

PLAYING EQUIPMENT

Rules

Trireme has two separate sets of rules. First is the Fleet Game, an easier game recommended for beginners. The fleet game will also be interesting to experienced wargamers wishing a quicker game, or interested in playing larger battles.

The second set of rules is the Ship Game. This is a more complex game, Knowledge of the Fleet Game is not required for the Ship Game, but beginners are encouraged to master the Fleet Game before trying the Ship Game.

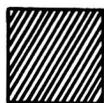
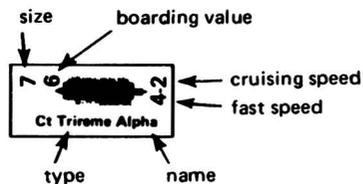
The best way to learn any set of wargame rules is to read them once quickly. Then start playing a game immediately. As you play, rules questions will come up. Refer back to the booklet for the answer to each question. This way, you learn the details as you play, and after a couple games the rules are second nature. Don't attempt to read the rules thoroughly once, memorizing them, and then play like an expert. Complex wargame rules, such as *Trireme*, should be learned progressively, through experience.

Counters

Punch out the two sheets of die-cut counters.

In the Ship Game, all information for each ship is recorded on the log pad. The die cut playing pieces are only used to show the current position of the ship, and to remind players about certain situations during the course of the game.

In the Fleet Game, all information for each ship is found directly on the counter, as shown below. The log pad is not used. The various extra sail, grappled, tired, marine group, etc. counters are used to show special situations as they occur.



Coastline Marker
(green)



Reef Marker
(green/blue)



Marine Group
← identifying letter



Oarsmen tired



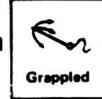
Boat Sail raised



Main Sail raised



Ship crippled



Ships grappled

Note: due to a proofing error, the yellow Lembi Theta counter has an incorrect size value of "2". The actual size value should be "1", like all other Lembi.

Ship counters are in three colors: red, yellow, and gray. Red and yellow fleets are exactly alike, and are a representative mix of ship types, based on the construction programs actually used by ancient navies. Gray ships represent special ships and

"neutral" types that can be added to either red or yellow (such as additional lembi, merchant ships, etc.). Similarly, the white marine group counters can be used as needed, like the gray ships.

Mapboard

The blue map sheet represents an area of ocean. Coastline and reef counters are placed on it to show the limits of the water area in various scenarios.

Charts

This summary chart sheet includes useful charts and tables for both the Fleet Game and the Ship Game.

Log Pad

This is used in the Ship Game only, to record information about each ship, including turn by turn movement orders. It is important that each ship have its own log entry, and be kept up to date for each ship. Players may photocopy additional log sheets from those provided, as desired and needed.

Other Equipment

One or more six-sided dice, marked in the normal fashion (1 through 6) are required. A pencil or pen for marking on the log pad, and for general notes, is also required.