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DIEKPLOUS! - UNDERSTANDING ANCIENT NAVAL WARFARE THROUGH SIMULATIONS (JORIT WINTJES)

Throughout Greek and Roman history, naval warfare played a prominent role. Gaining, exerting and contesting sea power was an important characteristic of many a conflict from the Archaic period right down to Late Antiquity; indeed, from the Persian to the Punic wars, contesting control of the sea was often at the very centre of the conflict. Yet despite its importance naval power in general and naval action in particular is extremely poorly understood, and already the most basic questions regarding an ancient naval action - what could and what did actually happen - remain to this day mostly unanswered. Operational details lie mostly in the dark; what little research has been done on the tactical employment of warships has focused almost exclusively on the trireme and naval warfare of the 5th c. BC (Lazenby 1987, Whitehead 1987, Holladay 1988, Morrison 1991, Taylor 2012).
