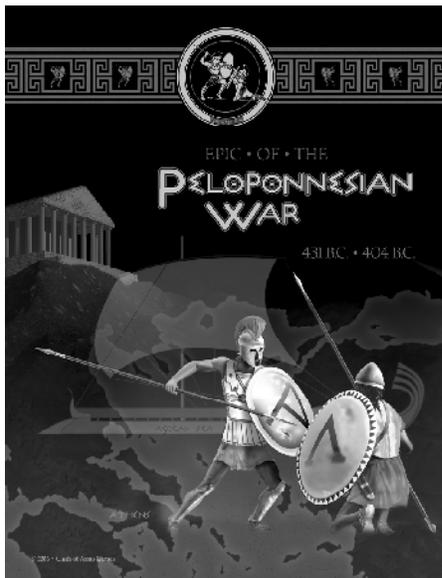# EPIC · OF · THE
PELOPONNESIAN WAR

431 B.C. · 404 B.C.

I. INTRODUCTION

The Epic of the Peloponnesian War is a recreation of the epic struggle between the city-states of Athens and Sparta in ancient Greece. The war begins with Athens at the height of its power, dominating the trade and politics of the entire Aegean, and dispensing the protection of its formidable navies to those "less fortunate" regions . . . for a price. What began as the Delian League, an Athenian-led alliance against Persia, has turned into an empire held together by the threat of force. All cities in the Athenian Empire are required to pay tribute to the government in Athens, and some are finding this tiresome in these calmer times.

Fearful of the growing power of the Athenians, many members of the Spartan-led Peloponnesian League have become increasingly hostile towards what they see as an Athenian bid to control all of Greece. The Spartan leadership of this League is based on the invincible reputation of their elite hoplite fighting force, which has never been defeated in open battle. However, the unity of the Peloponnesian League is hardly more secure than the Athenian Empire, as some members see more advantage in coming to terms with Athens than engaging in a prolonged war.

The stage is thus set for a war that spanned nearly thirty years in its entirety from first engagement in 431 BC to the eventual downfall of the Athens in 404. As the leader of the Athenian Empire, can you save Athens' glory from the Spartan onslaught? As the leader of the Peloponnesian League, can you free Greece from Athenian tyranny without destroying it in the process?

These rules are organized in the order of the turn sequence. Players new to **THE EPIC OF THE PELOPONNESIAN WAR** should read through the rules completely, and begin playing with the Argive League Scenario, which uses only the most basic rules. This will allow players to become familiar with the game mechanics before plunging into the full complexity of the rules and strategies of the Campaign Game and other scenarios.

II. RULES OF PLAY

1.0 COMPONENTS

1.1 Inventory

Each game contains:
1. Rulebook
2. Two Mapsheets
3. Two Counter Sheets with 560 Counters
4. Two Six Sided Dice
5. Two Packs of Cards forming 1 Deck of 120 Event Cards
6. Two Main Reference Sheets with Combat Charts on the Back
7. Two Leader Display Sheets (1 Athens, 1 Sparta/Thebes/Corinth)
8. Two Alliance & Militance tracks (1 Athens, 1 Sparta)
9. One Tribut Assessmant Chart
10. One Turn Sequence Chart

1.2 The Map

REGIONS

The map depicts Greece and the Aegean, divided up into 26 regions which represent the city-states of the Greek world in the 5th century BC: Achaea, Elis, Arcadia, Argolid, Corinth, Laconia, Epidaurus, Megarid, Attica, Boeotia, Euboea, Phocis/Locris, Aetolia, Acarnania, Epirus, Western Islands, Thessaly, Macedon, Chalcidice, Thrace, Hellespont, Lesbos, Chios, Samos, Rhodes, and Aegean Islands. Regions are defined by the heavy red lines on the map. Each region is either a part of the Athenian Empire or the Peloponnesian League. Control of these regions can change throughout the game.

UNINHABITED ISLANDS

Uninhabited islands are islands without cities. In general, they are not considered to belong to any region for game purposes, although they may be entered normally by either player's units.

AREAS

Two levels of subdivision are used for purposes of movement. The traditional hex grid is used to locate terrain features and for movement over small distances leading up to combat. Movement over large distances is governed by Areas, which can be either land or sea Areas. Land Areas always follow regional boundaries, and often conform to geographic features such as rivers or mountain ranges. Land Areas contain only land — coastlines are always Area boundaries. Sea Areas are the light-blue areas of water which border islands and coastlines. Thus islands are always considered separate land Areas. Some regions are a single land Area, while others may be divided into two or more.

OPEN SEA

Open Seas are the six large dark blue areas on the map: North Ionian Sea, South Ionian Sea, Sea of Crete, Carpathian Sea, South Aegean Sea, and North Aegean Sea. These waters were dangerous for the light Greek warships to cross, and all ships entering an Open Sea have a chance of being destroyed (see **16.4.6**).

PERSIA

The Persian Empire envelops the Greek-colonized coastline of Asia Minor. The cities of Dascylium, Pargamum, Sardis, and Smyrna, as well as all the connected land Areas outside of the red-bordered coastal enclaves are considered Persian territory. To clarify this explanation, Persia has only three coastal areas: between Chalcedon and the Area west of Cyzicus; between the two mainland Areas of Lesbos; Smyrna's Area. Neither Spartan nor Athenian units may enter these Areas unless specified by an active Event Card.

The two governors, or satraps, who ruled the region of the Persian Empire which is included in the game were engaged in a fierce rivalry throughout the period of the Peloponnesian War. Persia is therefore divided into the Satrapy of Tissaphernes and the Satrapy of Pharnabazus,

and unless specified by an active Event Card, units from one satrap cannot enter the Satrapy of the other.

SICILY

The off-map region of Sicily is represented by the "Sicily" box on the west edge of the map. Sicilian units may be activated by the play of Event Cards during the course of the game, and both players' units may move to and from Sicily from the coastal waters of Corcyra or the North Ionian Sea (see Section **19.0**).

FORCE POOL & BUILD POOL BOXES

Each region has a Force Pool and Build Pool box around the edge of the map. These are used to keep track of the status of that region's units. Sicily and Persia, two special regions, also have their own boxes in which to place their units and Event Cards when played.

LEADER POOL BOXES

Each player's Leader Pool holds the leaders which are available for use but have not yet entered play.

CITIES

Three sizes of cities are depicted on the map by circles of increasing size as shown in the following graphics:
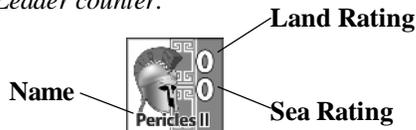
Small   Medium   Large

Port cities are designated by an anchor symbol, black names indicate walled cities, while unwalled cities have their names printed white with a black box surrounding the name. *City* is used in the rules to refer generally to any size city. When there is a need to specify different city sizes, they are referred to as small, medium, and large cities.

1.3 Playing Pieces

1.3.1 Playing pieces fall into three categories: leaders, units and markers. *Leaders* are printed in terracotta if they are Spartan, light blue if they are Athenian. *Units* refers to all the pieces capable of combat. Units have a red side and a blue side, used to indicate whether they are friendly to Sparta or Athens, respectively. All the other pieces used in the game are *markers*.
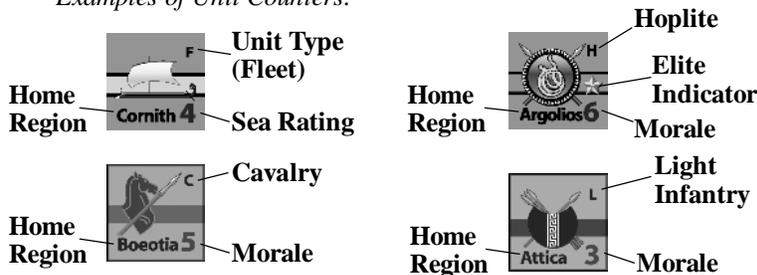
1.3.2 Leader counters represent historical generals and admirals who fought in the Peloponnesian War. Leaders allow more than one unit to move and fight together, and may advantageously effect combat odds. Each leader is placed on the map with an Army marker indicating the forces he controls (see **1.5**).

Example of a Leader counter:

Name — Land Rating / Sea Rating

1.3.3 There are four types of units: fleet, hoplite, cavalry, and light infantry. Fleet units represent 25 triremes, the light war galleys of the ancient Mediterranean, plus associated transport vessels. Hoplite units represent 1,000 heavily-armored Greek infantrymen. Each cavalry unit represents about 400 men and horses. Light infantry includes all types of more lightly armored foot soldiers, including missile troops and barbarians, each unit representing between 1,000 and 5,000 men.

Examples of Unit Counters:

1.3.4 Markers are used to indicate bases and fortifications on the map, control of captured cities, revolting cities, time for fortification completion, raiding, foraging, and destroyed city walls.

Please note that some of these markers are double-sided, and in some cases the sides are different.

1.4 Combat Card

The Combat Card contains the Combat Chart, a list of Combat Morale Modifiers, and the Combat Display. The Combat Display is used to keep track of the morale of all units during battles. Its use is fully explained in **17.6**.

1.5 Leader Display Sheet

The Leader Display is used to reduce the number of counters placed on the map. Units stacked with a leader should be placed in one of the Army boxes on the Leader Display Sheet. The "Army" marker corresponding to the units' box is placed on the map under the leader counter.

1.6 Regional Information Sheets

The regional Information Sheets are the Alegiance and Militance Level Charts and the Tribute Assessment Chart. These are used to keep track of all information about the regions in the game. Each player use their own Allegiance and Militance Sheet, and both plyers use the Tribute Assessment Sheet. Place the AL, ML and Tribute markers on the appropriate tracks as specified in the Scenario being used.

1.7 Event Cards

There are 120 Event Cards, which are used to bring historical and random events into game play. Their use is explained in **12.0**, and complete card descriptions are listed in **Appendix C**. In the event of a conflict between a Card and Appendix C, the latter is allways correct.

2.0 SET UP

2.1 Lay out the maps, the Combat Card, the Regional Information Sheet, and the Leader Display Sheets. Each player should also have a Reference Sheet which lists many of the charts and tables used during play.

2.2 Select a scenario and choose sides. New players should begin with the Argive League scenario or one of the "Fantasy" scenarios. Place leaders, units and markers on the map, information sheets, and in the Force and Build Pools as indicated by the scenario.

2.3 Remove Event Cards from the deck as specified by the scenario (if necessary) and shuffle the deck. Deal five Event cards face down to each player, exchanging any which specify "Play or Discard Immediately" or "Play Immediately" for a new card from the deck until both players have five cards. Reshuffle the deck.

2.4 Play begins with Spring Turn of the starting year specified in the scenario (skip the Yearly Start Phase on the first year of the game).

3.0 TURN SEQUENCE

3.1 Each game-year (except the first) begins with a Yearly Start Phase, in which players check regions for change of control and collect tribute from friendly regions.

Each year is then divided into four seasons, each of which begins with a Seasonal Turn in which players place or remove units from the map, supply them, resolve sieges, and play Event Cards.

Each Seasonal Turn is divided into three Campaign TURNS in which movement and combat take place.

3.2 Game Year

Yearly Start Phase:

1) Control check (**4.3**)
2) *Tribute assessment (5.3)*
3) *Tribute collection (5.4)*
4) Remove "Raided" markers from map

   Four Seasonal Turns (Spring, Summer, Fall, Winter) each broken down as follows:

   A) Revolt check (Athenian player only) (**6.0**)

   B) *Place units from Force Pool onto map, and/or remove units from map to Force Pool (7.3)*

   C) *Build units (move from Build Pool to Force Pool) or fortresses/bases (place on map) (7.5 - 7.7)*

   D) *Supply units (9.0)*

   E) *Resolve sieges (10.5)*

   F) Event Cards (**12.0**)

   a) Play Event Cards (alternate playing one card at a time until neither player wishes to play another card. The player controlling the most regions plays first)

   b) Draw Event Cards (play or discard those which must be acted on immediately, continue drawing until each player holds 5 cards, discard 2 cards from the deck face-down)

   G) Apply seasonal Allegiance and Militance adjustments (**13.0**). Each Seasonal Turn is followed by three **Campaign Turns**, each broken down as follows: [In Winter, roll as if Storms at Sea card was played. If Storms at Sea card(s) actually played, make additional roll(s).]

   a) *Raiding (15.0)*

   b) *Movement and combat (16.0 - 17.0)*

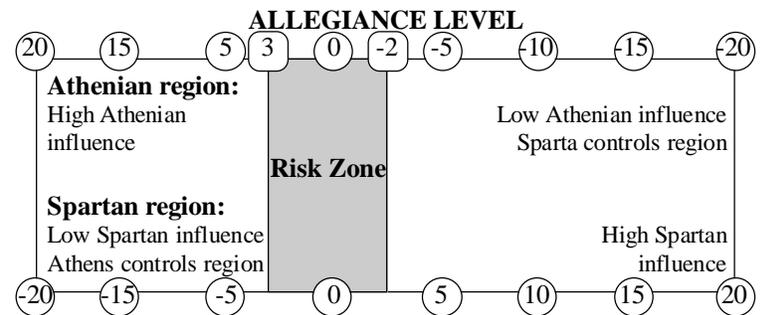5) When Winter phase is complete, begin a new year with step (1) of the Yearly Start Phase.

3.3 The *italicized items* above are the individual stages which are performed completely first by one player, then the other, with the player who controls the most regions going first (Athens moves first if both sides control the same number of regions). Other stages may be conducted by both players simultaneously or sequentially, if the players so choose.

3.4 The game continues until either the set number of years have passed (in the Argive League scenario) or a **Peace Embassy** Event Card is successful (in the Campaign Game). The game always ends immediately if either the city of Sparta or Athens is captured, or if either the Attica or Laconia region change control during a Yearly Start Phase.

4.0 CONTROL OF REGIONS

4.1 Allegiance Levels

Each region has an Allegiance Level (AL) which shows the level of political influence the controlling player has in that region. The maximum AL is 20; when an AL falls below 0, this is the equivalent of a positive AL for the opposing player. The AL in a region can never fall below -4. If a region's AL is less than -2 during the Yearly Start Phase, control of the region passes to the other player. Because of the nature of the Athenian empire, Athenian regions are especially vulnerable when they have a low AL. When the AL of an Athenian region falls between 3 to -2 (where control shifts to Sparta) *or below*, it is in the "risk zone" where **Rebellion Possible** Event Cards may be used, and where cities must be checked for *possible* revolt during the Yearly Start Phase.

ALLEGIANCE LEVEL

4.2 Militance Levels

Each region also has a Militance Level (ML) which tracks that region's willingness to participate in the war. Militance Levels range from 1 to 20. A high ML indicates that the region is eager for war; a low ML indicates war-weariness and an increasing unwillingness to contribute to the war effort. When a region's ML falls below 5, the controlling player can no longer build or place units in that region.

4.3 Determining Control of Regions

4.3.1 Control of regions is determined during the Yearly Start Phase. A region changes control when the Allegiance Level is less than -2. A change of control has the following effects:

   a) Transfer the region's Allegiance, Militance, and Tribute Assessment markers on the Regional Information Sheet to the player gaining control. The Allegiance Level is placed at the same level but on the opposite side of 0 (e.g. -3 become +3); Militance and Tribute Assessment are placed at the same levels (or the Tribute Assessment can be set at the region's Base Tribute Value, if desired).

   b) All units from that region are returned to its Force Pool.

   c) Place a captured marker ("Athens" or "Sparta") on cities which are occupied by units of the player losing control of the region.

   d) All cities except those marked as captured in step c become friendly to the player gaining control of the region. Revolting cities end their revolt.

e) The new controlling player may assess and collect tribute normally from the region in the Tribute stages of the Yearly Start Phase.

4.3.2 The only other time control of a region can change is during the Tribute stage (see **5.0**). Control of regions never changes during any other time during the year, even if the Allegiance Level falls below -2 (*exception:* **Rebellion Possible** cards, **12.0 and Appendix C**).

4.4 Benefits of Controlling a Region

4.4.1 Control of a region allows the player to:

a) move that region's units

b) freely enter any of its cities except those in revolt (see **6.5**) and those with enemy control markers

c) supply his units from its cities

d) collect tribute from the region during the Yearly Start Phase.

4.4.2 If the ML is 5 or higher, units in the region's Build Pool may also be moved into the Force Pool by spending the appropriate amount from the treasury (see **7.0**); any of the region's units may be placed on the map or in the Force Pool, prepared for deployment. If the region's ML falls below 5, the controlling player may no longer place or build units from that region. Units already placed remain, but no new units may be placed as long as the ML remains below 5.

4.4.3 Units in the region's cities are automatically in supply (see **9.4**).

4.4.4 All cities in the region are considered friendly except those with revolt markers and those with enemy control markers. The inherent garrisons of friendly cities (see **18.3**) in the region will defend against attacks by the opposing player's units.

