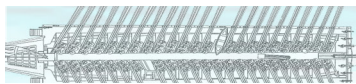
The Rais / Supra do not bring any positive factors to your ship.

Each player has 2 different squares on the board to place both sunken and captured ships and thus be able to count them at the end of the scenario.

13. Scenarios

In general
Each scenario details the number of ships and their initial deployment, and the player chooses from the available squares how to compose each Squad. The number and name of Rais or Sopra, the number of turns, the special rules, if any, and the victory points at the end of the scenario are also detailed.

The Christian player is always the first one to deploy his ships on the board.

Rais / Sopra: at the beginning of the game each player writes on a piece of paper which Galley, Ensign or Fanal each of their Rais will go in, (Ottoman side), or Sopra (Holy League). One per ship. They cannot be included in Galeazas or Galeotas. The two papers will be placed in a container, without either of the players being able to consult it until the end of the last turn in which both will check if any extra point belongs to them for their capture or sinking.

1.- Near the Charon, Lepanto 1571.

Historical introduction: A fierce and stubborn battle from power to power in the Greek waters of the Gulf of Patras, (Lepanto, the current Nafaktos is ten kilometers to the East on the North shore) in which the Christian Fleet, performed great feats gaining a resounding and decisive victory, although apparently inconsequential, represents the starting point of the slow but inexorable decline of the Imperial Ottoman Fleet. The participation and mutilation of Miguel de Cervantes aboard La Marquesa in the Doria squad is well known(see Lepanto in LyW). At the same time and on the same day as the conclusion of the battle, Pius V was talking to his secretary in Rome ...suddenly he ordered silence and leaned out of a window oriented towards the East, after several minutes of silence he exclaimed: "It is not time for business, but to thank God for the victory achieved over the Turks!" The news of the overwhelming triumph reached the Eternal City twenty days later ...

Deployment:
Holy League Fleet:

Red squad deploys in C2, D2, C3 and D3: Ambrosio, La Real, Santiago, Toscana, Ventura, Perla and Grifona.
Sopra: Juan and Veniero.
Yellow squad deploys in A1, A2, A3, B2: Sicilia, Furia, Fuego, Triton, Guzmana, Gitana and Granada.
Sopra: Barbarigo and Contarini.
Blue squad: deploy in E2, F12 and F3: Pisani, Mundo, Marchioness, Fortuna, Leona and Doncella.
Sopra: Doria.
Gray squad deploys in C1 and D1: San Juan, Barzana, Sol and Señora.
Sopra: Álvaro and Giustiniani

Ottoman Fleet:
Red squad deploys on C6, C7, D6 and D7: Sultana, Kos, Dardagan, Karaperi, Bekthas, Agdagi, Celebi, and Orphan.
Rais: Ali and Pertev.
Yellow squad deploys on A6, A7, A8 and B7: Argapa, Darius, Hyder, Azuz, Hazeri, Postana, Ghazni and Dromus.
Rais: Sulik and Hassan.
Blue squad deploys in F5, F6, F7 and E7: Kasam, Kiafi, Talagi, Salabati, Macazir, Piriman, Hasul, Chios, Tursun and Nasur.
Rais: Uluch and Kodia.
Gray squad deploys in C8 and D8: Karacosa, Bagli and Drazed; Rais: Amurat.

Turns: 14

Special Rules: The two Galleasses display: one in C4 and the other in F4.

Victory Points:
1 per Galeota.
2 per Galley.
3 per Fanal and Galeazas.
5 per Ensign / Captain.
To all this add:
1 per captured Galeota.
3 per Galley and Fanal.
5 per Galeaza and Capitana.
Per Sopra sunk or captured:
Juan 5, Álvaro 4, Doria 4, Giustiniani 4, Veniero 3, Barbarigo 3 and Contarini 2.
Rais: Ali 5, Uluch 4, Kodia 4, Pertev 3, Sulick 3, Hassan 2 and Murad 2.

2.- Double game in the Gulf of Arta, Preveza 1538.

Historical introduction: a precocious Holy League is theoretically expecting to plunge into the depths the entire plethora of corsairs led by the most famous of the Barbarossa brothers, (Khair al Din) whom they will find in the same setting as the famous battle

Lepanto Walls. Photo author.

