Roman Seas is a series of historically accurate 1/300th (6mm) scale PDF ancient Roman period ship and building models. Roman Seas is designed for the gamer who always wanted to have large scale ancient Roman models, but could never afford them nor had the time to paint them. All Roman Seas models are quick, easy and cheap to make. Print and build as many as you need!

The Roman Navy Set

There are six ship classes within the Roman Naval Set and these include the main Roman fleet flagship: the Hexeres, the main Roman warship: the Quinquireme, the Quadreme, the Trireme, the Liburnian and the Hemoila. Historically, the Romans modeled their Quinquireme after captured Carthaginian Quinquireme warships, which explains why the two navies look so similar. We have taken a lot of time incorporating historically accurate features into our Roman Seas models. Much of this has come from Roman coins, wall and tomb relief art.

The Hemoila

The Hemoila ship design is thought to have been copied from the typical Mediterranean Sea pirate ship. As a Roman warship, the Hemoila was used as a light attack ship for hit-and-run and harassment tactics. This ship class disappears from major fleet rosters around 100 BC, but may have been retained as a light patrol boat in minor fleets. The Hemoila had up to 50 rowers and would have been very fast for its day, perhaps moving as fast as 8 knots per hour. It has recently been suggested that the middle oars may have been worked by two men per oar. There would have been fewer than 10 marines on this class of ship.

Seagoing Liburnian (Bireme)

Roman Liburnians (also called Biremes) and had two rows of rowers totaling between 50 and 100 men. The Liburnian was smaller than a Trireme and was primarily used as a scouting ship, and as a light, fast, patrol boat that could maneuver well in tight confined waters.
THE TRIREME
The Trireme was the workhorse of the Roman navy and was given tasks similar to that of the Napoleonic Sloop. It was used as a convoy escort, a scout, a raiding vessel, etc, but was not considered a ship of the line. The Trireme made an ideal fleet scout because of it’s speed and the height of it’s mast. In large naval battles, it was usually sent to the rear or flanks, as it was not expected to stand up to the larger fleet ships. The Trireme was equipped with some artillery, but was too light to use ship towers.

THE QUADREME
The Quadreme is often associated with river or minor fleets, where it was often employed as a primary fleet ship. In the larger fleets, the Quadreme played only a minor roll as it was thought inferior to larger ships. It is similar in length and width to the Trireme, and although fast, it was considered to be slightly slower than the Trireme (the Quadreme had more rowers that a Trireme, but fewer oars). The Quadreme normally carried a contingent of around 30 marines, which was more than a Trireme, and could be doubled or maybe even tripled for short durations.

THE QUINQUIREME
The Roman Quinquireme was the main Roman warship and fully capable of carrying towers and artillery. This ship had a permanent contingent of around 40 marines, but this number could be increased temporarily to 120. At the start of the First Punic War, the Quinquireme was equipped with a Corvus (shown on bow of the model below).

THE HEXERES
The Hexeres was the main Roman fleet flagship and the largest ship class in the Roman navy. Only one or two of these ships would have been present within the same Roman Fleet, and would have been an admiral’s personal flagship. The Hexeres was fully capable of carrying towers and artillery.

The Hexeres had a permanent contingent of around 60 marines, which could be increased to as many as 150 in emergencies. Julius Caesar’s fleet commander, Decimus Brutus’ personal ship was a Hexeres. In one battle, Brutus brought his flagship into a battle that was going poorly, and, without support of any other ship in his fleet, personally turned the tide of battle. The Hexeres was a ship to be feared.
The Roman Seas Roman Navy Set includes a number of extra PDF files and bonuses:

- **Sails**: All ship models come with sails giving you the option of building your ship models with or without sails and masts. Historically, Roman ships did not enter combat with sails and masts, as the sails and mast would make the vessel top heavy during tricky, tight maneuvering. Sails and masts were usually left ashore if possible, but if the ship were on convoy duty, masts and sails were usually stored away on the deck, quite possibly on special storage a rack.

- **Theme Colors**: The Roman Navy set comes in two base color themes: Red and Blue. These two colour themes are offered to those who want to distinguish between two fleets of opposing Roman ships, perhaps refighting one of the numerous Roman Civil Wars at sea.