4.4.5 Tribute may be collected from the region as described in **5.0**.

5.0 TREASURY AND TRIBUTE

5.1 Treasury

A player's Treasury contains the total resources, called "talents," available to build and supply his units, bases, and fortifications *(Note: talent size has been adjusted from the actual value in ancient Greece for easier record keeping)*. If a player's Treasury drops to zero, he may no longer supply his units or build new ones. Additional tribute is collected at the beginning of each year from controlled regions.

5.2 Tribute Phase

The Tribute Phase is divided into two steps: Tribute Assessment and Tribute Collection. During Tribute Assessment, the player sets the amount of tribute demanded from each of his regions. During Collection, the amount of tribute collected is determined by reducing the assessment by the number of cities that have revolted, are destroyed, or are enemy occupied or besieged (see **5.4.2**).

5.3 Tribute Assessment

5.3.1 Each region has a Base Tribute Value (BTV) which governs the amount of tribute that can be assessed from it. At the start of each scenario, each region's Tribute Assessment is set at a multiple of its Base Tribute Value as listed in the scenario. A player may raise or lower a region's Assessment by multiples of its BTV. **The Assessment may be raised by a maximum of 2 multiples of its BTV in one year**; it may be lowered by any multiple desired. The Tribute Assessment may never be raised above x5. A region can therefore be assessed at x0, x1,x2, x3, x4, or x5 of its BTV with requisite AL and ML effects (see **5.3.3**).

5.3.2 Base Tribute Value List

Acarnania	2	Epirus	1
Achaea	1	Euboea	2
Aegean Islands	3	Hellespont	5
Aetolia	1	Laconia	3
Arcadia	2	Lesbos	3
Argolid	2	Macedon	1
Attica	2	Megarid	1
Boeotia	3	Phocis/Locris	2
Chalcidice	2	Rhodes	1
Chios	2	Samos	3
Corinth	2	Thessaly	2
Elis	1	Thrace	3
Epidaurus	1	Western Islands	2

5.3.3 For each multiple of a region's BTV the Assessment is increased, reduce either its Allegiance (Athenian player) or Militance (Spartan player) by 1. If the AL of an Athenian-controlled region is reduced to less than -2 in this way, however, the region immediately changes control, as specified in **4.3** (the Spartan player may keep the current Tribute Assessment at no additional ML penalty). When a Spartan-controlled region has a ML less than 5, its maximum Tribute Assessment becomes x1 and it is immediately reduced accordingly (unless it is already set at 0).

Modifiers:

Athenian player:

Reduce region's **AL** by 1 for each multiple its Assessment is increased.

Spartan player:

Reduce region's **ML** by 1 for each multiple its Assessment is increased.

5.3.4 In addition to the AL/ML penalties for raising a region's Tribute Assessment, the following adjustments apply every year (including the first) that a region's Assessment is at the following levels:

Athenian player:
x3 or x4	-1 AL
x5	-2 AL
x0	+1 AL

Spartan player:
x3 or x4	-1 ML
x5	-2 ML
x0	+1 ML

5.3.5 When a region's Tribute Assessment is lowered make sure to note the -1 modifier on all Revolt Check rolls during the following year (see **6.3**).

5.3.6 Using the Tribute Assessment track

Each player uses the Tribute Assessment track. Place each region's marker on the track in the row corresponding to its BTV and the column corresponding to the correct multiplier. The actual tribute assessed from a region (BTV x Multiplier) is located in the corner of each box.

5.4 Tribute Collection

5.4.1 If all cities in a region are revolting, besieged, destroyed or enemy-held, no tribute is collected.

5.4.2 If at least one friendly, unbesieged city remains in the region, tribute is collected. *Simply total* the number of points from each of the revolting cities, enemy-held cities, besieged cities, and destroyed cities, *and subtract this amount* from the Tribute Assessment for the region. If the result is zero or negative, no tribute is collected.

Tribute Value
Small city	0
Medium city	1
Large city	2

Example: *In the second year of the Campaign Game (the first year tribute is assessed and collected), the Athenian player decides to raise the Tribute Assessment of Chios. Chios's Assessment is currently equal to its Base Tribute Value, 2, **so its marker is in the "2" row and the "x1" column on the Tribute Assessment track.** The Athenian player increases its Assessment by 2 multiples of its BTV (the maximum allowed in one year), to the "x3" column (for a total Assessment of 6). Since he increased the Assessment by 2 multiples, he reduces Chios's Allegiance Level from 4 to 2. He also must take an additional -1 AL penalty because the Assessment is at "x3," leaving Chios with an AL of 1. The Athenian player now collects Chios's tribute. He notes that Erythrae has a "Revolt" marker on it, but since it is a small city, it has no effect on the total tribute collected: Assessment of 6 points - 0 points lost for a revolting small city = 6 talents.*

6.0 REVOLTS

6.1 During the Revolt Check phase of each Seasonal Turn, cities in Athenian-controlled regions may revolt. For each Athenian region whose AL is in the "Risk Zone" (i.e., with an AL of 3 *or less*), the Spartan player selects one city in the region and makes a Revolt Check roll, modified according to the **Revolt Check Modifiers Table** (see **6.3**). On a 7 or higher, the city revolts, and a "Revolt" marker is placed on it (see **6.5** for effects of revolting cities). If all cities are already in revolt, no Revolt Check is made.

6.2 The Athenian player may also voluntarily make a Revolt Check roll (one city per region) for regions that are not in the risk zone in order to try to end a city's revolt. On a 1 or lower, a revolting city ends its revolt. Such a voluntary Athenian Revolt Check roll can never cause a new city to revolt.

6.3 Revolt Check Modifiers Table

```
AL = 0, 1  . . . . . . . . . . . . . . . . . . . . . . . . +1
AL = -1  . . . . . . . . . . . . . . . . . . . . . . . . . +2
AL = -2  . . . . . . . . . . . . . . . . . . . . . . . . . +3
Each revolting/enemy city in region  . . . +1
Assess more than Base Tribute Value  . . +1
Assess less than Base Tribute Value  . . . . -1
Assess less than previous year . . . . . . . . . -1
City in raided Area  . . . . . . . . . . . . . . . . . +1
Athenian unit(s) in city  . . . . . . . . . . . . . . -2
Unfortified city  . . . . . . . . . . . . . . . . . . . . -1
```

6.4 Special case — capital cities of home regions

The capital city of a player's home region can never revolt, and a Revolt Check can never be made for them. Athens and Sparta are the capital cities in two-player scenarios. Three- and four-player scenarios add Thebes and Corinth respectively as capital cities which are immune to Revolt Checks.

6.5 Revolting Cities

NOTE: During the course of normal play, only cities in Athenian-controlled regions may revolt. Certain scenarios, however, may specify that cities in Spartan regions begin with a "Revolt" marker on them. The rules therefore speak of the "controlling player" and the "enemy player," although these will normally be "the Athenian player" and "the Spartan player," respectively.

6.5.1 Place a "Revolt" marker on cities which revolt. Until the revolt ends, the city is considered to be unfriendly to the controlling player (its garrison will defend it from his units). If the region's ML is 5 or higher, the revolting city is considered friendly to enemy units, which may freely enter and be supplied there. The color of the revolt counter indicates which player the city is friendly to: if the region's ML is 5 or higher, use the red side to indicate friendliness to Sparta, the blue side to show it is friendly to Athens; use a white counter if the ML is 4 or less (to indicate that neither player's units may enter it).

6.5.2 As soon as a player's units enter a <u>friendly</u> revolting city (see above), replace the "Revolt" marker with a control marker ("Athens" or "Sparta"). This may affect the Seasonal Allegiance Level adjustment (see **13.0**) if it was the only revolting city in that region.

6.5.3 In order to end a revolt (remove the "Revolt" marker), a player must occupy the city with at least one friendly unit at the start of a Seasonal Turn. **Exception:** This does <u>not</u> apply to the Seasonal Turn immediately following the revolt, however (i.e., cities which revolted with friendly units already in them). Revolts always last at least one Season.

6.5.4 If the controlling player has units in a city when it revolts, they are not forced out of the city. However, if all units leave the city before the revolt ends, the city's garrison will defend the city against them (as with all revolting cities). If the player's units do not leave the city, the revolt will end after one season. *(Note: in this case, the revolting city is automatically pacified by the player's units remaining in the city for a season.)*

6.5.5 Unwalled cities which revolt begin building walls immediately, and they complete their fortifications in one season less than normal (see **7.6**). Thus, an unfortified medium city which revolted in the Spring would complete its walls immediately instead of taking until Summer to complete them. Attacking the city will not halt the construction of the walls unless the city is actually taken. Remove fortress markers from cities if the revolt marker is removed before the walls are completed (either by being retaken by the controlling player or captured by the enemy player).

Example: *It is the Revolt Check of the Spring turn following the example at the end of section 5.0. Chios's AL is 2 — in the risk zone — so the Spartan player gets to make a Revolt Check for one of its cities. Erythrae is already in revolt; Athenian troops occupy Chios city; and Clazomenae is unwalled. So the Spartan player decides to roll for Teos. He adds up the applicable modifiers: +1 for one revolting city, and +1 for Tribute Assessment above BTV, for a total of +2. He rolls: 5 + 2 = 7 — Teos revolts. Noting that Chios's ML is higher than 4, he places a red Revolt marker on Teos, indicating that it is friendly to the Spartan side.*

7.0 UNITS AND CONSTRUCTION

7.1 Units may be in four places during the game: the Build Pool, the Force Pool, on the map, or permanently eliminated.

7.2 Force Pools

The Force Pools represent the pool of units from each region which have been raised, equipped, but not yet mobilized for field duty and are available to be called up at a moment's notice (placed on the map). Units do not need to be supplied while they are in the Force Pool.

7.3 Placing and Removing Units

7.3.1 During the Placement stage of each Seasonal Turn, the players may move units from their regions' Force Pools to the map and vice-versa.

7.3.2 Units may only be placed or removed at friendly cities in the region of their origin. Units may not be placed or removed in besieged cities.

Example: Corinthian units may be moved between the Force Pool and the map only at the cities of Corinth, Cenchrae, and Lechaeum (assuming these cities are not enemy-occupied, besieged, or revolting).

7.3.3 No units may be placed or removed if all cities in a region are destroyed, besieged, enemy-occupied, and/or revolting.

7.4 Build Pools

The Build Pools represent the total available manpower in each region. In order to make this potential military strength available for use, i.e. move a unit from the Build Pool to the Force Pool, it must be "built." When units are eliminated, they are generally placed in the Build Pool, so that a player can never run out of units during the game *(exception: elite units — see 7.9.1)*.

7.5 Building Units

During the Build stage of the Seasonal Turn, units may be moved from the Build Pool to the Force Pool of any friendly region. Building costs vary with the unit type (see **7.7**).

7.6 Building Bases and Fortifications

7.6.1 Bases and fortifications may be built during the Build stage, by any unit, or in any friendly, unbesieged city. The term *fortress* is used to refer to forts and walled cities.

7.6.2 Forts: Forts may be built in any non-city hex where the player has a unit. They are completed immediately by paying the construction cost and placing the marker on the map. The building unit may move normally during the upcoming Campaign Turns.

7.6.3 Bases: Bases may be built anywhere the player has a unit, or in any friendly unbesieged city, subject to the following restrictions. Like forts, they are completed immediately and the building unit (if any) may move normally during the upcoming Campaign Turns.

　　a) Bases may not be built in a besieged city, but they may be built <u>on</u> a besieged city, by one of the besieging units. If the siege is broken, the base is lost. If the siege is successful, the base remains and is considered inside the city.

　　b) Bases built in coastal hexes will act as ports. A fort in a coastal hex may act as a port if a base is built in it.

　　c) A coastal city which is not a port may act as one if a base is built in it. However, such a city can be besieged by land units only — no fleet is required (see **10.0**).

　　d) A base cannot be captured, but it may be destroyed by an enemy unit which ends its move in the same hex.

7.6.4 Walled cities: Any friendly, unfortified city may be fortified. The cost and time of construction depend on the size of the city to be fortified (small, medium, or large). Small city walls are completed immediately, and the building unit (if any) may move normally in the upcoming Campaign Turn.

Medium and large city walls require one or two seasons to build, as listed in the **Construction Cost Table** (see **7.7**). Place the appropriate fortification marker face-down on the map, and a Season marker for the turn the construction will be completed on top of the unit. The cost of construction is paid immediately. During each Season's Build stage, fortifications under that Season's counter are completed: the fortification marker should be flipped over and the Season marker removed. The city is considered unfortified until the walls are completed.

　　Example: To fortify an unwalled medium city during Summer, a "Walled" counter would be placed face down under the unit building it, with a Fall marker on top, and the appropriate cost paid from the player's treasury. The walls would be completed during the Build stage of the Fall turn.

7.6.5 Long walls: Two adjacent fortresses (walled cities and/or forts) may be connected by constructing long walls between them. A unit in either fortress hex may be used for construction of the long walls. Place the "Long Walls" counter between the two fortress counters, and an appropriate Seasonal marker on top of it. The building unit is considered to be outside of the fortresses for combat purposes; if it moves or

retreats into one of them during the construction period, the "Long Walls" counter is removed.

7.7 Construction Cost Table

Unit type	Cost	Time (Seasons)
Hoplite	1	0
Light infantry	1	0
Cavalry	1	0
Fleet	2	0

Marker type	Cost	Time (Seasons)
Base	1	0
Fort	1	0
Fortify small city	1	0
Fortify medium city	1	1
Fortify large city	2	2
Long walls	2	2

*Note: Revolting cities build walls in one season less than indicated (see **6.5.5**).*

7.8 Leaders

7.8.1 Leaders allow more than one friendly unit to occupy the same hex and move together. A leader may not leave a stack of units in a non-city/fort hex (see **16.2**).

7.8.2 Leaders are also required for fleets to move together at sea and to transport land units. Fleets in the same sea area without a leader must be unstacked.

7.8.3 Leaders sometimes improve combat odds through their leadership bonuses (see **17.4.2**).

7.8.4 A player may never have more than a total of 6 leaders in the Force Pools and map combined *(exception: some scenarios specify fewer leaders for one or more of the players; also, the Spartan player may receive additional leaders by the successful play of Persia Event Cards)*. When a leader is eliminated, he is immediately replaced by a new leader chosen at random from the Leader Pool and placed with the eliminated leader's stack of units. If the entire stack was eliminated, place the new leader in the Force Pool of the player's home region.

7.8.5 Leaders may be moved between a friendly city and that region's Force Pool during the Placement phase of the Seasonal Turn. Since leaders do not need to be supplied, this is merely for convenient storage of leaders which would otherwise clutter up the map. Thus, leaders can be placed in the Force Pool of any region, but must return to the map in that region.

7.8.6 Eliminating Leaders

If an enemy unit ends its move in a hex containing only a leader, the leader is eliminated. **Leaders also have a chance of being killed in battle. Roll a die after each battle, and on a six, the leader is eliminated and a new one from the Build Pool immediately replaces him. A leader is always eliminated when the stack of units he is with is completely destroyed.**

7.9 Eliminated Units and Leaders

7.9.1 Eliminated units are either placed in the Build Pool or permanently removed from play. Elite units (all units with morale 6) are removed from play when eliminated; all other units are placed in the Build Pool.

7.9.2 Leaders are always removed permanently from play. If the named leaders run out, reuse "0-0" leaders as needed.

8.0 AREA DEFINITIONS

8.1 Areas are used for movement and supply. Areas can either be friendly, enemy, or contested, depending on which player controls the units and cities within them. Revolting cities are considered enemy cities for this purpose. Land Areas and sea Areas are considered separately.

8.2 The following have <u>no</u> effect on Area designation (friendly, enemy, or contested):

    i)   Leaders

    ii)   Bases

    iii) Unoccupied forts

    iv) Besieged cities and forts

    v)   Cities under a "Helot Uprising" marker

    vi) Foraging fleets (with respect to adjacent sea Areas)

8.3 Land Areas

The designation of land Areas depends on all <u>land</u> units (hoplite, light infantry, cavalry) and cities within them. Fleets landed in a coastal hex have no effect on land Area designation. Land Areas are defined as follows:

    i) *Friendly* Areas are those which contain no enemy units or cities. A player's units may use Area movement through friendly Areas.

    ii) *Enemy* Areas are those which contain no friendly units or cities, and at least one enemy unit or city. A player's units may not enter an enemy Area using Area movement.

    iii) *Contested* Areas are those which contain at least one unit or city friendly to each player. Neither player may enter or exit a contested Area using Area movement.