Cervantes monument in Lepanto. Photo author.

of Actium, (Octavian against Marco Antonio and Cleopatra 31 BC). Despite having a clear superiority, Doria will not know or will not be able to coordinate his squads,due in part to the justifiable hatred he encouraged between Venetians and Spaniards; he will sacrifice eight Spanish galleys knowing that they will never shy away from a combat and his only objective will be trying to hunt down the greatest admiral of the Mediterranean of all time. An objective that was not even remotely within his reach, losing a battle that a priori he had won, fuelling rumours of a secret collusion with his adversary. "Who forgives a thief, a thousand escudos will receive!"

Deployment:
Holy League Fleet:
Red squad deploys in B3, C3, D3 and E3: Ambrosio, Nicolás, Toscana, Ventura and Perla.
Sopra: Doria and Capello.
Gray squad deploys in B4, C4, D4 and E4: San Juan, Trinidad, 2 Manos, Sol and Doncella.
Sopra: Maneo and Didier.
Yellow squad deploys in B2, C2, D2 and E2: Duodo, Fuego, Furia, Triton and Gitana.
Sopra: Gonzaga, and Grimani.
Blue squad deploys in B1, C1 and D1: Pisani, Mundo, Leona, Fortuna and Doncella.
Sopra: Figueroa, and Condalmiero. ▶

Préveza bay, Greece. Photo author.

Zonchio coast, Greece. Photo author.

Ottoman Fleet:
Red squad deploys in C5, C6, D5 and D6: Sultana, Kos, Hamagi, Celebi and Kiafar. Rais: Khair and Cafer.
Gray squad deploys on A8, C8 and D8: Kaira, Marmara, Karacosa, Herus and Hanachi, Rais: Güzel and Saban.
Yellow Squad deploys in A5, A6 and B7: Karamus, Argapa, Darius, Azuz, Postana and Hazeri.
Rais: Sinan and Murad.
Blue squad deploys in F5, F6 and E7: Kasam, Nasur, Macazir, Chios, Tursun, and Hazul.
Rais: Dragut and Salih.

Turns: 12.

Victory Points:
1 point for Galley.
2 per Fanal.
4 per Galeaza.
5 per Captain.
Add:
1 extra point for each ship captured including Galeotas.
For each Rais or Sopra sunk or captured: Andrea, Khair 5, Dragut, Didier 4, the rest of Sopra / Rais 3 points each.

3.- Toast to Neptune, Cerino 1572.

Historical introduction: the year after the victory of Lepanto, the Holy League continued without a well-defined objective or common will due to the conflicting interests of its members. On the Ottoman side, it is true that its fleet had been rebuilt with troops similar in size to those of the previous campaign, but its quality was negligible in materials and especially human material, (practically at a minimum) so much so that its new Kapudan Pacha Uluc , (now called Kiliç, saber) will only dare to make feints, on an incomplete Holy

League that still lacked the 54 galleys of its admiral Don Juan, repeating the mistake of his predecessor of not beating its components separately and preventing a concentration.

Deployment :
Holy League Fleet:
Red squad deploys in C2, C4 and C5: Nicolás, Toscana and Perla.
Gray squad deploys in B1, B3 and B7: Patrona, 2 Manos and Doncella.
Yellow squad deploys in A1 and A2: Fuego, Furia and Sicilia.
Blue squad deploys on A6 and A7: Doncella, Leona, Fortuna and San Pedro.

Ottoman Fleet:
Red Squad deploys in E3, E7, F1 and F2: Sultana, Karaperi, Agdagi, Kiafar, Kurtopru, and Alendar.
Gray squad deploys in F4, F5 and F6: Bagli, Drazed, Nurali, Hanachi and Herus.
Yellow squad deploys at C8, E8 and F8: Hazeri, Dromus and Darius.
Blue squad deploys in D1, E4 and E6: Nasur, Salabati and Macazir.

Turns: 10.
Special Rules: Hisar, (Ottoman side) place a marker on square F7.

Effects: no ship can enter this land space; Galeotas cannot jump over or on it.

In each activation of a Squad of their side they can carry out a Big Cannon shot with the same benefits as the Galleasses, (horizontal, vertical and diagonal) their range is 4 squares, to hit they must draw the Taif Card with the 3 banners. For failed shots on targets that are 1 or 2 squares away, you are automatically entitled to a second card.

Victory Points:
This scenario has no extra points for Rais or Sopra.
Each captured Fanal or Ensign/Captain counts as 5 VP.
Each ship sunk as 3.
Galleys 3 points if it is captured and 2 if it is sunk.
1 point for each Galeota sunk or captured.