- **Ship Towers**: Ship towers may be added to ship models larger than a Trireme as permanently, or as a removable add-on.

- **Corvus (Raven)**: A Corvus model can be added to Roman Quinquireme warships to reenact the naval battles fought against Carthage during the First Punic War.

- **Officer Quarters**: Officer quarters may be placed at the rear of a ship model, although they were usually removed prior to entering into combat.

- **Fighting Deck Option**: (for the First Punic War 264-241 BC, and the Second Punic War 218-202 BC). Optional fighting decks: semi-cataphract and full cataphract decks are given for all applicable warships. This feature can be alternated easily and quickly between games.
The Carthaginians and the Romans fought many naval engagements during the First Punic War (264-241 BC) and Second Punic War (218-202 BC). The Carthaginians relied heavily on mercenary soldiers to fill the ranks of their fleet marines and used traditional “Greek” style fighting tactics, which places a heavy emphasis on maneuvering and ramming, as well as launching missile attacks (hit-and-run style fighting). Because hand-to-hand fighting was usually avoided, Carthaginian marines were all lightly armored. This differed greatly from the fighting style of the Romans which was based heavily on boarding, hand-to-hand actions. Now you can recreate the naval battles of the First and Second Punic Wars and decide for yourself, who’s system of fighting was superior and who should rule the seas.

The Carthaginian Naval Set includes five ship classes and these are: the main Carthaginian warship, the Quinquireme, the Quadreme, the Trireme, the Bireme and the Monoreme. We have taken extra care researching Carthaginian ships to incorporate historically accurate features into our Carthaginian ship models.

All Carthaginian ships come with optional sails, fighting decks, and Officer Quarters. You may place these onto your ship models as you see fit.
Mark Anthony, after learning of the defeat of Sextus Pompeius’ fleet at the hands of Octavian and Agrippa in 36 B.C., concluded that Sextus was defeated because his ships were smaller than those of his enemy. Anthony decided that in order to defeat Octavian and Agrippa, he needed a navy of large ships. To this end, Anthony had a fleet of ships constructed that were 5 banks and larger in size with his personal flagship being a 10 bank ship, crammed with over 200 marines. Anthony’s fleet possessed several of these monster ships, with the most common warship being the Octaries, a large 8 bank warship. The typical main Roman warship of this period was only a 5 bank ship.

Now you can recreate these epic naval battles and decide for yourself: Can Mark Anthony’s fleets of giants from a bygone age defeat a major Roman fleet?

This set of ships come with optional ship sails and large and small fighting towers.

Barbarians vs Rome Navy Set

The Barbarians vs Rome Navy Set includes the ships of the barbarian enemies of Rome, such as the Veneti warships of 56BC, and ending with the Saxon/Frank ships that were raiding Roman Britain in 3rd and 4th Century AD. The Roman ships in this set are the typical Roman designs that following 31BC, when the Romans started downsizing her warship sizes to those of the smaller fighting ships designed specifically to combat pirates and barbarian raiders.

Roman Patrol/Scout Ship

The Romans started placing a heavy emphasis on the use of light patrol/scout ships around 200AD to patrol coastlines and river ways to counter the numerous pirates and roving sea raiders who were using similar small warships. The Romans used these light craft to seek out the enemy, to trail them, report on their movements, and even attack them if circumstances were right. The Romans went so far as to even paint their patrol/scout ships a sea blue color, which also included dying the sails and the clothing of the crews and marines. A very early attempt at camouflage.

A Roman period patrol/scout ship was found intact in the ancient harbor of Pisa, Italy in 1996 and a working, full scale replica was constructed as a result. This is the first and only Roman warship to have been found intact.
River Liburnian

Roman River Liburnian was a semi-cataphract vessel, meaning the crew had partial protection from an upper deck. This vessel was lighter vessel than the seagoing Liburnian, and as a result could be better maneuvered in shallow, tight waters of river ways. The main function of the Liburnian was to function as a patrol boat, and carry dispatches up and down major and minor rivers on and along the frontier.

Trireme Flagship

As the Roman navy started to adopt smaller ships, there was still a need for fleet flagships. This model represents a Roman Trireme flagship from the 1st and 2nd Century AD, or it could also be used as a flagship within a minor Roman fleet from the 1st Century BC.