*Example: Thessaly is controlled by Athens. If no units of either player are in Thessaly, the two Areas containing cities are **friendly** to the Athenian player and **enemy** to the Spartan player. The Area containing no cities is **friendly** to both players. If the Spartan player captures Lamia and besieges Pharsalus, and no Athenian units are within that Area, it is now considered **friendly** to the Spartan player and **enemy** to the Athenian. If an Athenian unit then moved into this Area, or the Spartans broke off the siege of Pharsalus, the Area would be considered **contested**.*

8.4 Sea Areas

Sea Area definitions are used only for supply line determination (supply lines may not be traced through enemy Sea Areas), since naval units use Area movement exclusively. Only fleets have any effect on the status of these Areas. Fleets which have landed in a port or other coastal hex are still considered to be in the Sea Area they touch for determining the status of that sea Area.

    i) *Friendly* Areas contain no enemy fleets.

    ii) *Enemy* Areas contain enemy fleets and no friendly fleets.

    iii) *Contested* Areas contain both enemy and friendly fleets.

8.5 Open Seas

No combat can take place in an Open Sea. Supply cannot be traced through Open Seas.

9.0 SUPPLY

9.1 All units need to be supplied or they are eliminated. During the Supply stage of each Seasonal Turn, subtract the required amount from the Treasury for each unit which is "in supply" (see **9.2**). If a player does not have enough talents in his Treasury to pay for all his units, he may choose which units to supply and which not to supply. In some cases, units may forage for supplies rather than being supplied from the Treasury. All units must be supplied if possible — a player may not eliminate units by voluntarily not supplying them.

9.2 Determining if Units are "In Supply"

9.2.1 Units inside cities are always considered to be in supply. **Units in cities in their home region are supplied at 1/2 the normal cost.**

9.2.2 Units outside of cities are in supply if they can trace supply lines to:

    a) a friendly large city

    b) a friendly base, as long as the base itself is in supply (see **9.3.2**).

9.3 Supply Lines

9.3.1 A supply line is a path connecting a unit to a large city, possibly through a chain of bases which are "in supply." Supply lines may be traced through friendly Areas **and through non-enemy hexes in contested Areas**. Supply lines may also be traced across sea Areas, between two coastal bases or a base and a large city.

9.3.2 Determining if a Base is "In Supply". Bases are said to be "in supply" if they can trace supply lines to a friendly large city. This may be through a chain of other bases, as long as each base can trace supply lines to the next base in the chain.

9.3.3 Land Supply Lines. A supply line may travel through no more than 3 friendly Areas to the base or large city, including both the Area of the city/base and the Area of the unit from which it is being traced. Bases trace supply lines over land the same way. Thus, each base in the chain must be within 3 land Areas of the previous base (and be able to trace a path through those Areas).

> *Example 1: A unit in the Pharsalus/Lamia Area of Thessaly could be supplied from Thebes, but Thebes could not supply units in either of the other two Areas in Thessaly because they are more than 3 Areas away.*
>
> *Example 2: Units anywhere in the Peloponnese (Laconia, Elis, Arcadia, Achaea, Argolid, Corinth, and Epidaurus) could be supplied from the city of Sparta, assuming that all Areas were either friendly or contested with a free path through. If the Argolid Area was enemy, units in Epidaurus could not be supplied directly from Sparta — the supply lines would have to cross 4 Areas to reach them.*

9.3.4 Sea Supply Lines. Bases in port cities or coastal hexes have the added capability to trace supply lines of <u>unlimited length</u> through friendly and contested sea Areas, subject to the following special considerations:

    a) Both ends of the sea supply line must end on a port base or friendly large port city.

    b) Enemy fleets in a coastal hex control the adjoining sea Area, thus blocking supply lines from passing through it, unless friendly fleets create a contested sea Area (see **8.4**). *Exception:* foraging fleets have no effect on sea supply lines (see **9.7.4**).

    c) Supply lines may <u>not</u> be traced through Open Sea regions.

> *Example: The Athenian base at Naupactus can trace sea supply lines to either Corcyra or Athens. If the Spartans placed fleets at Leucas and Gytheum, these supply lines would be blocked. If the Athenians controlled Pagae in Megarid, building a base there would open an alternate supply route to Athens (Naupactus to Pagae by sea, then Pagae to Athens by land). This could in turn be blocked by a Spartan fleet in a port anywhere on the Gulf of Corinth (making it an enemy sea Area), which could be countered by an Athenian fleet at Pagae (making the Gulf of Corinth a contested Area).*

9.4 Supplying Units which are 'In Supply'

9.4.1 Units which are 'in supply' may be supplied from the Treasury. Reduce the Treasury by the amount indicated in the **Supply Costs Table** (see **9.4.3**). Units supplied from the Treasury may move and fight normally in the upcoming Campaign Turns.

9.4.2 Units in enemy regions may forage (**9.7**) instead of drawing supplies from the Treasury. Units which are 'in supply' may never forage in friendly regions unless the Treasury is empty.

9.4.3 Supply Cost Table

Unit type	Cost (cost in home region)*
Hoplite	1 (.5)
Light infantry	1 (.5)
Cavalry	1 (.5)
Fleet (morale 5 or 6)	2 (1)
Fleet (morale 4 or less)	1 (.5)

Notes: * Units in cities in their home region are supplied at half the normal cost. Add up all the units on the map before rounding up.

9.5 Supplying Units which are not 'In Supply'

Units which are not 'in supply' must either forage (**9.7**) or be eliminated. **Units cannot forage during Winter Turn, so all units which are not 'in supply' in Winter are eliminated.**

9.6 Units which cannot be supplied from the Treasury and which cannot forage must be eliminated.

9.7 Foraging

9.7.1 Units which forage "live off the land," and do not require talents from the Treasury during the Supply Phase. Each Area has a "Foraging Number" printed on the map. This is the maximum number of units which can forage in that Area in one season. (It is also the maximum number of times the Area can be raided in one year — see **15.3**.)

9.7.2 Foraging units cannot move during the first Campaign Turn (they <u>can</u> raid, however — see **15.1**). Place a "Foraging" marker on these units to indicate their status. Foraging units in a city or fort hex must be set up <u>outside</u> the city or fort. Units conducting a siege <u>may</u> forage.

9.7.3 Restrictions on foraging:

a) Units which are 'in supply' cannot forage from friendly regions unless the Treasury is empty.

b) Units in Areas with "Raided" markers cannot forage.

c) Units cannot forage during Winter Turn.

9.7.4 Foraging fleets have no effect on determining the status of sea Areas for supply line purposes (see **9.3.4**).

9.8 Supplying Fleets At Sea

Fleet units may not be supplied while "at sea." Fleets in a Sea Area must be moved to an adjacent coastal hex during the supply phase. Fleets in a Sea Area which does not touch land cannot be supplied and are eliminated.

10.0 SIEGES

10.1 Sieges are initiated and resolved during the Siege Phase of the Seasonal Turn. Before an enemy city or fort can be besieged, it must first be *masked* by moving units into its hex during a Campaign Turn (see **10.2**).

10.2 Masking a City or Fort

10.2.1 When a unit or stack of units moves onto the same hex as an enemy city or fort, do the following in order:

a) If enemy units are present in the hex, the defender must decide which units are outside and which are inside the city/fort. If any of the defender's units are outside the city/fort, combat takes place between those units and the attacking force.

b) When fleets attempt to mask a port, fleets in the port may choose to be "outside" the port: the subsequent battle is considered a sea battle, but for AL/ML purposes it is considered to occur in the port's region. Moving fleets defeated when attempting to mask a port remain in the sea Area they came from; victorious defending fleets remain in the port. Defeated defending fleets may only retreat inside the port.

c) If no units are outside the city/fort, or they are defeated, the attacker has the option to either attack the city/fort (see **18.0**) or to *mask* it by remaining in the hex. Units which retreat after attacking a city/fort may only remain in the same hex if the city/fort was already masked at the beginning of the Campaign Turn.

10.2.2 Any enemy city or fort with at least one friendly <u>land</u> unit in the same hex is considered masked. The effects of masking are as follows:

a) Neither the city nor any units in the city effect Area determination *(exception: fleets in ports masked only by land units <u>do</u> effect the adjacent sea Area—see below).*

b) Friendly units may move across the city without stopping, although no road movement through the hex is allowed.

c) No AL/ML adjustment is made for a masked enemy or revolting city, nor for any units in the city or fort.

d) The masking units must be defeated before any units may exit or enter the city or fort *(exception: fleets in ports masked only by land units may move freely into and out of the port—see below).*

Note: Unlike a besieged city, units <u>may</u> be built and/or disbanded in a masked city (although they would still have to attack the masking units to move out of the city).

10.2.3 In order to mask enemy fleets in a port, at least one fleet must be among the masking units. The effects of masking a port with a fleet are as follows (in addition to the effects given in **10.2.2** if a land unit is also present):

a) Fleets in the masked port may not intercept fleets moving through adjacent sea Areas.

b) The masking fleet(s) must be defeated in order for any fleets to enter or exit the port. Note that masking fleets may be attacked separately from any other masking units, unless they choose to remain on land with the other units in the hex. In the latter event, the port is no longer considered masked for the remainder of the Campaign Turn.

10.3 Initiating a Siege

10.3.1 An enemy city or fort may be besieged during the Siege Phase of the Seasonal Turn if it is masked by a sufficient number of units (see **10.3.2**). Place a "Besieged" marker with the appropriate number for the siege "morale" (see **10.3.3**) on the city or fort.

10.3.2 Number of Units to Initiate and Maintain a Siege

Small city or fort	2
Medium city	4
Large city	6

In addition, at least one fleet is required to besiege a port.

10.3.3 Siege Morale

The starting "siege morale" of cities and forts is as listed below:

Fort	3
Small city	4
Medium city	5
Large city	6
Base in city or fort	+1
Raided Area	-1
Captured city	-1

10.4 Effects of a Siege

A siege has the same effects as masking, plus the following:

a) No units may be placed or disbanded in the besieged city. Bases may not be built in besieged cities.

b) No tribute may be collected from a besieged city.

c) The city/fort rolls against its "siege morale" during every Siege Phase it is besieged (including the first) to see if it surrenders (see **10.5**). The surrender of a city is considered a victory for the besieging side, with the appropriate AL and ML adjustment.

10.5 Resolution of a Siege

During Siege Phase of each Seasonal Turn, including the Turn a siege is initiated, sieges are resolved in order of the besieging player's choosing. First, check to see if the required number of units are besieging the city. If these are insufficient, the siege is considered broken (see **10.7**). Otherwise, roll one die, and if the result is <u>higher</u> than the city or fort's siege "morale," it surrenders. Otherwise, the "morale" is reduced by one and the siege continues. The siege "morale" never drops below 1; thus there is always a possibility that the city will not surrender.

10.6 Once a siege is begun (see **10.3**), the number of units given above must remain in the siege hex at all times. The city/fort's siege "morale" can be increased by a maximum of one point per Campaign Turn if:

a) there are fewer besieging units than necessary at the end of a Movement Phase, or

b) there are fewer besieging units than necessary at the end of a Combat Phase.

This adjustment conceivably could increase the siege "morale" to greater than it was when the siege was initiated.

10.7 Surrender of a City or Fort

When a besieged city or fort surrenders, all defending units are eliminated, and the attacking units capture it. This is considered a victory for the besieging player, with the appropriate Allegiance and Militance adjustments (see **13.0**). The besieging player also has the option of immediately destroying the city (see **11.0**), or of destroying the fortifications (see **11.3**).

10.8 Breaking a Siege

10.8.1 If there are an insufficient number of besieging units at the start of a Siege Phase, the siege is broken. A broken siege is considered a victory for the defenders, with the appropriate Allegiance Level adjustments (see **13.0**). The "Siege" marker is removed from the city, and the siege is over. The former besieging units remain in place, but the city is now only masked.

Example: *Athens decides to besiege the revolting city of Potidaea in Chalcidice, and notes that 4 units plus a fleet are required to besiege a medium port city. During the Summer Campaign Turns, the Athenian player moves these 5 units onto Potidaea. During the Siege phase of the Fall Seasonal Turn, the Athenian player begins the siege. Potidaea's starting siege "morale" is determined: morale for a medium city = 5. The Athenian player rolls a die to see if the city surrenders, which would only occur on a 6. If a 6 is rolled, Potidaea surrenders and the Athenian player takes control of it, gaining a victory in Chalcidice and the opportunity to either tear down the city walls or to raze the city entirely. If a 6 is not rolled the first turn, the city's siege "morale" is reduced by one (place a "Siege 4" marker on Potidaea), and the siege continues. If fewer than 5 units remain in the Potidaea hex at the end of one of the Athenian player's Fall Campaign Turns, Potidaea's siege "morale" would be increased by one. During Winter's Siege phase, if fewer than the 5 required units remain in the siege hex, the siege is broken, and the Spartans gain a victory in Chalcidice. If the required 5 units remain, the Athenian player rolls a die and compares it to the city's siege "morale," which would be 4 if the Athenians maintained the siege throughout the Fall Campaign Turns. On a 5 or 6, the city surrenders, while on a 1-4, the city's "morale" is reduced to 3 and the siege continues.*

10.8.2 The siege of a besieged port can also be broken if friendly fleets succeed in forcing their way into the port. Fleets besieging a port may be attacked by enemy fleets separately from any other besieging units. Such a battle is initiated when the fleets move into the besieged hex. The besieging fleets have two options:

a) They may remain on land with any other besieging land units (where they may be attacked in a land battle if the moving player

desires). The siege is immediately broken and the besieged player receives the AL/ML adjustments for a victory.

b) They may fight a sea battle against the moving fleets. Note that if multiple fleets and land units are involved in a siege, two leaders are required to meet stacking requirements of the land units and the fleets in battle (see **7.8**). The attacking fleets may retreat to the adjacent sea Area (assuming it is friendly or contested); the besieging fleets may only retreat to "land" in the same hex (assuming at least one besieging unit remains on land not participating in the battle). If the attacking fleets win, the siege is broken. Although fought as a sea battle, it is considered to take place in the port's region for victory AL/ML adjustments.

10.9 Besieging Long Walls

Long Walls are a special kind of fortification which connect two fortresses in adjacent hexes. In order to conduct a siege of fortresses connected by Long Walls, both fortress hexes must be besieged. The two Long Walls at the start of the game connect Athens to Piraeus, and Megara to Nisaea.

Example: In order to besiege Athens/Piraeus, at least 11 units would be required: 6 to besiege the Athens hex, and 5 units (one of which must be a fleet) to besiege the Piraeus hex.

11.0 DESTROYING CITIES & FORTIFICATIONS

11.1 Destroying Cities

11.1.1 Cities taken by assault (see **18.0**) or which surrender after a siege (see **10.7**) may be destroyed at the victor's option. He must exercise this option immediately upon first taking a city, however, as this is the only time a city may be destroyed, and he cannot change his mind later.

11.1.2 Place a "City Destroyed" marker on the city. It no longer counts as a city for any game purpose. Units defending in that hex use the morale modifier of the other terrain in the hex. Tribute from regions with destroyed cities is reduced (see **5.4.2**).

11.1.3 All friendly units in the city hex <u>must</u> participate in destroying the city. Place a "Raiding" marker on these units. These units are considered to be raiding in all respects, and can send tribute back to their treasury (see **15.0**). When a city is destroyed, no more talents may be raided from the Area that year; place a "Raided" marker in the Area equal to the Area's Forage Number.

11.2 Allegiance/Militance Adjustments for Destroying a City

11.2.1 Whenever a city is destroyed, Allegiance and Militance Adjustments must be made in every region. The AL/ML Adjustment depends on the size of the city destroyed, and on which player controls the region to which the adjustment is being applied.

11.2.2 The AL/ML Adjustments are listed in **13.0**. Use the value listed for a small city destroyed. Double the adjustment for a medium city, and triple it for a large city.

11.3 Destroying Fortifications

11.3.1 Fortifications (city walls, Long Walls, forts) may be destroyed in two instances:

a) When a city or fort is captured, either by assault or by siege, the victorious player has the option of immediately knocking down the walls. A fort counter would be removed from the map, or an "Unwalled" counter placed on the city.

b) A player may also destroy the walls of a city or a fort if he has a unit in the city during a campaign turn. The unit may not move during the turn, and is considered raiding for combat purposes (but do not apply the AL/ML adjustment for raiding).

11.3.2 Long walls may be destroyed as described above only if the player controls both connected fortress hexes.

12.0 EVENT CARDS

Example of an Event Card:

Type of Event
Random
Historical
Sicily
Persia
Subversion

Player
S = Sparta
A = Athens
S/A = Both

Card Name

How to Use
Die Rolls Needed,
Effects of success /
failure

Restrictions on
use / prerequisites

Availability
Number of Same /
Similar cards in game

Cost to player's
treasury for use.
May be mandatory,
voluntary or none

When card may /
must be played

12.1 Event Cards are played during the Event Cards phase of the Seasonal Turn. The players alternate playing cards, with the player controlling the most regions going first (Athens goes first in case of a tie), until neither player wishes to play another card.