4.- Burnt beards and bruised arms. Navarino 1572.

Historical introduction: Don Juan finally reunited at his anchorage in Corfu, he will try by all means to make his enemies, who are stranded between Moron and Navarino but protected by strong coastal batteries, deploy to

sea for battle. Leaving a maimed ship, (under sail) as bait that tempts the very essence of his corsair opponent, who goes out to capture it, but his instinct makes him soon see the trap and order a general retreat towards the safe coast. Only the Fanal of the grandson of the Great Barbarossa can be captured by the authentic scourge of the Berbers, Álvaro de Bazán.

Deployment:
Holy League Fleet:
Red squad deploys in B1, B2 and B3: La Real, Nicolás and Toscana, Sopra: Juan.
Gray squad deploys in A5, B5 and B6: San Juan, Patrona, 2 Manos and Doncella. Sopra: Bazán.
Yellow squad deploys in A2, C2 and C4: Fuego, Furia, Guzmana and Duodo.
Blue squad deploys in D1, E1 and F1: Mundo, Pisani, Fortuna and San Pedro.

Ottoman Fleet:
Red squad deploys in F4, F5 and F6: Sultana, Kos, Hamagi and Alendar. Rais: Keliç.
Gray squad deploys in A8, B8, C8: Bagli, Drazed, Nurali, Hanachi.
Yellow Squad deploys on E5, D6, and B7: Postana, Ghazni, Hazeri, Dromus, and Darius. Rais: Hassan. Blue squad deploys at E7, E8 and F8: Nasur, Kasam, Salabati and Talagi.

Turns: 9.
Special Rules: Hisar, (Ottoman side) deploys at F8.

Victory Points:
Capture of Ensigns/Capitanas. Galeazas or Fanales: 5 points.
Galleys: 3 points.
Galeota: 1 point.
Capture or sink a Rais / Sopra:
Keliç and Juan 8 points, Bazán 7 and Hassan 6.

5.- Missed opportunity. Zonchio 1499.

Historical introduction: La Serenísima at the gates of the 16th century, will lose a golden opportunity to delay some thirty or forty years the entry into the Central and Western Mediterranean of the still little experienced Ottoman Fleet, just before its destabilizing alliance with the Berbers provide them with an unmatched marine Numidian cavalry. The person responsible for this will be Admiral Grimani, who will tolerate Andrea Loredan leaving the line to engage in a petulant and narcissistic duel that will engulf the ▶
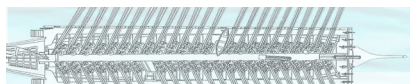
great ships of both sides and that in the Venetian case would have had to be used as battering rams to break the line for the infiltration of the Galleys. The latter will remain waiting to the point that crews and galley ships will shout in unison: "Hang them, hang them!" in reference to the cowardly proceedings of his Sopracomitres. The children of the city of canals will annoy by shouting: "Antonio Grimani failure of Christians, ruin of Venetians!" and despite this, he managed to be appointed Doge in 1521.

Deployment:
Venetian Fleet:
Red squad deploys in B1, B3 and B4:
Ambrosio, Nicolás, Jerónimo and Dorotea.
Sopra: Grimani.
Yellow squad deploys in A2, A8 and B3:
Duodo, Furia, Triton and Gitana
Sopra: Alvise.
Gray squad deploys in A1, C1 and A3:
Trinidad, Doncella and Sol.
Sopra: Armer
Blue Squad deploys in E1, E2 and E3:
Pisani, Marchioness, Doncella and Leona.
Sopra: Andrea.

Ottoman Fleet:
Red Squad deploys in F6, F7 and F8:
Sultana, Kos, Hamagi and Dardagan.
Rais: Daud, and Borrak.
Yellow squad deploys at E6, E8 and E7:
Argapa, Hyder, Postana and Ghazni.
Rais: Kemal.
Gray squad deploys at D6 and D8:
Kaida, Marmara Bagli and Nurali.
Rais: Ogli.
Blue Squad deploys in F1, F2 and F3:
Kasam, Kiafi, Piriman, Hazul, Chios.
Rais: Boltha.

Turns: 11.

Special rules:
Ships.- Galleasses do not have to make the die roll for their activation, but if one moves, they cannot fire their main Big cannon.

