

Trireme by Tom Cartos

Triremes are exceptionally quick in the water due to the three banks of oars situated below the main deck. Although not suitable for long distance travel at sea, they are ideal warships in a pre-cannon age as their speed and manoeuvrability makes them strategically superior, and their prow ram can easily pierce and sink enemy ships. The upper deck is a flat platform designed for fighting and quick boarding of other vessels.

Grid Information

- **GRID SIZE – 34x22 (300DPI)**
- **VTT SIZE – 4760x3080 (140DPI)**
- **RECOMMENDED PRINT SIZE – A1/ANSI D**

Design Notes

Trireme

- **01 – Horator's Platform** – Most Triremes have two Horator's. The horator oversees and ensure the oarsmen are all keeping time and pulling their weight.
- **02 – Oarsmen Seats** – The oarsmen are stacked in three rows to minimise the amount of space needed.
- **03 – Anchor** – Dual anchors can be dropped from near the bow for a quick stop.
- **04 – Ram** – The heavy ram is the most valuable part of the ship. It has a vertical trident shape to maximise damage to enemy hulls, while still being able to detach without getting stuck.
- **05 – Master Horator's Drum** – The Master Horator keeps time for the oarsmen by beating the drums.
- **06 – Rudder** – The ship is steered using two large rudders.
- **07 – Fighting Platform** – The upper deck is completely flat with no sides and minimal obstacles. Its primary use is as a fighting platform.
- **08 – Sail** – Two large sails aid the oarsmen, but are less useful in combat.