12.2 After both players are finished playing cards, they may then discard any or all of the remaining cards they hold, and draw new cards from the deck to refill their hand. Cards which say "Play Immediately" or "Play or Discard Immediately" must be acted upon immediately as they are drawn. Players continue drawing cards from the deck until they each hold five cards.

12.3 After both players have replenished their hands to five cards, discard two cards from the deck (face-down, as usual — neither player may look at these discards).

12.4 Discarded Event Cards should be placed face-down in a discard pile. Cards which are discarded permanently should be set aside face up in a separate pile to ensure they are not used when the deck is reshuffled.

12.5 When no cards remain in the deck, the discard pile is reshuffled and becomes the new deck. Keep track of how many times the deck has been depleted, as some scenarios specify cards to be added after the deck has been run through a certain number of times.

12.6 Most of the information needed to use Event Cards is contained on the cards themselves. Complete explanation is provided in **Appendix C** at the end of the rulebook.

13.0 ALLEGIANCE & MILITANCE ADJUSTMENTS

13.1 Allegiance and Militance Levels can be adjusted due to a player's actions, or due to conditions which exist within the region. The **Allegiance and Militance Adjustments Table** (see **13.4**) lists the adjustments which should be made to both players' Allegiance and Militance Levels, separated into Seasonal adjustments, which are made during the AL/ML Adjustments phase of the Seasonal Turn, and Action adjustments, which are made whenever the specified action occurs. Where two numbers are listed in the adjustments column, the number listed first is applied if the underline acting player controls the region, otherwise apply the second number.

13.2 Most adjustments are made only to the region in which the specified event occurs or the condition exists. However, some events, such as a decisive victory or the destruction of a city, will require AL/ML adjustments to all regions. These are explained in the table.

13.3 Uninhabited Islands

13.3.1 Units on uninhabited islands do not affect control levels (since the islands do not belong to any region).

13.3.2 Victories on uninhabited islands have no effect on Allegiance or Militance Levels except in the case of a decisive victory, for which all regions are considered "other regions" for AL/ML adjustment purposes.

13.4 Allegiance and Militance Adjustments Table

Seasonal Adjustments *(see notes below)

Unbesieged revolting city in region	-1 AL
Unbesieged enemy city or garrisoned fort in region **	Roll 1 die. -1 AL on 4-6
Enemy unit(s) unopposed in Area **	Roll 1 die. -1 AL on 4-6

Action Adjustments	Friendly region/Enemy region
Decisive victory (apply in region)	+5 AL, +2 ML/-5 AL, -2 ML
Decisive victory (apply to all other regions)	+2 AL, +1 ML/-2 AL, -1 ML
Victory in region ***	+2 AL, +1 ML/-2 AL, -1 ML
Unit eliminated (adjustment applies to unit's home region)	-1 ML
Foraging in friendly region (per Area)	-1 ML
Raiding (per Area) †	-1 ML
Destroy city (per city size) ††	
Region in which city destroyed	-2 AL, -1 ML/+2 AL, -1 ML
All other friendly regions	+1 AL
All other enemy regions	+1 AL, +1 ML

Definitions:
Decisive victory:
 — a victory in which three or more enemy units were eliminated
 — a large city successfully stormed or defended
 — the surrender or breaking of the siege of a large city
 — the elimination of a Spartan elite hoplite (victory for Athens)—per unit
Unopposed enemy unit in Area: an Area in the region contains an enemy unit and no friendly units

Notes:
* Only one of these adjustments should be applied to a region in a season, and only once per season to any region, no matter how many enemy/revolting cities, forts, or units are in the region. If more than one of these conditions exists, always use the revolting city adjustment if applicable.
** These adjustments cannot lower Allegiance below 5.
*** For battles between fleets at sea, apply this adjustment to all regions touching the battle Area.
† This adjustment is applied only once per season per Area, no matter how many units raid the Area or how many Campaign Turns they spend raiding.
†† Use the given value for a small city; use the given value x2 for a medium city; x3 for a large city.

14.0 CAMPAIGN TURNS

14.1 Each Seasonal Turn is followed by three Campaign Turns, in which players raid, move units, and conduct battles.

14.2 Each of the two Campaign Turn phases — Raiding, and Movement/Combat — is conducted completely first by one player, then the other, with the player controlling the most regions moving first, as usual.

14.3 After the completion of Movement and Combat in the third Campaign Turn of Winter, a new year is begun with the Year Start Phase.

15.0 RAIDING

15.1 Raiding is a way to devastate enemy regions and carry off plunder to enrich your own Treasury. Place a "Raiding" marker on units that raid. Raiding units may not move during the Campaign Turn in which they raid. Units that forage are allowed to raid. Raiding units are automatically assumed to be set up outside any fortifications.

15.2 Units may only raid unfriendly regions. Place a "Raided" marker

in each Area, with an appropriate number for the number of units that raided. This effect is cumulative throughout a year, so additional units raiding that Area simply add to the previous "Raided" count. Remove "Raided" markers at the end of the Yearly Start Phase of each new year.

15.3 Units which are 'in supply' (see **9.3**) may add 1 point to the raiding player's treasury for each unit raiding, up to the Forage Number of the Area (see **9.7.1**). This is cumulative throughout a year — units may continue to raid an Area past this point, but they may not add more talents to their treasury. The number of the "Raided" marker is used to determine how much has been raided from the region, even if the units that did the previous raiding were not 'in supply' and did not add anything to their treasury.

> *Example*: *A total of 4 points may be raided from Megarid in one year (since it has a Forage Number of 4). If four (or more) units which are not 'in supply' raid Megarid in one turn, a "Raided 4" marker is placed in the region, although nothing is added to that player's treasury. Any further raiding which is done in Megarid will not be able to remove any tribute, since the raided number already equals the Forage Number of the Area.*

15.4 Each Seasonal turn an Area in a region is raided, reduce its Militance by 1. This adjustment is applied only once per season per Area, no matter how many units raid the Area or how many Campaign Turns are spent raiding.

15.5 Units which are not 'in supply' in a Raided Area during a seasonal supply phase are eliminated, since they may not forage in the Raided Area (see **9.7.3**).

> *Example:* *4 Spartan units led by Archidamus decide to raid Attica during Spring. On their first Campaign Turn, they move into Attica and set up in the rough hex south of Thebes. During the second Campaign Turn, all 4 units raid Attica (which consists of a single Area), resulting in a -1 ML adjustment to Attica. Since the 4 units are 'in supply' — they can trace supply lines to Thebes (in the adjacent hex!) — the Spartan player adds 4 points to his treasury. A "Raiding" marker is placed on the 4 units, which may not move during the upcoming movement phase. A "Raided 4" marker is placed in Attica. If the units raided again in the third Campaign turn, a "Raided 8" marker would be placed in Attica but no further ML adjustments would be applied. However, only 3 points would be added to the Spartan treasury, since the Forage Number of Attica is 7 and Attica already had a "Raided 4" marker in it. No more talents could be raided from Attica during the rest of the year, although the Spartans are free to raid as many more times as they like.*

16.0 MOVEMENT

16.1 Overview

During the Movement and Combat phase, players move their units and attack enemy units. Units may move by a combination of normal hex movement and Area movement. Land units may only use Area movement to move from one *friendly* Area to another. To move into or through Areas containing enemy units or cities, land units must move using the normal hex grid.

Fleets move only using Areas, except when they land at a port or coastal hex. Fleets may move into and through sea Areas containing enemy fleets, but the non-moving player has the option of immediately attacking the fleets when they enter the Area. If the enemy declines to attack, the moving player may continue through the Area, or may attack the enemy fleets (thus ending movement).

Each player completes his movement then conducts all combat before the next player begins moving.

16.2 Stacking

16.2.1 Stacking on Land: Stacking refers to more than one friendly unit being present in the same hex. Any number of units may stack in a city or fort, but a leader is required for stacking anywhere else. **In order for two or more units to end their move stacked in a non-city/fort hex, a leader must be present in the hex.** The leader may <u>not</u> leave a stack of units behind in a non-city/fort hex.

16.2.2 Stacking at Sea: Fleets at sea require a leader in order to stack together in the same Area, and to transport land units. Several fleets may coexist in the same Area without necessarily being stacked together; this is automatically the case with multiple fleets in the same Area without a leader. These separate stacks may be attacked separately by enemy fleets.

16.3 Moving Land Units

16.3.1 Land units move using a combination of *Area movement* and *hex movement*, spending movement points for each Area/hex entered according to the **Movement Cost Table** (see **16.6**). Each unit has a specific movement allowance, as given below. Units moving together as a stack may not exceed the movement allowance of the slowest unit. A moving stack may "pick up" additional units along the way, but each stack must finish its movement before the next begins moving. Units may freely combine Area movement and hex movement in the same turn, subject to the restrictions given below.

16.3.2 Area Movement: Friendly Areas are treated as a single "hex," thus costing the moving unit only 1 mp to move from one Area to another. Units may also reposition themselves within a friendly Area at the cost of 1 mp. All units must end their movement in a specific hex within an Area. Note that units must use hex movement to enter or exit an enemy/contested Area, even if they are moving from or to a friendly Area.

16.3.3 Hex Movement: Land units may also use all or part of their movement points simply moving from hex to hex. Movement costs vary with the terrain entered/crossed.

16.3.4 Land units may not move through hexes containing enemy units or cities. To attack enemy units, a unit or stack must move onto the hex and end its movement. Enemy cities and forts may be either attacked or *masked* (see below). In either case, the units must move onto the hex and end their movement.

16.3.5 Hexes containing the following do not impede movement:

- a) enemy leaders
- b) enemy bases
- c) unoccupied forts
- d) masked or besieged cities/forts (but no road movement through the hex)

16.4 Moving Fleets

16.4.1 Fleets have a variable movement allowance to reflect the influence of weather. <u>After</u> moving a fleet a full 12 mp (or the maximum desired), roll one die and add 6 to the number rolled. This is how far the fleet actually moved (move it back along its path if necessary). Stacked units may roll once for all, at the moving player's option. Fleet movement can also be affected by the **Storms At Sea** card.

16.4.2 Fleets move exclusively using Area movement, spending 1 mp to move from one sea Area to the next. Unlike land units, fleets may move into and through sea Areas containing enemy fleets, but the enemy has the option of intercepting the moving fleet (see **16.4.5** below).

16.4.3 Fleets may land at coastal hexes by spending the appropriate number of movement points. In order to move again, the fleet must first spend 1 mp to launch back to the adjacent sea Area. Fleets may <u>not</u> move from one land hex directly to another.

16.4.4 Fleets initiate combat by moving on top of enemy fleets in the same Area (spending 1 mp) or onto any enemy units in an adjacent coastal hex (spending the mps necessary to land). Fleets attacking coastal hexes, including ports, are resolved like normal land battles (see **17.4.6**). Note that no combat can take place in Open Seas (see **8.5**).

16.4.5 Intercepting Moving Fleets: When a moving fleet enters an Area containing an enemy fleet (including fleets in coastal hexes touching the Area), the non-moving player has the option of <u>attacking</u> the moving fleet(s). He indicates this by placing some or all of his fleets on top of the moving fleet(s). Note that a leader must be present in order for more than 1 fleet to intercept the moving fleet, and these fleets must already be stacked together (i.e. fleets from different coastal hexes cannot join in interception). The intercepted fleets must end their movement, but the moving player <u>may</u> move additional fleets into or through the Area during the remainder of his turn (which could only be intercepted if other enemy fleets remained which were not already committed to combat). Fleets entering an Area containing enemy fleets may be intercepted separately from any friendly fleets that are already in that Area. When all movement is finished, interceptions are resolved like normal fleet battles. Note that several separate battles could result in the same sea Area. Fleets that are not intercepted may continue moving.

16.4.6 Open Seas: Fleets must end their move when they enter an Open Sea area. Fleets may exit open seas during the next campaign turn. Fleets must roll 1 die at the end of each movement phase they remain in an open sea region (including the turn that they enter it). On a six, each fleet must roll equal or less than its morale or be destroyed. (Make sure to specify the location of transported land units before this morale check.)

16.5 Movement Allowance Table

Unit type	Movement points allowed
Hoplite	3
Light infantry	3
Cavalry	5
Leader	5
Fleet	7-12 (6 + 1d6)

16.6 Movement Cost Table

Terrain type - land units	Movement point cost
Open	1
Rough	2
Cross river (except when using road movement)	+1
Road movement	1/2
Mountain	impassable
Area	1

Terrain type - fleets	
Sea Area	1
Land ships in friendly port *(see notes below)	1
Land ships in other coastal hex	2
Launch ships	1
Isthmus of Corinth	6

* Note: Some ports are adjacent to more than one sea Area. Warships may enter and exit such ports only through the sea Area containing the port symbol.

16.7 Transporting Units by Sea

16.7.1 Fleets may transport land units simply by launching to sea from a coastal hex containing the units. Fleets can drop off land units by landing in a coastal hex; the land units incur no movement cost.

16.7.2 Each fleet unit may carry two hoplites, one light infantry, or one cavalry unit. A leader <u>must</u> accompany any fleet or group of fleets transporting one or more land units. Fleets may carry any number of leaders in addition to other units being transported. If the fleet transporting units is eliminated, the units the fleet is carrying are also eliminated.

16.7.3 Units being transported may either move before being picked up, or after, but not both in the same Campaign Turn.

16.8 Special Movement Cases

16.8.1 Isthmus of Corinth: Fleets may be moved across the Isthmus of Corinth if they start their move in one of the ports of Corinth (Cenchrae or Lecheum). This costs 6 MP. The ships may continue to move from the other port with any remaining movement points. The Corinthian Area must be friendly for this movement to be used.

16.8.2 Leucas Crossing: Land units may cross between Leucas and the mainland as if the sea there were a river. Units defending the crossing gain the normal +1 morale bonus for rivers. Fleets may, of course, sail through it without penalty.

17.0 COMBAT

17.1 A player may initiate combat by moving his units into a hex containing enemy units during his movement. All the attacking units must move into the combat hex together, from the same hex. Thus, in order to attack a hex with more than one unit, a leader must be present. When the moving player is finished with all movement, combat is resolved.

17.2 All of the first player's attacks are completely resolved before the second player begins his movement.

17.3 Overview of Combat Procedure

Combat is resolved in the following manner:

1) The odds are determined by comparing the <u>number</u> of attacking units to the <u>number</u> of defending units, rounding down in the defender's favor (see the examples that follow).

2) Any adjustments (odds shifts and/or morale adjustments) are made due to leaders, terrain modifiers, light troops/cavalry, etc.

3) A die is rolled and the results determined from the Combat Chart. Apply the results immediately to both sides — units may be required to pass morale checks, which can lead to demoralization, retreat, or elimination.

4) The players then have the option of breaking off combat, the attacker deciding first.

5) If both players still have units in the combat hex, begin a new round with step 1 by recalculating the odds if any units have retreated.

Combat continues in this way until only one player's units remain in the combat hex. This player is the victor, the other the loser. Allegiance and Militance adjustments are made. The attacking player then decides the next combat to be resolved.

17.3.1 Battles at Sea: Battles at sea involve only the fleets. Transported land units do not participate in the battle, but are eliminated if the fleet transporting them is eliminated.

17.4 Combat Adjustments

17.4.1 Leaders, light troops, and cavalry in both the attacking and defending forces can shift the odds column used, while terrain and fortresses can give defending forces morale bonuses.

17.4.2 Leadership Odds Shift: Leaders are rated separately for land and sea battles. A leader with a positive rating would shift the odds a number of columns in his favor equal to his leadership rating. When attacking, shift up one column (e.g. 3-1 shifts to 4-1); when defending, shift down one column (e.g. 2-1 shifts to 3-2). Land ratings apply only to land battles, while the sea ratings apply only to battles between fleets at sea. Leaders with '0' ratings have no effect on the combat odds.

Example: **Land Rating** / **Sea Rating**

In a battle between fleets at sea, Phormio's fleets would shift the odds 1 column in their favor, so that if 3 Peloponnesian fleets attacked a lone Athenian accompanied by Phormio, normally 3-1 odds, the Spartans

would roll on the 2-1 column. However, if Phormio attacked units on land, he would have zero modifier, even if his entire force was made up of fleets. (***Note***: *yes, fleets can fight in coastal hexes as land units. Historically, the rowers and marines were sometimes equipped as light troops and served as "naval infantry." See **17.4.6**.*)

17.4.3 Light Infantry/Cavalry Odds Shift: If the number of light infantry and cavalry units (referred to collectively as *light troops*) in a force is equal or less than the number of hoplite units, shift the odds one column in its favor, subject to the following restrictions:

a) If both sides qualify, the side with more light troops gets the favorable odds shift.

b) If both have the same number of light troops, no shift is awarded to either side.

c) *Exception:* This benefit does <u>not</u> apply to units assaulting or defending a fortress — a fort or walled city. (Note that the benefit <u>does</u> apply to combat in an unwalled city.)

This should be checked after each round of combat. Note that a force must have at least one hoplite to obtain this odds shift.