Loredan
Historical note: This egomaniacal character almost caused the disaster of the Venetian Fleet by disobeying orders and leaving the line. The Galeaza Ambrosio has to position itself at the start of the game on square C4.

Victory Points:
Capture or sinking of any Rais or Sopra: 5 points.

Khair al Din (Barbarrosa) defeat the Holy Leage fleet at Préveza. Naval Turkish Museum - Estambul.

Galeazas and Ensigns / Capitanas: 5 points.
Fanals and Galleys: 3 points.
Galeotas: 1 point.

6.- The conquest of the sea of spices. Dio 1509.

Historical introduction: located at the southern end of the Kathiawar peninsula in Gujarat (India), the island will be the framework where the commercial hegemony of the maritime route in the Indian Ocean will be elucidated; The Turks will support the Mamluks of Egypt in the attempt to expel the Farans (Westerners) from that hitherto private market and eliminate intermediaries, that is, them. But the Portuguese victory will give them absolute dominance until the later arrival of the Dutch, English and French.

Deployment:
Portuguese Fleet:
Red squad deploys in A2, B1 and A1:
Ambrosio, Santiago and Jerónimo.
Sopra: Almeida.
Gray squad deploys in B3 and C2:
Patrona, Sol and Trinidad.
Yellow squad deploys on D2, C4 and C3:
Duodo, Sicilia and Guzmana.
Sopra: Silveida.
Blue squad B4, D4 and E4:
Pisani, Mundo and Leona.

Ottoman Fleet:
Red squad deploys in A6, A8 and B7:
Sultana, Damad, Celebi and Kaifar.
Rais: Hassan.
Gray squad deploys in F1, F2 and F3:
Bagli, Drazed, Nurali and Hanachi.
Yellow squad deploys at C6, D6 and E7:
Dromus, Hazeri, Ghazni and Azuz.
Rais: Sulei.
Blue squad deploys in D8, E8 and F8:
Piriman, Hazul, Tursun and Kasam.
Rais: Zofar.

Turns: 11.
Special rules: Galleons.- Galleas do not need the die roll to move a square in the activation of their Squad.
Hisar (Ottoman side).- Dio, fortress deployed in square A7.

Victory Points:
Sinking of:
Ensigns / Capitanas, Galeazas and Fanales: 5 points.
Galleys: 3 points.
Galeotas: 1 point.
Add 1 extra point for: each captured ship.
Sinking or capture of the Sopra:
Almeida: 6 points, Silveida: 3; Hassan: 4, Zofar: 3 and Sulei: 2.

7.- El Mitjorn de Cachidiablo. Formentera 1529.

Historical introduction: After the sacking of Cullera, the feared Rais Aydin known as Cachidiablo, is put to flight by the troops of Gilabert de Centelles. Soon eight Galleys of Rodrigo de Portuondo who were patrolling between the Gulf of León and the Costa Brava, come to pursue the corsairs whom a strong wind from Mitjorn has diverted to the waters of the smallest of the Pitiusas. The Captain of Portuondo (who will die in combat), and who together with another ship stand out in their desire for revenge, but are quickly ambushed and captured. With their prey now under the flag of the Crescent, they turn against the rest of the pursuers, and only one of them escapes to tell the terrible tale.
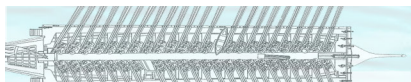
Deployment:
Holy League:
Red squad on C4 and D4:
Jerónimo and Nicolás.
Sopra: Mendoza.
Yellow squad on A1 and B1:
Fuego and Guzmana.
Blue squad in C1 and D1:

Mundo and San Pedro.
Sopra: Centelles.
Gray squad in E1 and F1:
Patrona, 2 Manos and Doncella.

Ottoman Fleet:
Red squad on C7 and D7:
Orphan, Kurtopru, Kiafar and Alendar.
Rais: Aydin.
Yellow squad on A6 and B7:
Postana, Hazeri, Dromus and Ghazni.
Gray squad on F6 and E7:
Nurali, Hanachi and Marmara.
Rais: Salih.
Blue squad on C8 and D8.
Hazul and Chios.

Special rules:
The Rabble rules also include the Ottoman player.
Captured and used Christian Galleys can perform shots with their main cannon and Boardings with their new owners. At the end of the scenario if they have an Ottoman DP marker, they will count as captured.

Turns: 10.
Victory Points:
Each sunken or captured Galeota: 1 point.
Each Sunken Galley: 2 points.

