

DENOMINATION	MOVEMENT	MASS	STRUCTURE	HULL			ARMOUR SAVE	GOV
				FRONT	SIDE	BACK		
Hellenic Trireme	3"	6 (7)	3	6	6	6	6+	3

Ram - Add +1 to the Mass when ramming (already included on the profile). Benefit from +1 Armour saves against impacts received on the Front Hull.

Crew Slots (3) - The Hellenic Trireme is manned by 3 *armed Oarsmen* crew stands that can be upgraded with any of the options available on the fleet selector list of their corresponding city state.

Foredeck Slots (1) - Can select up to one foredeck upgrade from those available on the Ship Upgrades list.

CREW*	RESILIENCE	ARMOUR SAVE	AD/MOD	SD/MOD	RANGE
Armed Oarsmen	3	8+	3/-	-/-	-

NOTES



Mastery Level (Novice)

The starting Mastery level of the crew of a Hellenic Trireme is Novice (4+). This can be upgraded when assembling the fleet at the cost in points indicated in the rules.



DENOMINATION	MOVEMENT	MASS	STRUCTURE	HULL			ARMOUR SAVE	GOV
				FRONT	SIDE	BACK		
Hellenic Penteconter	3"	4 (5)	2	5	5	5	7+	2

Ram - Add +1 to the Mass when ramming (already included on the profile). Benefit from +1 Armour saves against impacts received on the Front Hull.

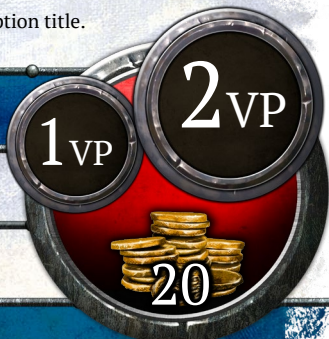
Swift - Instead of a captain's order, a Penteconter can resolve an additional manoeuvre action during the operations phase.

Small - When a Penteconter sinks, it only produces one of the two halves of the sink token to represent its smaller size.

Ship Upgrades - A Penteconter cannot receive ship upgrades with the *'Trireme'* keyword in their description title.

CREW*	RESILIENCE	ARMOUR SAVE	AD/MOD	SD/MOD	RANGE
Oarsmen	3	8+	3/-	-/-	-
Marines	3	7+	3/-	2/-	12"

NOTES



Mastery Level (Novice)

The starting Mastery level of the crew of a Hellenic Penteconter is Novice (4+). This can be upgraded following the rules for assembling a fleet.

Marines (+10 pts)

A Penteconter can be manned by a hand of well trained Marines instead of its basic crew of Oarsmen for an additional cost of 10 points.