> ***Example***: *The Athenians attack a stack of 2 elite Laconian hoplites with 2 Attic hoplites, 1 light infantry, and 1 Thessalian cavalry. The odds are 2-1, but because of their light troops, the Athenians shift the odds up to 3-1. After a round of combat, one of the Athenian hoplites retreats, leaving 1 hoplite and 2 light troops (1 light infantry and 1 cavalry). The odds are now 3-2, and the Athenians now have more light troops than hoplites, so they no longer get the odds shift; the attack is rolled on the 3-2 column.*

17.4.4 Fortresses and Terrain: Units in fortresses (forts and walled cities) can never be forced to retreat, although they <u>may</u> retreat (unless they were already besieged before the attack). In addition, some types of terrain and fortresses give a morale bonus to units (including a city garrison) defending from within. Terrain and fortress effects are <u>not</u> cumulative; units within fortresses receive only the fortress bonus; the terrain modifier is not applied.

Fortress type	Morale bonus
Fort	+1
Walled small city	+1
Walled medium city	+2
Walled large city	+3
Long walls ✱(see notes below)	+1

Terrain type	
Unwalled small or medium city	+1
Unwalled large city	+2
Rough	+2
River (defending behind)	+1
Coast (attacked from sea) ✱✱	+2

Notes:

✱ This is in addition to the normal morale bonus of the fortress. It only applies if both fortresses connected by the Long Walls are controlled by the same player.

✱✱ Infantry transported on fleets may either attack alone or in conjunction with the accompanying fleets. If the fleets participate in the battle and are eliminated, any infantry units which can no longer be transported will be unable to retreat.

17.4.5 Cavalry Defending a Fortress: Cavalry has its morale reduced by 2 if defending in a fortress, although they still get the normal fortress morale bonus.

17.4.6 Fleets On Land: Fleets fighting in a battle on land are treated like light infantry in all respects. They have a morale of 3, and are counted towards the hoplite/light troops ratio in determining whether the odds shift applies.

17.5 Combat Results

17.5.1 After the combat odds are calculated and all odds shifts applied, roll a die and cross-index the die roll with the appropriate odds column in the **Combat Chart**. Attacks with odds greater than 4-1 use the 4-1 column. Attacks may not be made with odds worse than 1-4 (before odds shifts). Ignore odds shifts which change the odds to less than 1-4 or greater than 4-1. Apply the results of the die roll to all units in the attacking/defending stacks, respectively:

17.5.2 D: Demoralized. Apply a -1 morale penalty to each unit's morale for the next round of combat. These and all morale modifiers are cumulative throughout the battle. **Units which are reduced to 0 morale must immediately retreat** (*exception:* units defending in a fortress and units with no retreat hex can be reduced to zero morale or below without retreating–see **17.7.2**).

17.5.3 M: Morale Check. Each unit must roll a die and compare the result to its current morale (morale with all cumulative terrain, fortress, and/or combat demoralization results applied):

Die roll	Result
Less than or equal to morale	Unit is demoralized
Higher than morale	Unit retreats
3 or more higher than morale	Unit is eliminated

Units which pass their morale check are demoralized for the next round of combat as in **17.5.2.**

17.5.4 Units forced to retreat are placed in the "Retreat" box of the combat card (unless there is no hex to retreat to — see **17.7**)

17.5.5 Units which are eliminated are removed from the board and returned to their Build Pool (elite units are removed permanently from play — see **7.9.1**).

17.5.6 +1, +2, +3: Each unit must make a morale check as above, but with the die roll modified by the specified amount.

17.6 Using the Combat Display

The Combat Display is provided to help resolve combat. After the total morale modifiers are determined for each side, place each unit in the appropriate "Current Morale" column. The printed morale columns (from 0-8) should suffice for almost every conceivable circumstance; improvisation will be necessary on the rare occasions when a unit's current morale falls outside this range. Every time the Combat Results call for units to be demoralized, simply shift them one column to the right. Whenever a unit fails a morale check, place it in the "Retreat" box on the Combat Display (*exception*: units in fortresses or units with nowhere to retreat — see **17.7**). Eliminated units are placed in the "Dead" box.

17.7 Retreats

17.7.1 Any time combat results require a unit to retreat, check to see whether there is a possible *retreat hex*:

a) Attacking units always have a retreat hex — the hex from which they attacked (*exception*: **17.7.7**).

b) Defending units may retreat to any adjacent, passable hex which does not contain an enemy unit or city. Fleets may always retreat to an adjacent **non-enemy** sea Area or (in a battle between fleets at sea) to an adjacent coastal hex. Units masked or besieged in a city or fort can never retreat.

17.7.2 Units defending in a fortress are never forced to retreat. However, they may choose to retreat when they fail a morale check if there is a retreat hex available. Thus, units in a fortress are never considered 'unable to retreat' (i.e. 17.4 is never applied to units in a fortress), and they are only removed from combat if they are eliminated.

17.7.3 If retreat is possible, place the unit in the "Retreat" box.

17.7.4 If unable to retreat, units are <u>not</u> placed in the "Retreat" box after failing a morale check. Instead, demoralize them and make a second, unmodified morale check at their current morale. If that does not eliminate them, they remain in place but with an additional demoralization (for a total of -2 for the round).

17.7.5 If all remaining units of a side are in the "Retreat" box at the end of a combat round, that player must retreat. If the attacker retreats, the defender gets the victory for the battle and remains in the combat hex, even if his units were also all in the "Retreat" box. The attacker or defender may also choose to voluntarily retreat at the end of a combat round, the attacker deciding first (see **17.8**).

17.7.6 If all units on one side are eliminated, the other player wins if any of his units are left, even if they are all in the "Retreat" box.

17.7.7 Attacking units retreat to the hex from which they attacked, except in the following special cases:

i) If the attackers were storming a previously masked fortress, they remain in the hex.

ii) If the attacking units landed directly from ships, they may retreat back to their ships or to an adjacent non-enemy coastal hex. If the ships are eliminated and there is no coastal hex to retreat to, the units cannot retreat (see **17.7.4**).

17.7.8 For battles at sea, retreat may be impossible for either the attacking or defending units, in the following circumstances:

i) Units cannot retreat (see **17.7.4**) if there are no available coastal hexes and no friendly non-enemy adjacent Sea Areas.

17.8 Voluntary Retreat/Break Off Attack

At the end of a combat round, the attacker and then the defender may decide to retreat/break off the attack, if they have a possible retreat hex. If either player does so, it must be with all the units involved in the battle.

17.9 Cavalry Pursuit

17.9.1 If either player retreats, voluntarily or not, the other receives an additional special attack using only his cavalry units which have not already been placed in the "Retreat" box. This cavalry attack consists of one round of combat only, and morale checks which do not eliminate the defending units have no further effect. **The combat results are not applied to the attacking cavalry.** The only morale modifier to units defending against a cavalry pursuit is a penalty equal to the number of rounds of combat fought (no terrain modifiers apply). Units never roll at less than 0 morale, however.

17.9.2 If the retreating player also has cavalry, the odds are calculated using the ratio of attacking : defending cavalry. The combat results are applied only to the defending cavalry.

17.9.3 If the retreating player has no cavalry, the odds are simply the number of attacking cavalry to one, e.g. two cavalry would be 2-1, four or more cavalry would be 4-1. In this case, the combat results are applied to all the defending units.

17.10 Winning a Battle

The player who has possession of the combat hex at the end of combat is considered the victor. Adjust Allegiance Levels as given in the Allegiance and Militance Level Adjustments Chart for the appropriate regions at this time (see **13.4**).

Example of Combat 1:

The Spartan player has a stack of 3 Boeotian hoplites (morale 5) and 2 Boeotian cavalry (morale 5) with a '0' leader (Macarius). These attack 3 Attican hoplites in rough terrain, also led by a '0' leader (Pericles II). All the Spartan units are placed in the "5" column on the Combat Display; since the Athenians are defending in rough terrain, they receive a +2 morale bonus and are placed in the "6" column (see below).

Round 1:

The odds are 5-3, which rounds to 3-2. The Spartans qualify for the light troops odds shift because of their cavalry, but the Athenians have no light troops, so the odds are shifted one column in the Spartan's favor, to 2-1. Neither side has any leadership modifiers, so the attack is rolled at 2-1. The Spartan player rolls a 4, giving a result of '+1/M,' meaning a +1 morale check for the attacker and a normal morale check for the defender. The Spartan player makes his morale checks: all his units are base 5 morale + 0 modifier = 5 morale. So, on a 6, the unit will have to retreat, while on a 1-5 they will just be demoralized by one. He rolls for each unit, and one of his cavalry rolls a 6 and is placed in the "Retreat" box. The remaining four units are demoralized by one, and are shifted into the "4" column. The Athenian player makes his morale checks: all his units are base 4 morale +2 modifier = 6 morale. Since the units will only fail their morale check on a 7 or higher, none of them can fail a normal morale check, but are all demoralized by shifting them into the "5" column. The Spartan decides to continue attacking, and the Athenians do not withdraw, so the battle continues.

Round 2:

The odds are now 4-3, which rounds to 1-1, but the Spartans still have one cavalry so they still get the light troops odds shift, and the attack is rolled at 3-2. The Spartan player rolls a 3, giving a result of 'D/M.' The Spartan player demoralizes all his units by moving them into the "3" column. The Athenian player has to make a normal morale check: his units are base 4 morale +1 = 5 morale. Now, his units will retreat on a 6. He rolls for each unit: 2, 2, 6. The third hoplite fails its morale check and is placed in the "Retreat" box, and the other two are moved into the "4" column. The Spartan opts to continue his attack, and the Athenian likewise declines to withdraw, so the battle continues to a third round.
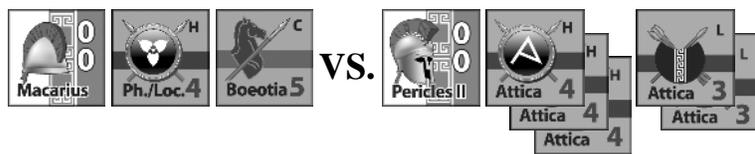
Round 3:

The odds are now 4-2, which is 2-1, shifted to 3-1 because of the Spartan light troops advantage. The Spartan player rolls a 2, giving results 'M/+2.' The Spartan player rolls a normal morale check: the current morale of all his units is 3. Now, if he rolls a 6, the unit will be eliminated, on a 4-5 it will retreat, and on a 1-3 it will pass the morale check and be demoralized by one. He rolls for his hoplites: 3, 1, 6. Bad luck! The third hoplite is eliminated, and placed in the "Dead" box. He rolls a 4 for his cavalry, which is higher than its morale, so it is placed in the "Retreat" box. The Athenian player rolls a +2 morale check for his units, which are at 4 morale: on a 7 or higher, the unit will be eliminated, on a 5-6 it will retreat, and on a 1-4 it will be demoralized. He rolls for the first hoplite: 5 + 2 = 7 — the unit is eliminated. He rolls for the second hoplite: 3 + 2 = 5. It fails its morale check, and is placed in the "Retreat" box. The Spartan player obviously chooses not to withdraw, since all the surviving Athenian units are in the "Retreat" box. The Athenian player has no choice but to retreat his two remaining units to an adjacent hex, so the Spartan player takes possession of the battle hex and is awarded a victory in the region.

Example of Combat 2:

Macarius Ph./Loc. 4 Boeotia 5 **VS.** Pericles II Attica 4 Attica 4 Attica 4 Attica 3

Two Spartan units find themselves in a bad situation while foraging in the rough hex southwest of Lamia in Thessaly — the Athenians cut off their avenues of retreat with two cavalry units to the north, and attack from the south. The Spartans have a Phocian hoplite (morale 4) and a Boeotian cavalry (morale 5). Their combat modifiers are -1 for foraging, and +2 for defending in a rough hex, for a total of +1 — the hoplite is placed in the "5" column, the cavalry in the "6" column. The Athenians attack with 3 Attican hoplites (morale 4) and 2 light infantry (morale 3). Their morale is unmodified so they are placed in the "4" and "3" columns, respectively.

Round 1:

COMBAT DISPLAY

8	7	6	5	Current Morale 4	3	2	1	0	Retreat
Sparta w/		Boeotia 5	Ph./Loc.4 x1 Just one	No Retreat					
									Dead
Athens w/			x1	x3					
				x2					

The odds are 5-2, which rounds to 2-1. Both sides have "0" leaders, so there are no leadership shifts. Both sides also qualify for the light troops odds shift, but since the Athenians have more light troops, the odds are shifted in their favor to 3-1. The Athenian player rolls a 1, giving the result 'D/+2.' The Athenian units are demoralized by shifting them into the "3" and "2" columns. The Spartan player rolls a +2 morale check: the hoplite has base morale 4 +1 modifier = 5 morale. He rolls a 4 + 2 = 6, so the hoplite fails its morale check. Normally, it would be placed in the "Retreat" box, but since the Spartans have no open retreat hex, the hoplite is demoralized to the "4" column, and rolls a second, unmodified morale check. The Spartan rolls a 5 — since its current morale is 4, this does not eliminate it (which would only occur on a 7 or higher, impossible for a normal morale check). So, it is demoralized again and moved into the "3" column. The Boeotian cavalry, in the "6" column, will only fail its morale check on a 7 or 8. However, it rolls a 2 + 2 = 4, so it passes and is moved into the "5" column. The Athenian player continues his attack, and since the Spartans are unable to retreat, the battle continues.

Round 2:

COMBAT DISPLAY

8	7	6	5	Current Morale 4	3	2	1	0	Retreat
Sparta w/			Boeotia 5 x1 No Retreat		Ph./Loc.4 x1				
									Dead
Athens w/					Attica 4 x1	x2	x1		
						Attica 3 x1			

No units have retreated, so the odds remain 3-1. The Athenian player rolls a 3, giving a result of 'M/+1.' The Athenian player makes a normal morale check. The 3 hoplites are at 3 morale: he rolls 5, 3, 2 — the first retreats, the others are demoralized and shifted to the "2" column. The light infantry are at 2 morale: he rolls 5, 4 — the first is eliminated, the second retreats. The Spartan player makes a +1 morale check. He rolls a 5 +1 = 6 for the hoplite, whose current morale is 3; it is eliminated. The cavalry current morale is 5. He rolls a 5 +1 = 6 — the cavalry would normally retreat, but since it is unable to, it is demoralized to 4 morale and makes another morale check. The cavalry rolls a 1 for its second morale check, so it survives and is moved into the "3" column. The Athenian player continues to attack, and the battle moves to round 3.

Round 3:

COMBAT DISPLAY

8	7	6	5	Current Morale 4	3	2	1	0	Retreat
Sparta w/					Boeotia 5 x1				Attica 4 / Attica 3
									Dead
Athens w/						Attica 4 x1	x1		Attica 3

The Athenians have 2 hoplites left, while only the Boeotian cavalry remains on the Spartan side. The odds are therefore 2-1 with no shifts. The Athenian player rolls a 5, giving the result 'M/D.' The Athenian player makes a normal morale check for his two hoplites, whose current morale is 2. He rolls 3, 5 — the first retreats, the second is eliminated. The Spartan player simply demoralizes his cavalry unit to the "2" column. The Athenians must withdraw, since all their surviving units are in the "Retreat" box, and the Spartan cavalry can even make a "Cavalry Pursuit" attack on the unfortunate Athenians.

Cavalry Pursuit:

Boeotia 5 **1 : 1** Attica 4 Attica 3   -3 for 3 Round Battle

Roll 3,6 — Attica 4 — Eliminate   Roll 2 — Attica 4 / Attica 3 — Escape

The Athenians have no cavalry, so the Spartan player rolls his attack at 1-1 since he has one cavalry. He rolls a 3, which is a result of 'M/M.' Only the defender's results apply in a cavalry pursuit, so the Athenian rolls a normal morale check for all the units, at a morale modifier of -3, since the battle lasted 3 rounds. He rolls 3 and 6 for the two hoplites (morale 4 - 3 = 1), which eliminates the second unit. He rolls a 2 for the light infantry, which does not eliminate it, so the Athenians escape with one hoplite and one light infantry. Since three Athenian units were destroyed, the Spartans gain a decisive victory, and the Athenians can only wonder how their apparent "sure thing" turned into such a disaster.

18.0 ATTACKING CITIES & FORTS

18.1 An attack on a city or fort is conducted in most respects like other battles as outlined in section **17.0**. However, there are a number of important differences, which are explained in this section.

18.2 When the attacker moves his units into a hex containing a city or fort, the defender must state which of his units (if any) are outside the city or fort and which are inside.

    a) If defending units remain outside, normal combat will take place between those units and the attackers. The defender has the option of retreating into the city or fort, or to an adjacent hex. If the attacker wins, he may immediately (in the same campaign turn) attack the city or fort, or he can mask it and remain in the same hex.

    b) If all defenders are inside the city/fort, the attacker has the option of attacking it or masking it (see **10.2**).