Add:
Galley captured: 2 points.
Sink or capture: Aydin 5 points, Salih 4 points, Mendoza 3 points, Centelles 2 points.

8.- Lack of Fortune.
Girolata 1540.

Andrea Doria before the avalanche of the Ottoman Fleet, divided his own fleet into different missions: protection of the Balearic Islands and the Spanish Levant, custody of the Amalfi and Calabrian coast; patrolling of Sicilia and Malta, reconnaissance of the ports

Andrea Doria by Sebastiano del Piombo, 1526.

of Barbary and that of his nephew who had to annihilate "the Devil's Mockery": Dragut. They will learn of his misdeeds in Corsica and when they hear the cannon shots of his attack on the island of Caprera, they will discreetly follow him to Cap Corse and his refuge in Cala Girolata. There they will surprise part of their crews in the distribution of the loot, but the audacious and fearsome Rais will believe he has numerical superiority and will launch himself at full Row speed, without realizing that the Requesens ships in the windward will attack him from the West. He will try to turn to make his way through Gianettino's ships, but a volley will knock him onto a bank of oars. Some time later the knight of Malta will recognize him tied to the oar; Jean Parisot de la Valette, (founder of the capital years later) will sarcastically question him: "Well, well Mr. Dragut, fortunes of war?" The corsair with a smile from ear to ear will answer him: "Only lack of fortune!"

His mentor Khair, (Barbarossa) will rescue him for 3500 escudos, a highly criticized ransom that had the Gran Doria put up with criticism and expletives and being accused of hidden deals. The truth is that he only wanted to ensure a similar treatment for his relatives in the always pilgrim work of a sea of pirates.

Deployment:
Holy League Fleet:
Red squad deploys in C1, C2, C3 and C4:
La Real, Santiago, Toscana Ventura.
Sopra: Berenguer.
Gray squad deploys in B1, B2, B3 and B4:
San Juan, Trinidad and Señora.
Yellow squad deploys in A1, A2, A3, A4:
Sicilia and Gitana.
Sopra: Giorgio.
Blue Squad deploys in any square of the other three Squads respecting the rules for setting the squares:
Leona, Marquesa y Doncella.

Ottoman Fleet.
Red squad deploys in F1, F2 and F4:
Sultana, Kos, Kiafar and Orphan.
Yellow squad deploys in E1 and E2:
Hyder and Darius.
Gray squad deploys at E3 and E4:
Marmara and Nurali.
Blue Squad deploys in F3:
Macazir and Chios.

Turns: 8.

Special rules:
Torgud.- Historical note: known in Christen-

dom as Dragut, he died in the great siege of Malta in 1565. The Rais must be placed in any of its four Squadrons.

Bonifacio.- The squares of the columns from 5 to 8 cannot be used in this scenario, which is limited to the squares of the columns from 1 to 4.

Victory Points:
Sink or capture any ship: 4 points, except the Galleotas that add up to 2.
Capture or sinking of Dragut: 7 points, Berenguer 4 and Giorgio 3.

9.- Between two waters.
Alboran 1540.

Historical introduction: After spending the night on the beach of La Herradura (Malaga), Ali Hamet's corsair fleet heads to Gibraltar landing in the East (now Catalan Bay), attacking the population by surprise and looting the town despite not having been able to assault its castle. The game is delayed due to the management of the collection of the ransoms for the captives, a much more profitable and practical system than taking them to the baths of Algiers and trying to make a profit at auction or keeping them awaiting money that they may well obtain "in situ".

Alerted Bernardino de Mendoza will lay an ambush for them on the island of Alboran awaiting the return cabotage (trip) of the mangy pirates. These trusting in their supposed invincibility will not shy away from combat and their pride will be their downfall.

Deployment:
Holy League Fleet:
Red squad deploys in F1, F2 and F4:
Santiago, Nicolás, Francisco and Dorotea.
Sopra: Bernardino.
Blue squad deploys in A1, A2, A3 and A4:
Mundo, Doncella, San Pedro and Fortuna.
Sopra: Guerra.
Yellow squad deploys in C2, D2 and D1:
Sicilia, Granada, Furia, Fuego and Guzmana.
Sopra: Enriquez.

Ottoman Fleet:
Red squad deploys in C6 and D6: Sultana, Celebi, Nasur, Orphan. Rais: Hamet. Blue Squad deploys in F6, E7 and D8: Kasam, Talagi and Tursun. Rais: Kara. Yellow squad deploys in A6 and B7: Argapa Hyder and Hazeri. Rais: Mani.