Liburnian Flagship

As the Roman navy started to adopt even smaller ships from the 2nd Century AD onward, the fleet admiral still demanded a ship from which to command the action. This model represents a Roman Liburnian flagship of the 3rd and 4th Century AD. This is the sort of ship the would have fought in the waters in and around Roman Britain against the various raiding and invading tribes.

The Veneti Warship

In 56 BC, Julius Caesar fought a large naval battle against a tribe of seafaring barbarians, the Veneti. Because fighting the Veneti from land would have proved difficult, due to very rough terrain, it was decided to fight them at sea instead. Unlike Romans ships, Veneti ships were sailing ships that were specifically designed to ply the waters in and around the North Sea and channel, which was often rough and dangerous. Veneti ships were impervious to running aground because of their heavy timber construction, which also made them impervious to being rammed. Their ships rode so high in the water that they actually towered over the much lower Roman ships. The resulting battle was not an easy fight for the Romans. The Veneti were expert seamen who used very different fighting tactics than those of the Romans. Can you defeat the Romans using the fighting men and ships of the Veneti?
THE SAXON RAIDERS

Is it not strange that even though there were several tribes attacking, raiding and invading Roman Britain during the 3rd and 4th Century AD, that we only remember the Saxons and perhaps the Franks? Roman Britain was being besieged on all sides by numerous tribes, many of whom attacked by sea. The most famous, of course, were the Saxons, who later became the Anglo-Saxons (the Angles were yet another tribe of invaders).

Although many people think of Saxon ships as being a graceful and a pleasurable ship to sail on a raid, they were not quite as elegant as the later Viking ships that followed 400 years later, although these were the ancestors of those same ships.

THE MERCHANT SHIP SET

Adding merchant ships to a wargame greatly increases your gaming possibilities. Battles involving convoys were probably the most common scenarios fought out at sea during this period. There are five ship types in the merchant ship set and these are the: Cortiba, small merchant ship, coastal trader and small and large Actuaria (oared merchant ships).

THE CORTIBA

The Cortiba was the largest cargo ship of the Roman period some measuring as long as 270 feet. It was not a fast vessel, taking as long as a two or three months to travel from Egypt to Rome, but they were probably the most important of all cargo ships because they brought corn (wheat) to the Roman markets.

THE SMALL MERCHANT SHIP

The work horse of the Roman period were the small merchant ships that plied the waters wherever there was a need to move cargo across a body of water. In times of war, these ships were often comended and used as military transports to move horses, men, food stuffs etc.

COASTAL TRADERS

The coastal trader is a cargo ship that traveled up and down the river water ways and along the relatively safe coastal routes. Often built with a low freeboard, these ship generally could not take the rough seas of the open waters.
The Actuaria

The Actuaria was a relatively fast ship, being propelled by both sails and oars. It was a merchant ship that did not rely entirely upon wind power alone, and therefore could move almost anywhere at anytime fairly quickly. It’s main drawback was that it required a larger crew, and therefore profits were potentially less, but since the craft could move fast, it could beat out its competition to the market place and that could translate into higher prices for it’s cargo.

The small Actuaria was designed to take maximum advantage of its ability to move cargos to market quickly before conventional sailing merchant ships could arrive causing market prices to fall.

It is rumored that it was a small Actuaria that started the second Punic War. Before the start of the war, Romans knew that Carthage, Roman’s main rival, was gaining in strength and was once more was posing a threat to trade, but most people assumed that Carthage was too far away to be of a real threat. When a Roman senator held a single olive his hand during a senatorial meeting, and pointed out that this olive had been brought to Rome by way of a small Actuaria from Carthage in only three days, his message was clear: If an olive can reach Rome in only three days, then so could a Carthaginian war fleet. War was declared and the Second Punic War began.

The Large Actuaria was a large oared merchant ship that is thought to have been a coastal trader as it may not have been designed to ply the open seas. Instead, these vessels may have been restricted to the calmer waters of shorelines and bays. This ship class was often used in times of war as a military transport, even by the ancient Greeks, not only because they were long and wide, but also because they had a shallow draft. These ships were designed to land on beaches, and once ashore, because of their low freeboard, could be quickly and easily unloaded. Julius Caesar was said to have used these vessels during his invasion of Britain.