18.3 City Garrisons

18.3.1 All cities, whether walled or unwalled, have an inherent garrison which will defend it from attack.

18.3.2 The garrison only fights in a battle if there are no other units present in the city.

18.3.3 The garrison has no counter of its own, but is considered to be a single unit with base morale of 3 for combat purposes. The garrison receives the same morale bonus from the city as any other unit.

18.3.4 If a garrison is "eliminated" in combat, the attacker wins and occupies the city. Garrisons do not count as eliminated units for purposes of AL/ML Adjustments.

18.3.5 Forts have no garrison. If unoccupied, they have no effect on Area determination, and may be entered freely by either player's units.

18.4 Cities that are not ports may not be attacked or entered by fleets, although they may be in coastal hexes.

18.5 Other than this, an attack on an unwalled city is conducted exactly as described in section **17.0**. An attack on a fortress — a fort or any size walled city — has several additional special considerations.

18.6 Fortresses

18.6.1 Forts and walled cities are considered *fortresses*. The chief benefit of fortresses is that units defending them do not have to retreat due to failing a morale check, or from reaching 0 morale due to combat demoralization. Fortresses also give morale bonuses to units inside them, as listed in **17.4.4**.

18.6.2 Any number of units may stack inside a fortress, but no more than two may defend the walls during a battle. The units that begin a battle cannot be replaced or rotated during the battle, but must stay on the walls until they are eliminated or win the battle (see **18.6.5**).

18.6.3 Cavalry in a Fortress Battle: Cavalry units are subject to the following restriction when attacking or defending a fortress:

    a) Cavalry units in the force attacking a fortress may not participate directly in the battle (they do not count towards the attacker's odds, and are not affected by combat results), although if they are included in the attacking stack they may join in an attack on remaining units if the fortress is breached (see **18.6.5**).

    b) Cavalry units defending a fortress have a -2 morale penalty. Otherwise they participate in the battle normally.

18.6.4 Units assaulting or defending a fortress do <u>not</u> gain the odds shift for light infantry/cavalry.

18.6.5 Breaching a Fortress: If all units defending the walls are eliminated in a round of combat, the walls are breached and the subsequent rounds (if additional units remain in the city) are fought as if the hex were not a fortress. Thus, in a city hex, all units in the city would defend using only the unfortified city morale bonus. Units defending a breached fort use the unfortified small city morale bonus. Units defending a

breached fortress are no longer immune to retreats, and units forced to retreat from a masked, breached fortress must undergo an additional morale check as outlined above in **17.7** (since they have no available retreat hex).

Example of Attacking a Fortress:

Three Boeotian hoplites with a "1" leader attack Piraeus, which is defended only by its inherent garrison. The Spartan units are placed in the "5" column. The Athenian garrison receives a +2 fortress bonus for a medium city, plus an additional +1 Long Walls bonus, and is placed in the "6" column.

Round 1:

The odds are 3-1, shifted to 4-1 due to the Spartan leader. The Spartan player rolls a 6, giving a result of "D/M." The Spartan units are demoralized, and moved into the "4" column. The Athenian unit must make a normal morale check. Its current morale is 6. It cannot fail its check, and is simply demoralized by moving it into the "5" column. The Boeotians choose to continue their attack, and since the garrison cannot withdraw, the battle continues.

Round 2:

The odds are still 4-1. The Spartan player rolls a 4, giving a result of "M/+1." The Spartan units make a normal morale check at their current morale of 4. The three hoplites roll 2, 2, 5 — the first two pass, the third fails and is placed in the "Retreat" box. The two remaining units are demoralized into the "3" column. The garrison must make a +1 morale check at its current 5 morale. Since it is in a fortress, it is immune to any retreat results, so it is only affected if it is eliminated by an 8 or higher. The unit cannot roll an 8 on a +1 morale check, so it is demoralized into the "4" column. The Spartan player is starting to get worried about the low morale of his units, but decides to try one more assault.

Round 3:

The odds are now 2-1 shifted to 3-1. The Spartan player rolls a 3, giving a result of "M/+1." The two Boeotian hoplites must make a normal morale check: their current morale is 3. They roll 1 and 5 — the first

passes, the second retreats. The remaining hoplite is moved into the "2" column. The Athenian garrison must make another +1 morale check. Its morale is now 4, and will be eliminated if it rolls a 6 (+1 = 7, which is 3 higher than its current morale). The garrison rolls a 1, however, and is merely demoralized to the "3" column. The Spartan player decides that wisdom is the better part of valor, and breaks off the attack. He moves his units back to the hex from which they attacked, and the Athenian player gets a victory in Attica.

19.0 SICILY

19.1 The Sicily Box may be entered either from the coastal waters of Corcyra or from the North Ionian deep sea region. Units are placed in the "In Sicily" box when they enter.

19.2 On subsequent turns, they may be placed in the "Leaving Sicily" box during the Place Units phase of the Seasonal Turn (stage B), from where they must move back into either the North Ionian Sea or the Corcyran coastal sea Area during the following campaign turn.

19.3 Units do not have to be supplied while they are in the "In Sicily" box — this is essentially the Force Pool for Sicily. However, they must be supplied from the treasury the turn they are placed in the "Leaving Sicily" box.

19.4 Units may freely enter and exit Sicily, subject to the restrictions above, unless a **Sicilian Expedition Escalation** card is active. Units in Sicily, and those that enter on following turns, must remain in Sicily until a **Sicilian Expedition Resolution** card is played. After that, only the victor may move units into Sicily, although both players' units may exit Sicily at any time.

19.5 Combat never occurs in Sicily. Both players may have units in Sicily at the same time.

20.0 PEACE

20.1 Peace can be signed between the warring factions one or more times during the course of a scenario. This does not necessarily mean the game has ended; if neither side has fulfilled its victory conditions, the peace will be only a temporary armistice. Peace can come about in two ways:

a) Successful play of a Peace Event Card (see Appendix C).

b) Mutual agreement by all players at any time during a Seasonal Turn.

20.2 Effects of peace

Check the victory conditions given in the scenario. If either side has fulfilled the conditions for decisive or marginal victory, the game is over. If the result is stalemate, however, the current peace is only temporary. Until the start of the next year following the signing of peace (i.e. a minimum of 1 Season), the following restrictions are in effect:

- All sieges must be ended (this does **not** count as a victory for the defender).
- All units must exit enemy regions. Units that still remain in an enemy region in the season following the activation of a Peace card are placed in the Build Pools (although there is no ML penalty for eliminated units).
- Enemy regions cannot be entered.
- Fleets may not be intercepted.
- No battles may be fought.
- No Event Cards may be played (except those which say "Play Immediately").

As long as peace continues, no Seasonal AL/ML adjustments are made. At the end of each year of peace, the following AL/ML adjustments are made:

+1 ML for **all** regions

Roll for every region that contains at least one leader, modified by +1 for each **extra** leader present (e.g. +2 for a region with 3 leaders):

Die roll	AL Adjustment
1-2	+0 AL
3-5	+1 AL
6-7	+2 AL
8+	+3 AL

20.3 Ending peace

Beginning the year after the peace was signed, the above restrictions are no longer in effect. Peace continues, however, until either player successfully makes a Grievance Roll. A player is entitled to make a Grievance Roll during the Event Card phase of any Seasonal Turn following a season in which any of the above restrictions are violated by the other player. The Grievance Roll is modified as given below. On a 6 or higher, the Grievance Roll is successful: all friendly regions receive +1 AL and +1 ML adjustments, open war immediately resumes, and the Peace Card is discarded.

Modifiers to Grievance Roll: +1 for each grievance that has occurred **in the previous Season only** (grievances may not be saved up). Note that not every violation (which allows a Grievance Roll) counts as a grievance.

Each of the following counts as 1 grievance:

- a battle on the territory of a friendly region
- enemy home troops (Attica/Laconia) involved in such a battle
- a friendly city besieged or captured (including those which are revolting in an enemy region)
- a naval battle involving an enemy home fleet
- destruction of a city (1 grievance per city size, so destroying a large city gives a +3 to the Grievance Roll)

21.0 VICTORY CONDITIONS

21.1 The game ends immediately if either player's capital is captured (also Thebes and Corinth in the 3 and 4 player scenarios). The game also ends if a player's home region (Attica or Laconia, plus Boeotia and Corinth with 3 and 4 players) becomes controlled by the enemy. Either of these results in a decisive victory for the enemy.

21.2 Additional victory conditions are specified in the different Scenarios.

III. SCENARIOS

22.0 THE ARGIVE LEAGUE SCENARIO

22.1 This scenario may be used as an introduction to **THE EPIC OF THE PELOPONNESIAN WAR**. It is played on only part of the map, and uses a simplified version of the turn in order to allow new players to familiarize themselves with the basics of the game before having to worry about the greater complexity of the complete game.

22.2 Set Up

22.2.1 **Spartan player:** Place units and markers as follows:

Region	AL	ML	BTV multiplier
Laconia	20	20	x2
Arcadia	5	9	x1
Achaea	0	8	x1
Corinth	4	8	x2
Epidaurus	6	8	x1
Megarid	15	14	x2
Boeotia	18	12	x2

Force Pools

Region	# unit type	morale
Laconia	4 e. hoplite	6
	3 hoplite	5
	1 fleet	3
Arcadia	3 hoplite	5
Achaea	1 hoplite	5
Corinth	5 hoplite	4
Epidaurus	2 hoplite	5
Megarid	2 hoplite	4
Boeotia	7 hoplite	5
	3 cavalry	5
	3 light infantry	3

On map

> Sparta controls Lepreum in Elis

Leaders

> Three Spartan leaders begin the game on the map:
>
> Gylippus, Agis in Sparta
>
> Ramphias in Thebes
>
> Astyochus, Clearchus, and Dercyllidas begin the game in Spartan Leader Pool.

Treasury

> The Spartan Treasury begins the game with 22 talents.

22.2.2 **Athenian player:** Place units and markers as follows:

Region	AL	ML	BTV Multiplier
Attica	20	20	x2
Argolid	10	8	x2
Elis	4	10	x2
Athenian Empire	—	—	x1

Force Pools

Region	# unit type	morale
Attica	3 hoplite	4
	4 elite fleet	6
	2 cavalry	4
	2 light infantry	3
Argolid	1 e. hoplite	6
	6 hoplite	4
Elis	3 hoplite	5

On map

> Athens controls Nisaea in Megara, Mantinea in Arcadia
>
> Fort, base in Laconia — in the rough coastal hex 2 hexes north of Methone
>
> 1 Attica light infantry in fort
>
> 1 Attica hoplite in Nisaea

Leaders

> Three Athenian leaders begin the game on the map:
>
> Demosthenes, Nicostratus in Athens
>
> Alcibiades in Argos
>
> Eurymedon, Lamachus, and Nicias begin the game in the Athenian Leader Pool.

Treasury

> The Athenian Treasury begins the game with 22 talents.

22.3 Scenario Length

The Scenario runs for four years. It begins with Spring of 419 and ends with Winter 416.

22.4 Special Rules

22.4.1 The "Argive League" scenario uses a simplified Turn Sequence. There is no Build Phase, so all units are permanently removed from the game when eliminated. No Event Cards are used.

Yearly Start Phase:

1) Check regions for change of control

2) *Tribute phase:* Players do not change tribute values or roll for cities. Simply collect the given Tribute value from controlled regions (minus enemy-held cities)

3) Remove "Raided" markers from map

Four **Seasonal Turns** (Spring, Summer, Fall, Winter) each broken down as follows:

    a) *Place units from Force Pool onto map, and/or remove units from map to Force Pool*

    b) *Supply units*

    c) *Resolve sieges*

    d) Apply seasonal AL/ML adjustments

    e) Three **Campaign Turns**, each broken down as follows:

        i) *Raiding*

        ii) *Movement and combat*

4) When Winter turn is complete, begin a new year with step (1) of the Yearly Start Phase.

The Athenian player always moves first, regardless of number of regions controlled.

22.4.2 Units may not enter regions not in play, except:

    a) Athens may land and supply troops in Zacynthus (W. Isles) and Naupactus (Aetolia)

    b) Athens may use Corcyra (W. Isles) as a supply source

22.4.3 Only 3 leaders are used at one time, rather than 6 as in the normal game. If the leaders in the Leader Pools run out, reuse "0-0" leaders as necessary.

22.4.4 The Athenians collect 15 talents +die roll for tribute from the Empire.

22.4.5 During the Place Units phase of the Seasonal Turn, the Athenian player may place up to 3 bases during the course of the scenario anywhere he has a unit or a friendly city. Bases may not be removed once they are placed.

22.5 Victory Conditions

The victor is determined by the number of regions the Athenian player controls at the end of the scenario:

Type of victory	Number of Athenian controlled regions
Athenian decisive victory	4
Athenian victory	3
Spartan victory	2
Spartan decisive victory	1

22.6 Historical Background

The Peloponnesian War began in 431 BC and finally ended in Athenian defeat in 404, but full-scale fighting did not rage for this entire time. The war is usually divided into three periods: "The Archidamian War," from 431-421, during which the two combatants futilely battered each other until an uneasy peace was arranged, named after the Spartan king Archidamus; "The Peace of Nicias," from 421-414, named for the chief Athenian supporter of the treaty with Sparta; and "The Ionian War," from 414-404, so-called because when open war resumed, its main focus shifted from mainland Greece to the Ionian islands and Asia Minor coastline.

The Argive League Scenario takes place during the "Peace" of Nicias, when Athens and Sparta were formally at peace. Following the treaty in 421, however, relations between the two camps quickly deteriorated. Several of Sparta's allies, notably Boeotia and Corinth, refused to sign the peace treaty, and Sparta was unable to get them to comply to its terms. The Athenians were particularly incensed by Sparta's failure to return Amphipolis to them. The way in which the Boeotians surrendered an Athenian frontier fortress typified the actions of Sparta's allies: they demolished it before handing it over to Athens, claiming that they had fulfilled the terms of the treaty because it could no longer be used by any power hostile to Athens.

It is against this background that Alcibiades, a rising young Athenian politician, invited ambassadors from Argos to Athens to discuss forming an alliance. A Ten-Year Peace between Argos and Sparta, rivals since ancient times, was due to expire, and the Argives had already begun exploring the possibility of replacing Spartan leadership in the Peloponnese with a new "Argive League." As a result of these negotiations, a defensive alliance between Athens, Argos, Elis, and Mantinea was concluded in 420. The Spartans recognized this nascent League as a direct threat to themselves, and prepared to destroy the Argive pretentions before they stripped any more cities from the Peloponnesian League.

The limited Athenian force pool in this scenario represents the level of effort Athens was willing to devote to supporting Argos. The Athenians had never been interested in fighting a climactic hoplite battle with the Spartans, but saw the Argive League as a chance to possibly destroy Sparta without having to do much of the fighting themselves. Historically, the fate of the Argive League was decided at the battle of Mantinea in 418, when the Argives and their allies marched against Tegea and the Spartan army came to its rescue. Although the Spartans won the battle, and shortly thereafter forced Argos to renounce its alliance with Athens, the Athenian plan had come very close to success.

23.0 CAMPAIGN GAME

23.1 The Campaign Game is the entire Peloponnesian War. It can be lengthy to play, but it allows players to explore the full range of strategies available to both sides.

23.2 Set Up

23.2.1 Force Pools and Build Pools: Set up the units for all 26 regions, Persia, and Sicily in the Force Pool & Build Pool boxes around the edges of the map. The units that go in these boxes are Force Pool and Build Pool tables on the back (page 36) of this rulebook.

23.2.2 Leaders: Place the following leaders in the Attica Force Pool: Pericles, Phormio, Nicias, Paches, Eurymedon, Nicostratus.

Place the following leaders in the Laconia Force Pool: Archidamus, Ramphias, Alcidas, Eurylochus.

Two Spartan leaders begin the game on the map: Xenocleides in Corinth, and Diemporus in Thebes.

Place all remaining leaders face down in the appropriate Leader Pools.

23.2.3 Regions:

Athens controls the following regions:

Region	AL	ML	BTV Multiplier
Attica	20	20	x1 for all regions
Euboea	13	7	
Acarnania	7	8	
Western Islands	8	7	
Macedon	2	7	
Thrace	4	8	
Chalcidice	2	7	
Thessaly	6	8	
Hellespont	8	8	
Lesbos	3	9	
Chios	4	8	
Samos	12	9	
Rhodes	6	8	
Aegean Islands	19	10	
Argolid	*3*	*8*	

Sparta controls the following regions:

Region	AL	ML	BTV Multiplier
Laconia	20	20	x1 for all regions
Achaea	4	6	
Elis	6	8	
Arcadia	10	8	
Corinth	20	16	
Epidaurus	13	10	
Megarid	7	10	
Boeotia	12	12	
Phocis/Locris	6	8	
Aetolia	5	7	
Epirus	8	6	

Argolid begins the game neutral. No tribute is collected from Argolid, and no units may enter Argolid until it is activated by the **Argos Ends Neutrality** Event Card. Allegiance and Militance Adjustments which affect all regions do affect Argolid, however, so the Athenian player should keep track of Argolid's levels on his Regional Information Sheet while Argos is neutral.