Turns: 10.

Special rules:
The Gray Squads are not used in this scenario.

Victory Points:
Capture or sinking of any Sopra / Rais: 5 points.
Capture of Ensign / Captain, Fanal: 4 points
Galley Capture: 2 points.
Capture or sinking of Galeotas: 1 point.

10.- La Sol, the Prince of sugar mills and 500 escudos. Cadaqués 1575.

Historical introduction: Miguel de Cervantes's military journey will not end in Lepanto, but will follow Don Juan in Cerino and Tunisia. Garrisoned in Italy, he is notified that his company will soon be destined for Flanders, so he decides to move from Genoa to Barcelona to Madrid, where he will request a captain's place due to the services rendered. However, after passing Cap de Creus his destiny will take a twist, where five years of harsh captivity awaits him in the franchise of hell for Christians who do not deny their faith: Algiers. There they valued him according to the captured documentation and the letters of recommendation, as a notable person at 500 escudos. An amount that his family will take five years to collect after much effort and trouble.

Deployment:
Holy League Fleet:
Red squad deploys in B7 and C5: Luna and Dorotea. Yellow squad deploys at A6 and C8: Guzmana and Granada. Gray squad deploys in A5 and B8: Sol and Señora. Blue squad; deploys in A7 and C6: Fortuna and Doncella.

Ottoman Fleet:
Red Squad deploys in F5 and D8: Hamagi and Alendar.
Rais: Maní.
Yellow squad deploys at D5, D6 and F8: Hazeri, Ghazni and Dromus.
Rais: Tabak.
Gray squad deploys in E5, F6: Drazed, Nurali and Hanachi.
Blue squad deploys at D7, E6 and E8: Piriman, Hazul and Tursun.

Turns: 9.

Special rules:
Quijote.- The Sopra Rodrigo and Miguel can go in any of the Galleys either separately or in one of them together.

Landing and combat. Cornelis de Wael, 17th Century,. Prado Museum (Madrid).

Costa Brava.- The squares in columns 1 to 4 cannot be used in this scenario, which is limited to those in columns 5 to 8.

Tramontana.- In the initial deployment each square mentioned must be occupied by a ship.

Victory Points:
Capture or sinking of Mani and Tabak: 4 points. Rodrigo 2 and Miguel 5 points.

11.- The court of Lucifer. Ponza 1552.

Historical introduction: the most advantageous cub of the Barbarossa was undoubtedly Torgud (Dragut), a profile without God or master, who in this campaign as in the next two will be aided by the French Fleet, which will contribute without any scruples to the enslavement of thousands of Christians. The Doria family with the Grimaldi will meet them near the islands of Ponza and Terracina, losing around a dozen ships, a slight loss given their numerical inferiority. After that the razzia will head towards Reggio in Calabria and Mallorca retiring to winter at the island of Chios in the Aegean.

The following year Dragut will punish the Gulf of Genoa and the island of Elba, so that the troops can set foot on the island of Corsica their true objective. In 1554, fully aware of the particular Gallic interests, he ostentatiously delayed in their aid, a fact that would mean that in the following campaign he was not the Kapudan Pasha. After all, the position of Pashalik (governor) of Tripoli (Libya) was his real dream.

Deployment:
Holy League Fleet:
Gray squad deploys in F1, F2 and F3: Sol, Patrona, San Juan y Señora.
Sopra: Antonio.

Yellow squad deploys at E3, F4 and F5: Duodo, Gitana, Fuego, Tritón, Guzmana and Sicilia.
Sopra: Grimaldi and Giovanni.
Blue squad deploys in B1, B3, B4 and C2: Doncella, Leona, Fortuna, Mundo, San Pedro, Pisani and Marquesa.
Sopra: Parisot and Andrea.

Ottoman Fleet:
Gray squad deploys in C5, D6 and D8: Kaida, Marmara, Karacosa, Herus, Bagli, Drazed, and Nurali.
Rais: Luetz and Gassul.
Yellow squad deploys on D5, E5 and E6: Karamus, Argapa, Darius, Hyder and Azus.
Rais: Dragut.
Blue squad deploys in C8, D7 and E8: Kasam, Kiafi, Salabati, Talagi, Macazir and Nasur.
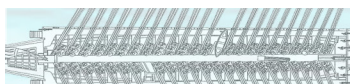Rais: Sinan and Ros.