Both small and large Actuaria class ships were said to have seen brief employment in the Roman navy from time to time. When Julius Caesar was besieged in Alexandria, along with Cleopatra, his general, Domitius Calvinus, drew a fleet of ships together and with these sent reinforcements and supplies to Caesar from Greece. A number of these ships were Actuaria, with strengthened bows that would allow the ships to ram, although it is thought that since these ships lacked the speed of a true warship, any resulting ram attacks would have been fairly ineffectual.
Roman Seas is a fast-paced, dynamic, multi-player miniatures game designed for use with 6mm (1/300th) scale ship models and miniatures, and played on a hex grid game board. Roman Seas is designed to allow each player to control a squadron of two to ten ships. Players will be able to recreate small naval actions from the start of the first Punic War when Rome constructed its first major fleets (264 BC), to Actium (31 BC), to the effective end of the Roman Navy (400 AD).

**Roman Seas rulebook information:**
- **Book:** 8.5 x 11 inch perfect bound binding
- **Cover:** Soft cover; full color
- **Interior Pages:** 34 pages with full color photos, charts/tables & graphic elements
- **CD ROM:** The Roman Seas rulebook comes with a CD containing game components in PDF

Roman Seas rules are specifically designed to be played using ship models and miniatures on a hex game board. Playing on a hex game board allows players to move their fleets quickly and easily, speeding up game play, which is why Roman Seas plays fast. Although designed for use with 1/300th (6mm) scale ship models and miniatures, Roman Seas works with virtually any ship model miniatures scale. Hex grid game mats can be purchased directly from Hotz Mats (www.hotzmats.com).
- 438 pre-filled Ship Roster Cards on 73 pages allowing players to print and play quickly.
- 180 partly filled Ship Roster Cards on 30 pages, allowing players to quickly and easily customize their own Roman Seas ships.
- Blank Ship Roster Cards: for total customization.
- 2D Ship Counters: Carthaginian, Roman (two sets for Roman civil war games), Veneti, Saxon, Merchant and Mark Anthony’s ships, allowing players to print, cutout and play quickly and economically (281 counters in total).
- 2D Ship Counters without game data so they can be used with any board game rules system.
- Cheat Sheets: the most commonly use charts/table are easily printed onto a 2-sided card page.
- PDF Hex Game Boards: 16 sizes/two hex orientations in both North American & European printable paper sizes (A4 to A0 or 8.5 x 11 in to 24 x 36 in); hex boards have 25mm (1 inch) hexes, which are ideal for the PDF Roman Seas board game components. Take the PDF files to Staples/Office Depot (or the equivalent) for printing and laminating in poster sizes, or tile print them to construct a game board.
- PDF Wind Direction Templates: two sizes.
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ROMAN BUILDING SET 2

ROMAN VILLA

ROMAN VILLA

ROMAN VILLA

ROMAN TEMPLES

ROMAN APARTMENTS

ROMAN SHOPS

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ROMAN BUILDING SET 4

MILITARY HOSPITAL (FRONT VIEW)

MILITARY HOSPITAL (REAR-SIDE VIEW)

MILITARY HORSE STABLES

MILITARY HEADQUARTERS

GRANARY

PHOTO IMAGES OF COMPLETED BUILDING MODELS
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ROMAN FORTIFICATION SET 2

LARGE TOWER WITH TYPE 1 WALLS

LARGE TOWER WITH TYPE 2 WALLS

LARGE TOWER WITH OPTIONAL ROOF AND SHORT WALLS

PHOTO IMAGES OF COMPLETED FORTIFICATION MODELS

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ROMAN FORTIFICATION SET 3
Gate Houses

MAIN GATE HOUSE

LARGE GATE HOUSE

RECESSED GATE HOUSE (FRONT VIEW)

RECESSED GATE HOUSE (REAR VIEW)

SMALL TOWER GATE HOUSE

LARGE TOWER GATE HOUSE

PHOTO IMAGES
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OPTIONAL TILED ROOFS
FOR LARGE AND
SMALL TOWERS

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ROMAN FORTIFICATION SET 5
LONG WALLS/90 DEGREE WALL

5 INCH LENGTH WALL SECTION
(Four Variations Are Given)

5 INCH LENGTH WALL SECTION
(Four Variations Are Given)

90° ANGLE WALL

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