23.2.4 Treasuries: The Athenian Treasury contains 230 points at the start of the game. The Spartan Treasury starts with 20 points.

23.2.5 On the Map:

Place an "Athens" marker on Naupactus (in Phocis/Locris).

Place "Sparta" markers on Anactorium and Oeniadae (in Acarnania).

Place "Revolt" markers on Plataea (in Boeotia), Potidaea (in Chalcidice), Thera and Melos (in Aegean Islands).

Athenian bases: Piraeus (in Attica), Naupactus, Amphipolis (in Thrace)

Spartan bases: Gytheum (in Laconia), Cyllene (in Elis)

23.2.6 Event Cards:

Remove the following cards from the deck and set aside:

• Peace Embassy

• Carthage Invades Sicily

• Argos Ends Neutrality

• Allied Dissent (not used in 2-player scenarios)

Optional: The **Plague in Athens** card may be removed permanently from the deck on the agreement of both players. This random event has

the potential to severely decimate the available Athenian forces, and some players may wish to play without it.

23.3 Scenario Length

The Campaign Game has no set number of turns. It begins with Spring 431 and continues until one of the following ends the game:

    a) Athens or Sparta is captured.

    b) Attica or Laconia switches sides.

    c) A **Peace Embassy** Event Card ends the game. Use the following modifiers in addition to those given on the card.

Additional Peace Embassy Modifiers

If played on Athens:
    For each of the following controlled by Sparta:

Euboea, Thrace, Hellespont, Chalcidice	+1
If all four of these regions Athenian controlled	-1

If played on Sparta:
    For each of the following controlled by Athens:

Corinth, Elis, Arcadia, Megarid	+1
If all four of these regions Spartan controlled	-1

The game may also be ended my mutual agreement at any time.

23.4 Special Rules

The Event Cards which were removed from the deck at the start of the game should be added to the deck after the first deck has been played through.

After first deck add:

- Peace Embassy
- Carthage Invades Sicily
- Argos Ends Neutrality

23.5 Victory Conditions

If the Spartans capture Athens or take control of Attica, they win decisively. If the Athenians capture Sparta or take control of Laconia, they win decisively. Otherwise, victory is determined by adding up the Base Tribute Values of the regions controlled by Athens when the game ends:

Total Athenian Base Tribute Value

Athenian decisive victory	more than 40
Athenian victory	33-39
Stalemate	26-32
Spartan victory	17-25
Spartan decisive victory	less than 17

24.0 THREE-PLAYER CAMPAIGN GAME

24.1 The campaign game can be played with three players: Athens, Sparta and Thebes. The addition of the Theban player brings out the divisions on the Peloponnesian side, and the problems that came with the loose alliance against Athens.

24.2 Set Up

Follow the guidelines given in the regular Campaign Game for all aspects of the scenario unless specified otherwise here.

24.2.1 Force Pools and Build Pools: Same as regular Campaign Game.

24.2.2 Leaders: Spartan player can have a maximum of 4 leaders in play at the same time. The Theban player uses 3 leaders at a time. The Athenian player still uses the normal 6. The Theban and Spartan players draw replacement leaders from the same Leader Pool. The counters are the same color, but since the players each have a Leader Card, no confusion should result.

- Athenian leaders: same as the regular Campaign Game.

- Theban leaders: place Pagondas, Diemporus, and Arianthides in Boeotia Force Pool.

- Spartan leaders: place Archidamus, Alcidas and Eurylochus in Laconia Force Pool. Place Xenocleides in Corinth.

24.2.3 Regions: Athens controls the same regions as the regular Campaign Game.

Sparta controls the following regions:

Region	AL	ML	BTV Multiplier
Laconia	20	20	x1 all regions
Achaea	4	6	
Elis	6	8	
Arcadia	10	8	
Corinth	20	16	
Epidaurus	13	10	
Epirus	8	6	

Boeotia controls the following regions:

Region	AL	ML	BTV Multiplier
Megarid	7	10	x1 all regions
Boeotia	12	12	
Phocis/Locris	6	8	
Aetolia	5	7	

24.2.4 Treasuries: The Athenian Treasury contains 230 talents at the start of the game. The Spartan Treasury starts with 14 talents. The Theban treasury starts with 8 talents.

24.3 Control of regions: When a region changes from Athenian to Peloponnesian control, the player who controls the region (Thebes or Sparta) is determined as listed below. These are ranked in order of precedence; if (1) does not apply or is inconclusive, move down to (2), etc. A player may, however, voluntarily abdicate control to his ally at the time the region is first taken over.

    1) The player with the most units in the region takes control. This applies to individual units, as well as to <u>all</u> troops under a friendly leader's command, even if all the units with the leader do not belong to the same player.

    2) The player with the most adjacent regions takes control. Adjacent regions are regions with common <u>land</u> borders. Aegean Isles and Western Isles are not adjacent to any regions.

    3) The player who controls the <u>fewest</u> number of regions takes control.

    4) Control is determined randomly.

24.4 Turn Order

The turn order is determined as given in **3.3**; the total Peloponnesian League regions are compared to Athenian-controlled regions to determine whether Athens moves first or last. The Spartan and Theban players move simultaneously in the same turn; in cases where precedence is necessary, Sparta moves first unless Thebes controls more regions.

24.5 Spartan & Theban Alliance Rules

The two Peloponnesian League players are considered allied by default. They may <u>never</u> attack each other's units or cities. They may treat each other's units and cities as friendly for all purposes, <u>unless a player forbids it in a specific instance</u>:

- Spartan units may stack with Theban units and vice-versa.

- All units stacked with a leader move with that leader, including allied units. In order to regain control of units with the ally's leader, a player must move one of his own leaders into the hex with the units. This does not apply to units stacked in fortifications, which may freely move away (subject to stacking rules).

- Each player <u>must</u> supply all units under his control, including units belonging to the other player (although he may supply his units first if his Treasury is running out).

- Both Peloponnesian League players may use the other's cities and

bases as supply links and sources, unless forbidden by their ally. Similarly, the two allied players' Areas are considered mutually friendly unless specified otherwise.

- Spartan and Theban units may <u>not</u> raid from each other's regions.
- Spartan and Theban units may only forage out of their ally's regions if <u>both</u> players' treasuries are empty. If only the owning player's treasury is empty, units in allied regions must either be supplied by the other player, or be eliminated. Units may freely forage out of their own regions if their treasury is empty, of course (normal foraging rules for friendly regions).
- Sparta and Thebes may transfer talents to the other player's treasury at any time.

24.6 Event Cards

The Peloponnesian League players each may hold a maximum of three Event Cards, instead of the normal five. Cards specifying "Sparta" apply to either Peloponnesian League player. Peloponnesian League players may freely exchange Event Cards at any time.

Follow the directions given in the regular Campaign Game for setting up the deck, with one exception: all **Allied Unrest** cards should be removed from the deck and replaced with **Allied Dissent** cards.

24.7 Scenario Length

24.7.1 Like the regular Campaign Game, the three-player Campaign Game has no set number of turns. The game ends when any of the following occur:

1) Athens, Thebes, or Sparta is captured.

2) Attica, Boeotia, or Laconia switches sides.

3) A Peace Embassy card is successful. Use the following modifiers to the roll in addition to those given on the card:

24.7.2 Additional Peace Embassy Modifiers

Peace is declared if any player makes a successful Peace roll. The Athenian player make force either Sparta or Thebes to roll, but not both in the same Season.

Athens:

For each of the following controlled by the Peloponnesian League:	
Euboea, Thrace, Hellespont, Chalcidice	+1
If all four of these regions Athenian controlled	-1

Sparta:

For each of the following controlled by Athens:	
Corinth, Elis, Arcadia, Megarid	+1
All four of these regions controlled by Pelop. League	-1
Sparta controls fewer regions than Thebes	+1

Thebes:

Phocis/Locris controlled by Athens	+1
For each Boeotian city held by Athens	+1
Megarid, Corinth, Arcadia all controlled by Pelop. League	-1
Thebes controls more regions than Sparta	+1

24.8 Victory Conditions

To determine the winner, follow these steps in order:

1) If the Athenians capture Sparta or Thebes, or take control of Boeotia or Laconia, they win decisively.

2) If either Peloponnesian League player captures Athens or takes control of Attica, check the victory conditions for the Peloponnesian League given below. Include Attica's Base Tribute Value to the player who captured Athens.

3) Otherwise, check Athenian victory conditions by totaling the Base Tribute Values of Athenian-controlled regions:

Athenian decisive victory	more than 40
Athenian victory	33-39

If total Athenian BTV meets either of these requirement, the Athenian player wins.

4) Check for stalemate:

Stalemate	Athenian BTV 26-32

5) If neither (3) nor (4) apply, Athens loses. Check victory conditions for the Peloponnesian League players by totaling the Base Tribute Values of the regions they each control. Note that these are irrelevant if either (3) or (4) apply; the Peloponnesian League players' victory conditions apply <u>only</u> if Athens loses.

Theban victory conditions:

Decisive victory	12 or more
Victory	8-11

Spartan victory conditions:

Decisive victory	22 or more
Victory	15-21

25.0 FOUR-PLAYER CAMPAIGN GAME

25.1 The four-player campaign game adds Corinth to the Peloponnesian League side. Follow the rules given for the three-player campaign game with the following changes and additions.

25.2 Set Up

25.2.1 Leaders:

- Sparta uses 4 leaders as in the three-player game. Thebes and Corinth each use 3 leaders.
- Theban leaders: place Pagondas, Diemporus, and Arianthides in Boeotia Force Pool.
- Spartan leaders: place Archidamus, Alcidas, Eurylochus, and Ramphias in Laconia Force Pool.
- Corinthian leaders: place Cnemus, Aristeus, and Xenocleides in Corinth Force Pool.

25.2.2 Regions:

Sparta controls the following regions:

Region	AL	ML	BTV Multiplier
Laconia	20	20	x1 all regions
Elis	6	8	
Arcadia	10	8	
Epidaurus	13	10	

Boeotia controls the following regions:

Region	AL	ML	BTV Multiplier
Megarid	7	10	x1 all regions
Boeotia	12	12	
Phocis/Locris	6	8	
Aetolia	5	7	

Corinth controls the following regions:

Region	AL	ML	BTV Multiplier
Achaea	4	6	x1 all regions
Corinth	20	16	
Epirus	8	6	

25.2.3 Treasuries: The Spartan Treasury starts with 8 talents. The Theban treasury starts with 8 talents. The Corinthian Treasury starts with 6 talents.

25.3 Scenario Length

25.3.1 The game ends when any of the following occur:

a) Athens, Thebes, Corinth or Sparta is captured.

b) Attica, Boeotia, Corinth or Laconia switches sides.

c) A **Peace Embassy** card is successful. Use the following modifiers to the roll in addition to those given on the card:

25.3.2 Additional Peace Embassy Modifiers:

Athens:

For each of the following controlled by the
Peloponnesian League:
Euboea, Thrace, Hellespont, Chalcidice   +1
If all four of these regions Athenian controlled   -1

Sparta:

For each of the following controlled by Athens:
Elis, Arcadia, Megarid   +1
All three of these regions controlled by Pelop. League -1
Sparta controls fewer regions than Thebes   +1
Sparta controls fewer regions than Corinth   +1

Corinth:

Athens controls no port touching the two sea Areas
west of Corinth   +1
For each Corinthian city held by Athens   +2
Arcadia controlled by Pelop. League   -1
Megarid controlled by Pelop. League   -1
Corinth controls more regions than Sparta   +1

Thebes:

Phocis/Locris controlled by Athens   +1
For each Boeotian city held by Athens   +1
Megarid and Arcadia both controlled by Pelop. League -1
Thebes controls more regions than Sparta   +1

25.4 Victory Conditions

To determine the winner, follow these steps in order:

1) If the Athenians capture Sparta, Corinth or Thebes, or take control of Boeotia, Corinth or Laconia, they win decisively.

2) If one of the Peloponnesian League players captures Athens or takes control of Attica, check the victory conditions for the Peloponnesian League given below. Include Attica's Base Tribute Value to the player who captured Athens.

3) Otherwise, check Athenian victory conditions by totaling the Base Tribute Values of Athenian-controlled regions:
Athenian decisive victory   more than 40
Athenian victory   33-39

If total Athenian BTV meets either of these requirement, the Athenian player wins.

4) Check for stalemate:
Stalemate   Athenian BTV 26-32

5) If neither (3) nor (4) apply, Athens loses. Check victory conditions for the Peloponnesian League players by totaling the Base Tribute Values of the regions they each control. Note that these are irrelevant if either (3) or (4) apply; the Peloponnesian League players' victory conditions apply <u>only</u> if Athens loses.

Theban victory conditions:
Decisive victory   12 or more
Victory   8-11

Corinthian victory conditions:
Decisive victory   8 or more
Victory   6-7

Spartan victory conditions:
Decisive victory   18 or more
Victory   12-17

26.0 ARCHIDAMIAN WAR SCENARIO

26.1 This scenario represents the first part of the war up to the Peace of Nicias. When the war began, both Athens and Sparta were confident that they could win the war within a few years. Ten years later, the war had gone very differently from what had been expected. The combination of a series of Athenian reverses and Spartan war-weariness induced the warring parties to sign a peace treaty in early 421. This amounted to little more than an armistice, however, and within months open hostilites resumed (see the Argive League scenario).

26.2 Set Up

Follow the guidelines given in the regular Campaign Game for all aspects of the scenario unless specified otherwise here.

26.2.1 Force Pools and Build Pools: Same as regular Campaign Game.

26.2.2 Leaders: Same as regular Campaign Game.

26.2.3 Regions: Same as regular Campaign Game, with two changes:

	AL	ML
Attica	15	15
Laconia	15	15

Note that Argolid is neutral for the entire scenario, so there is no need to keep track of its AL or ML.

26.2.4 Treasuries: Same as regular Campaign Game.

26.2.5 On the Map: Same as regular Campaign Game

26.2.6 Event Cards: Remove the following cards from the deck:

- Sicilian Expedition Escalation
- Sicilian Expedition Resolution
- Carthage Invades Sicily
- Argos Ends Neutrality
- Allied Dissent
- *Optional:* The **Plague in Athens** card may be removed permanently from the deck on the agreement of both players. This random event has the potential to severely decimate the available Athenian forces, and some players may wish to play without it.

26.3 Scenario Length

26.3.1 The Archidamian War Scenario runs for a maximum of 10 years. It begins with Spring 431 and continues until one of the following ends the game:

1) Athens or Sparta is captured.

2) Attica or Laconia switches sides.

3) A **Peace Embassy** Event Card ends the game. Use the modifiers given below in addition to those given on the card.

4) The game ends after Winter 420 if none of the above occur earlier.

26.3.2 Additional Peace Embassy Modifiers:

If played on Athens:

For each of the following controlled by Sparta:
Euboea, Thrace, Hellespont, Chalcidice,
Lesbos, Chios, Samos, Rhodes, Aegean Islands   +1

If played on Sparta:

For each of the following controlled by Athens:
Boeotia, Megarid, Corinth,
Elis, Arcadia, Megarid, Epidaurus, Achaea   +1
For each eliminated elite hoplite   +1

26.4 Victory Conditions

Same as regular Campaign Game.

27.0 IONIAN WAR SCENARIO

27.1 The Ionian War scenario represents the final years of the war. Just prior to the start of the scenario, Athens' Sicilian Expedition had been completely destroyed, costing Athens most of its army and fleet. This disaster left Athens critically weak and inspired widespread revolts across its empire. Against all odds, the Athenians fought on for eight more years, even rejecting two Spartan offers of peace. With Persian support, however, Sparta was at last able to challenge Athens at sea. In 405, the Athenian fleet was crushed at the battle of Aegospotami in the Hellespont. With its treasury empty and its manpower exhausted, Athens was unable to build another fleet, and it surrendered in April 404 after a 6-month siege.

27.2 Set Up

Follow the guidelines given in the regular Campaign Game for all aspects of the scenario unless specified otherwise here.

27.2.1 Force Pools and Build Pools: Listed below are the starting Force Pools. All units not in a region's Force Pool or starting on the map are placed in the respective Build Pools (i.e. the total number of units in Force Pool and Build Pool combined is the same as in the Campaign Game).