Turns: 12.

Special rules:
In this scenario, the red Squads are not used, ▶

Dragut Reis By Ali Sami Boyer'in. 1914. Military Museum Estambul.

Burj-er-Roos, or The Tower of Skulls, engraving by Sir Grenville T. Temple, Bart. (1841)

Isla de los Lotófagos.- In each turn the first Holy League Squad that is activated, must roll a die for each ship. If an even result is achieved (2,4,6), it may move from its square. If odd numbers occur (1,3,5), no. If you can do Big Cannon shots and Boarding attacks.

Victory Points:
Sink: Ensigns / Capitanas, Sopra or Rais: 5 points.
Capture: Ensigns / Capitanas, Sopra or Rais: 6 points.
Sink: Fanales 4 points.
Capture: Fanales 3 points.
Sink or capture: Galleys or Galeotas 2 points.

13.- Kalbs fi Saitan.
Kefalonia 1564.

Historical introduction: Dogs of the Devil, the response of Christianity to the Berber plague were the Knights Hospitallers, later Knights of Rhodes and finally of Malta, who baptised their ships "The Religion", but their "modus vivendi" was none other than piracy in all its facets, including slavery that will survive until the 18th century. The most prominent of "its stars" in this period was Mathurin de Romegas and his most famous blow was the attack on an Imperial Fleet that was returning from Egypt to the capital of the Bosphorus. After its defeat and capture the loot will be materially fabulous for the quantity that It contained of the Pashalik of Rhodes and Alexandria, the personal treasure of the Chief of the Topkapi eunuchs, (Palace of the cannon, Istanbul) and the nurse of "la valide" (Favorite) Mirmah. Angered, Suleiman the Magnificent (Katibun, legislator for the Turks), will only manage to articulate: "I will destroy that rock of the Dogs ...!".

Deployment:
Knights of San Juan Fleet:
Red squad deploys in F1, F2 and F3:
Santiago, Francisco, Luna and Granada.
Sopra: Romegas.
Gray Squad deploys at E3 and E4:
San Juan, Trinidad and Señora.
Yellow squad deploys at D5 and D6:
Sicilia, Tritón and Gitana.
Blue Squad deploys in E6, E7 and E8:
Mundo, San Pedro and Doncella.

Ottoman Fleet:
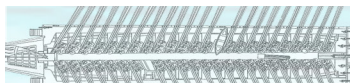Red Squad deploys in A1, A2 and A3:
Karaperi, Bekthas, Nasur and Kiafar.
Gray squad deploys on A6, A7 and A8:
Marmara, Karakosa, Hanachi and Bagli.
Yellow squad deploys in C4 and C2:
Azuz, Postana and Dromuz. ▶

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therefore in each turn the remaining six Squads will be played.

Ponza and Terracina.- Fortresses of the Holy League located in squares A7 and F7. They only have a range of two squares and can only make a Main Big Cannon shot in one activation of their Squads per turn; specifically the first one that comes out of the opaque container.

"France my nature, Italy my good fortune".- In the same space in which ships of the Gray Squadron and any other of the Ottoman Fleet (yellow or blue) coexist, only those of the Gray Squadron may perform a boarding attack.

Victory Points:
Capture or sinking of Dragut: 10 points, Luets or Gassul: 7, Sinan: 6 and Ros: 3; Antonio 9 points, Parisot 8, Grimaldi 7, Andrea 5 and Giovanni 4.

12.- The Tower of the Skulls.
The Gelves 1560.

Historical introduction: the dishonorable loss of Tripoli by the Knights of Malta and the desire to recover the place again by the latter will be the pretext to be used by "the Prudent King" (Philip II), for the congregation of a motley fleet under the command of the incapable Duke of Medinacelli. On a previous stop they will drop anchor in the current Tozeur, in those times Yerba, (phonetic corruption of the Arabic: Ruin) where they will let two Galeotas escape and then waste time on the construction of a fort in Homd Soluk. One of the Galeotas was commanded by Eludj, the fearsome Calabrian renegade Uluch, commander of the left wing in Lepanto. He will quickly reach the capital and convince Kapudan Pasha Piali of the need to attack immediately. The Ottoman Fleet will complete the journey in just 20 days and will surprise its enemies totally in disarray, most

captains only worrying about their own safety: like Andrea Doria who will flee to the mainland abandoning his galley and his men, (a sample of which will be his later performance in Lepanto, again right in front of Uluch). The garrison of the fort will be starved and the illustrious prisoners transferred to Istanbul awaiting a huge ransom; the soldiers being beheaded and their skulls used to build a Dantesque Tower: Burj al Rus that will remain sinisterly standing until the middle of the 19th century.

