

# TRIEME Ship Game Tables

## TURN PROCEDURE SUMMARY

- 01) Wind & Weather
- 02) Movement Orders
- 03) Simultaneous Movement
- 04) Drift Movement
- 05) Missiles
- 06) Grappling
- 07) Boarding Battles
- 08) Morale
- 09) Marine Groups
- 10) Degrappling
- 11) Cripple Recovery

## SIMULTANEOUS MOVEMENT STEP CHART

ship	ship moves on step:				
speed:	1	2	3	4	5
5 points	M	M	M	M	M
4 points	M	—	M	M	M
3 points	—	M	M	—	M
2 points	—	—	M	—	M
1 point	—	—	—	—	M

M = expend a MP that step

## HOLED TABLE

die roll	result
1	lose 1 pt men, crippled if in ram with larger ship
2	lose 1 pt men, crippled
3	-1 full speed, lose all equipment or crippled
4	-1 full speed, lose all equipment, -1 pt men, crippled if in ram with larger ship
5	-1 full speed, lose all equipment, -2 pts men, crippled, danger of sinking if already holed
6	-1 full speed, lose all equipment, -3 pts men, crippled, danger of sinking if already holed

## CRIPPLE RECOVERY

crew quality	dice roll:											
	2	3	4	5	6	7	8	9	10	11	12	
expert	A	—	—	—	—	—	R	R	R	Rsl	Rsl	
average	A	—	—	—	—	—	—	R	R	Rsl	Rsl	
green	A	—	—	—	—	—	—	—	R	Rsl	Rsl	
slave	A	—	—	—	—	—	—	—	—	Rsl	Rsl	

A = abandon ship

— = no recovery, may try again next turn

R = recovery

R = recovery, -1 from full speed (cruising speed)

## BOARDING BATTLE TABLE

die roll:	boarding factors:									
	1	2	3	4	5	10	15	20	25	
1	0	0	0	0	1	1	2	3	4	
2	0	0	0	1	1	2	3	4	5	
3	0	0	1	1	1	2	3	5	6	
4	0	0	1	1	1	3	4	5	7	
5	0	1	1	1	2	3	5	6	8	
6	1	1	1	2	2	4	5	7	8	

## REEF PASSAGE

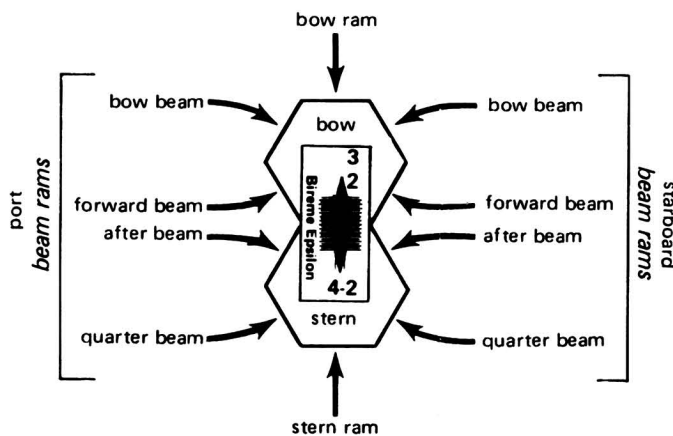
die roll	flooding tide	ebbing tide
3—	successfully passes	successfully passes
4	successfully passes	stopped
5	stopped	wrecked
6+	wrecked	wrecked

-1 ship is Lembi or Saxon

+1 ship C6,C7,C8,C9,C10,V4,M2

+2 ship C16,V6,M5

## RAM DIRECTIONS



always position the ship on the map as shown above, in two hexes, with the center across a single hexside.

## GRAPPLING

need 9 or higher, dice roll modifiers are:

- +3 grappling advantage
- +3 grappling friendly ship
- +1 in collision
- +1 target crippled
- +1 better crew
- 1 poorer crew
- 1 target at full speed
- 1 only oarsmen aboard
- 1 crippled
- +2 using iron hands (optional rules)

## DEGRAPPLING

need 9 or higher, dice roll modifiers are:

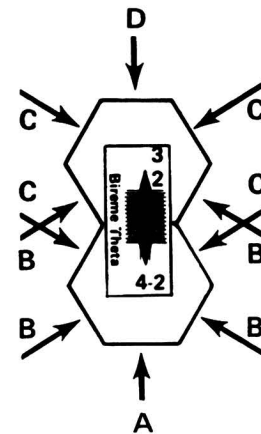
- +3 friendly ship
- +2 won boarding battle
- +1 better crew
- 1 inferior crew
- 3 enemy used corvus

## MORALE

Surrender after losing boarding battle on:

- 9, 10 if Expert
- 8, 9, 11 if Average
- 8-11 if Green
- 7-12 if Slave
- 3-5 if Holed (in addition to above)

## WIND & SAILING ATTITUDES



## FIRING MISSILES

Missile Marines: 1 Hex Range  
 Artillery Engines: 2 Hex Range  
 Need 5 or 6 to Hit  
 (4, 5, 6 if firing Missile Marine from Tower)