Deployment:
Holy League Fleet:
Red squad; deploys in any box in column 8:
La Real, Santiago, Toscana, Perla and Dorotea.
Sopra: Andrea.
Yellow squad, deploy in any space in column 6:
Sicilia, Tritón, Guzmana, Doncella and Gitana.
Sopra: Sande.
Blue squad, deploy in A5 and F5:
Mundo, San Pedro, Fortuna, Doncella and Marquesa. Sopra: Silva.

Ottoman Fleet:
Red squad deploys in B3, B5 and B6:
Sultana, Kos, Damad, Celebi and Alendar.
Rais: Pialí.
Yellow squad, deploy in A1, A2 and A3:
Karamus, Argapa, Darius, Hazeri and Dromus.
Rais: Dragut.
Blue squad, deploys in E1, E2 and F1:
Kasam, Salabati, Talagi, Macazir and Hazul.
Rais: Eludj.

Turns: 12.

Special rules:
Gray Squads are not included in this scenario.

Blue squad deploys in C7 and B5: Macazir, Piriman and Tursun.

Turns: 9.

Special rules:
Haram (Forbidden) .- The Ottoman player must write 4 names of his Galeotas, these will make up the wealth of the Seraglio of the Sublime Gate and will be kept in the same place where the paper of Sopra Romegas is deposited.

Cocas.- The Galeotas of the Ottoman player reduce their movement capacity to 1 square and cannot move diagonally.

Victory Points:
Capture or sink Sopra Romegas: 12 points.
Capture or sink Fanal or Galley: 3 points.
Sink one of the Haram Galeotas: 4 points ,.
Capture one of the Galeotas of Haram: 5 points.

14.- Cape Corvo.
Samos 1613.

Historical introduction: Octavio de Aragón set sail for the Aegean. South of Samos, he was informed of the presence of the Sinari Ottomans in the vicinity. Crossing the Strait of Micala, he reached the vicinity of Cape Corvo, where the Ottoman Navy was anchored. Having been warned of the presence of the sinister and famous Rais by a skiff, he ordered the attack of his Ensign / Captain ship, and followed by the entire fleet approached the Ottoman formation and rammed his flagship galley. After three hours of combat, Sinari surrendered his galley, being followed by his second in command and four more galleys, the rest managed to flee, by rowing flat out.

Deployment:
Spanish fleet:
Red squad deploys in C4 and C5:
Santiago, Nicolás and Francisco.
Sopra: Octavio.
Yellow squad deploys on D4 and D5:
Sicilia and Triton.
Blue Squad: Mundo deploys in E5, San Pedro and Leona in E6.
Sopra: Rivera.

Ottoman Fleet:
Red squad deploys in C1, D1 and E1:
Kos and Hamagia.
Rais: Sinari.
Yellow squad deploys in F4 and F5:
Karamuz and Azuz.

Naval combat, Spanish vs Ottomans. Cornelis de Wael, 17th Century. Prado Musuem (Madrid).

Blue squad deploys in C8, D8 and E8:
Salabati, Talagi, Macazir, Hazul and Chios.
Rais: Mahamet.

Turns: 10.

Special rules:
Galleons.- All Spanish Fanales (F) have the same cannon fire capacity as if they were Galeazas (Ga).
Duke of Osuna.- The Ottoman player deploys first.

Tercios de Mar.- All Spanish Fanales crews are veteran Tercio troops, (see optional rule).

Sadiks / Amicci.- On turn five enter the two gray squads from both sides:
Spanish fleet: Squares A1 and A8:
Sol, Patrona and Doncella.
Ottoman Fleet: spaces F1 and F8:
Herus, Karacosa and Bagli

At the beginning of turn five, place the two Squad markers in the opaque container, before the first activation.

Victory Points:
Sunken Galley: 2 points.
Galley captured: 4 points.
Sunken Fanales: 3 points
Fanales captured: 5 points.
Galeota sunk or captured: 1 point.
Rais: Mahamet 3 points and Sinari 5
Sopra: Octavio 6 points and Rivera 4. ■

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