Peloponnese	Force Pool
Achaea	**1** hoplite - 5
	1 light - 3
Elis	**2** hoplite - 5
Arcadia	**1** hoplite - 5
Argolid	**1** elite hoplite - 6
	3 hoplite - 4
Corinth	**3** hoplite - 4
	1 light - 3
Laconia	**3** elite hoplite - 6
	2 hoplite - 5
	1 fleet - 3
	2 cavalry - 4
Epidaurus	**1** hoplite - 5
	1 light - 3

Central Greece	
Megarid	**2** hoplite - 4
Attica	**3** hoplite - 3
	4 fleet - 5
	1 cavalry - 4
	1 light - 3
Boeotia	**5** hoplite - 5
	4 cavalry - 5
	5 light - 3
Euboea	none
Phocis/Locris	**3** light - 3
	1 cavalry - 5
Aetolia	**5** light - 3
Acarnania	**2** hoplite - 4
	2 light - 3
Epirus	**1** hoplite - 4
	1 light - 3
W. Islands	**2** hoplite - 4
	1 fleet - 4

Northern Greece	
Thessaly	**4** cavalry - 5
	4 light - 3
Macedon	**4** cavalry - 5
	4 light - 3
Chalcidice	**1** hoplite - 4
	2 light - 3
	2 cavalry - 5
Thrace	**1** hoplite - 4
	1 light - 3

Asia Minor	
Hellespont	**1** hoplite - 4
Lesbos	**1** hoplite - 4
Chios	**2** fleet - 5
	1 hoplite - 4
Samos	none
Rhodes	none
Aegean Islands	none

Off-board Regions	
Persia:	
Tissaphernes:	**10** light - 3
	6 cavalry - 5
	4 fleet - 5
Pharnabazus	**8** light - 3
	4 cavalry - 5
	4 fleet - 5
Sicily	**4** fleet - 5

Sparta starts with 1 of the Sicilian fleets, and can add 1 each Season (up to the maximum of 4), as per Decisive Spartan Victory on the **Sicilian Expedition Resolution** card. Eliminated fleets are not replaced.

27.2.2 Leaders: The following leaders are in the leader pools (* = at start)

Athens

*Cleomedes	*Diomedon
*Charminus	Aristocrates
*Strombichides	Pericles II
*Theramenes	Philocles
*Thrasybulus	Conon

Sparta

*Alicibiades	Mindarus
*Alexarchus	Callicratidas
*Agis	Lysander
*Astyochus	Pausanius
*Clearchus	Scirphondas
*Dercyllidas	Ramphias

27.2.3 Regions:

Athens controls the following regions:

Region	AL	ML	BTV Multiplier
Attica	15	15	x3
Euboea	3	7	x2
Acarnania	5	8	x1
Western Islands	6	6	x2
*Macedon	1	4	x1
Thrace	1	8	x2
Thessaly	3	10	x1
Hellespont	3	8	x2
Lesbos	0	8	x2
Chios	-1	9	x2
Samos	4	9	x2
Rhodes	2	8	x2
Aegean Islands	13	8	x3
Argolid	3	5	x1

Sparta controls the following regions:

Region	AL	ML	BTV Multiplier
Laconia	12	11	x3
Achaea	4	5	x2
Elis	4	7	x1
Arcadia	5	8	x1
Corinth	12	10	x3
Epidaurus	8	7	x2
Megarid	6	8	x3
Boeotia	9	9	x3
Phocis/Locris	5	6	x2
*Aetolia	3	4	x1
*Epirus	5	3	x1
Chalcidice	2	7	x2
Sicily	N/A	N/A	N/A

*Note that in these regions, the ML < 5, so no units can be placed or built.

27.2.4 Treasuries: The Athenian Treasury contains 86 talents at the start of the game. The Spartan Treasury starts with 41 talents.

27.2.5 On the Map:

Place "City Destroyed" markers on Melos: (Aegean Islands–W4340), Scione: (Chalcidice–W3614), and Plataea: W3429 (Boeotia).

Place "Athens" markers on Nisaea (Megarid–W3531), Cythera (Laconia–W3244), Potidaea (Chalcidice–W4311), and Torone (Chalcidice–W3816).

Place a "Revolt" marker on Amphipolis (Thrace–W3809)

Place "Long Walls Destroyed" on Megara-Nisaea Long Walls (W3431-W3531)

Place "Walls Destroyed" on Thespis (Boeotia–W3328), Mytilene (Lesbos–E1822)

Athenian fort: 2 hexes N of Methone in Laconia (Pylos–W2337)

Spartan fort: 1 hex NW of Acharnae in Attica (Decelea–W3729)

Athenian bases: Piraeus (in Attica–W3731),
    Naupactus(Phocis/Locris–W2428),
    Potidaea (Chalcidice–W3414), Pylos (fort in Laconia–W2337)

Spartan bases: Gytheum (in Laconia–W2940), Cyllene (in Elis–W2130)

1 W. Isles hoplite at Pylos fort (W2337)

1 Boeotian hoplite at Decelea fort (W3729)

27.2.6 Event Cards: Remove the following cards from the deck:
- Sicilian Expedition Escalation
- Sicilian Expedition Resolution
- Argos Ends Neutrality
- Allied Dissent
- Sitalces Invades Macedon and Chalcidice
- Plague in Athens

The Spartan player starts with 5 Event Cards: 3 **Rebellion Possible** Cards (Euboea, Lesbos, & Chios—all with 1 fleet minimum), 1 **Tissaphernes Offers Troops**, and 1 **Pharnabazus Offers Troops**. He does not draw any new Event Cards until he uses or discards enough of his starting cards to have less than 5.

The Athenian player starts with the standard 5 Event Cards, drawn randomly.

27.3 Scenario Length

27.3.1 The Ionian War Scenario runs for a maximum of 8 years. It begins with Spring 412 and continues until one of the following ends the game:

1) Athens or Sparta is captured.

2) Attica or Laconia switches sides.

3) A **Peace Embassy** Event Card ends the game. Use the modifiers given below in addition to those given on the card.

5) The game ends after Winter 405 if none of the above occur earlier.

27.3.2 Additional Peace Embassy Modifiers

If played on Athens:
    For each of the following controlled by Sparta:
        Euboea, Thrace, Hellespont, Chalcidice,
        Lesbos, Chios, Samos, Rhodes, Aegean Islands   +1

If played on Sparta:
    For each of the following controlled by Athens:
        Boeotia, Megarid, Corinth,
        Elis, Arcadia, Epidaurus, Achaea, Argos   +1
    For each eliminated elite hoplite   +1

27.4 Victory Conditions

Athenian BTV > 33	Decisive Athenian Victory
Athenian BTV = 28 - 33	Athenian Victory
Athenian BTV = 25 - 27	Draw
Athenian BTV = 22 - 24	Spartan Victory
Athenian BTV < 22	Decisive Spartan Victory

28.0 THE SPARTAN "FANTASY" SCENARIO

28.1 This scenario, and the one that follows, uses a somewhat restricted map and the same simplified turn as the Argive League Scenario. They are "fantasy" scenarios in that they do not represent the historical situation but rather the situation as each side hoped it would be. They allow players to familiarize themselves with the mechanics of the game within the context of a very short scenario. These are not balanced contests for game purposes, of course—it is hardly pleasant to have to fight the war the way your enemy wants you to.

28.2 Set Up

28.2.1 Regions

Athens controls only Attica:

Region	AL	ML
Attica	0	10

Sparta controls the following regions:

Region	AL	ML	BTV Multiplier
Laconia	20	20	x3
Achaea	4	6	x3
Elis	6	8	x3
Arcadia	10	8	x3
Corinth	20	16	x3
Epidaurus	13	10	x3
Megarid	7	10	x3
Boeotia	12	12	x3

28.2.2 Force Pools and Build Pools: Same as regular Campaign Game (for regions in play).

28.2.3 Leaders: Only three leaders are used at one time.

Spartan leaders: Archidamus and Alcidas in Laconia Force Pool; Diemporus in Thebes

Athenian leaders: Pericles, Nicias, and Paches in Attica Force Pool

28.2.4 Treasuries: Same as regular Campaign Game.

28.2.5 On the Map

Place a "Revolt" marker on Plataea (in Boeotia)

Athenian bases: Piraeus (in Attica), Naupactus (in Phocis/Locris)

Spartan bases: Gytheum (in Laconia), Cyllene (in Elis)

28.2.6 Event Cards

Event Cards are not used in this scenario.

28.3 Scenario Length

The Spartan Fantasy Scenario runs for a maximum of 3 years. It begins with Spring 431 and continues until one of the following ends the game:

1) Athens or Sparta is captured.

2) Attica or Laconia switches sides.

3) The game ends after Winter 429 if none of the above occur earlier.

28.4 Special Rules

1) Use the simplified Turn Sequence given in the Argive League Scenario.

2) The Athenian player collects no tribute during this scenario.

3) Units may not enter regions not in play, except:

    a) Athens may land and supply troops in Zacynthus and Naupactus

    b) Athens may use Corcyra as a supply source

28.5 Victory Conditions

The Spartan player wins if Athens is captured or Attica switches sides (check also after Winter 429). The Athenian player wins by avoiding the Spartan victory conditions.

29.0 THE ATHENIAN "FANTASY" SCENARIO

29.1 This scenario is identical with the Spartan Fantasy Scenario, except where indicated below.

29.2 Set Up

29.2.1 Regions

Athens controls only Attica:

Region	AL	ML
Attica	20	20

Sparta controls the following regions:

Region	AL	ML	BTV Multiplier
Laconia	0	10	x1 all regions
Achaea	0	7	
Elis	0	9	
Arcadia	0	10	
Corinth	15	10	
Epidaurus	2	10	
Megarid	2	10	
Boeotia	5	9	

29.2.2 Event Cards: The Athenian player has a **Helot Revolt** card which he can use an unlimited number of times (see below).

29.3 Scenario Length

The Athenian Fantasy Scenario runs for a maximum of 3 years. It begins with Spring 431 and continues until one of the following ends the game:

1) Athens or Sparta is captured.

2) Attica or Laconia switches sides.

3) Two or more regions that started the game Spartan-controlled are controlled by Athens after the Yearly Start Phase.

4) The game ends after Winter 429 if none of the above occur earlier.

29.4 Special Rules

1) Use the simplified Turn Sequence given in the Argive League Scenario.

2) The Athenian player collects no tribute during this scenario.

3) Units may not enter regions not in play, except:

    a) Athens may land and supply troops in Zacynthus and Naupactus

    b) Athens may use Corcyra as a supply source

4) The Athenian player is considered to hold an unlimited number of **Helot Revolt** cards. He may "play" one at the end of any Seasonal Turn (before Campaign Turns begin), as he chooses, with normal effects.

29.5 Victory Conditions

The Athenian player wins if:

1) Sparta is captured or Laconia switches sides (check also after Winter 429).

2) Athens controls two or more regions that started the scenario Spartan-controlled (check also after Winter 429).

The Spartan player wins by avoiding the Athenian victory conditions.

IV. APPENDICES

A. DESIGNERS' NOTES

Sparta

As Sparta in the Campaign Game, you have your work cut out for you. Athens has an all-powerful fleet, and a copious Treasury to pay for it; most of her rich empire lies secure across the Aegean. How then to bring the Athenians to their knees?

The first thing that a Spartan player requires is patience. Athens will not be defeated in a season or a year. There is virtually no chance of taking Athens by assault against a prudent Athenian player, and a siege of Athens/Piraeus will have to wait until the Spartans gain some regions with 5 morale fleets. The Athenians will have to be worn down slowly and their empire taken apart piecemeal.

Because of your tight Treasury situation, you will have to carefully weigh every unit you place on the map and every campaign you plan to undertake. The Spartans must rely on foraging and raiding to stretch their Treasury out, and should plan on most of their units returning to their home regions to be disbanded in Winter. Use the "half price" supply cost for units in their home regions as much as possible.

The Athenians have much greater flexibility due to their initial Treasury surplus, but this can also lead to carelessness. The Spartan player should take every opportunity to encourage such behavior; for instance, elite fleets stationed outside of Attica can be a wonderful sinkhole for Athenian money.

Sparta has three great advantages over Athens: a much superior hoplite army, the Revolt Check, and the use of Rebellion Event Cards against Athenian regions. The Spartan hoplite superiority allows you to do some things that would be very risky for Athenian armies to try: foraging and raiding in enemy territory, for example. Spartan elite hoplites are powerful, but need to be used with care since losing one gives Athens a decisive victory. They are best kept in and around the Peloponnese—use allied or Laconian 5 morale hoplites for risky overseas ventures. Remember also that Sparta is unwalled—if you leave it undefended you are courting disaster, as Athenian naval power can very quickly put an army ashore in Laconia.

Rebellion Event Cards are one of the most important Spartan assets. Initially, only Lesbos and Chalcidice are within the Allegiance "Risk Zone" which allows Rebellion cards to be used, but Thrace and Chios start at 4 AL, so a single Spartan victory in either would put them at risk. To some extent, you should let the cards guide your strategy—make

something happen where you have a card, rather than waiting for the card you want. City Betrayal cards can also be very helpful in getting a foothold in an Athenian region. It's not easy to get a Rebellion card to succeed, but the payoff is great. Taking over one of the eastern Aegean regions can be a dramatic turn in the fortunes of the war.

Getting to these regions can be a problem, of course. The Athenian player will be at great pains to prevent your fleet from crossing the Aegean and getting into all those unfortified cities. Often just placing a fleet at Gytheum or some other Peloponnesian port will be enough to keep multiple Athenian fleets on station around the Aegean. You will probably have to risk the Sea of Crete in order to get across, and even then the Athenian fleets may be able to block you—but Athens will be paying for many fleets to your one.

You should also take advantage of opportunities that result from Revolt Check rolls. Chalcidice starts the game with Potidaea in revolt; preventing its recapture is a good initial goal, although getting an army up to Chalcidice in time can be tricky. You should normally not worry about converting a "Revolt" marker to a "Sparta" marker by moving troops into the city; the smaller AL/ML adjustment bonus is more than offset by the stronger defense.

Spartan victory will come in stages, not in one crushing blow. Taking control of one Athenian region can be a stepping stone to attack the regions around it. A foothold in the eastern Aegean is the first step towards gaining Persian support, a key long-term goal. Every Spartan move should look to using up the Athenian Treasury and undermining the AL of Athenian regions.

Athens

The Athenian strategy should in many ways be the converse of the strategy outlined above for Sparta. You should try to end the war as quickly as possible, since every season that passes drains the Treasury surplus that is one of your greatest initial strengths. This does not mean, however, that you can or should directly attack Sparta itself. You should certainly be alert for a chance, of course, particularly in Winter when the Spartans may have disbanded most of their troops. But you don't need to go on the offensive to win the game; note that Athens will win if the game ends with no change from the starting position. The difficulty is bringing the war to an end before the Spartans manage to break apart your empire.

The war can't end until the Peace Cards are in play, so one simple thing you can do is run through the Event Cards as quickly as possible. Even at the maximum rate of use, however, the first deck will last at least until 425, so you will have to defend your possessions in the meantime.

You should try at all costs to prevent the Spartans from gaining any foothold in the eastern Aegean. Always keep a strong fleet in Piraeus to intercept enemy fleets crossing the adjacent sea Area—and remember not to commit all your fleets to interception if other Spartan fleets have not yet moved. You may want to keep a local fleet or two posted in the eastern Aegean to intercept any Spartan fleets trying to cross the Sea of Crete.

Revolts should be crushed ruthlessly, regardless of the cost. Better to spend the money than lose control of the region. Each season that passes lowers your AL and gives the rebellion a chance to spread. Potidaea should probably be immediately attacked or besieged, but watch out for a Spartan army coming to its rescue through Thessaly. Melos is less of an immediate threat, since the Aegean Islands AL is so high, but if left alone it will inexorably wear down your AL in one of your most valuable regions.

Just as the Spartan fleet is no match for you, your hoplites are generally outclassed by the Spartan army. You should engage in battle only for good reasons (such as to continue the siege of a key city), and then only under favorable circumstances. In an even match, the Spartan morale edge will usually carry the day. Try to use delaying tactics rather than battles to achieve your objectives (for example, preventing the Spartans from lifting the siege of Potidaea); if you have to fight, and can afford

the AL penalty, withdraw after one round. Remember also to garrison Athens/Piraeus with a hoplite or two; a desperate Spartan player with a strong army could take an ungarrisoned Piraeus by assault.

You will also need to bring down the Laconia AL in order for the Peace Card to work when it finally comes up. One good ploy is to besiege and take Cythera as early in the game as possible; it is nearly impossible for the Spartans to defend or retake, and will be a slow but steady drain on the Spartan AL. Using your naval power to raid Laconia is another way to bring down the Laconia ML, although you have to be careful not to get caught in the act. Building a coastal fort in Laconia is a historical tactic that can supplement this activity—you may not be able to hold it for long, but it may divert the Spartans from bothering your territory. Forts and captured cities are also necessary to successfully use the Helot Revolt card, another way to bring down the AL/ML in Laconia.

Above all, remember that you don't have to go on the offensive. You will win if you can just keep what you start with. Resist the temptation to get sucked into sideshows fighting over 1-2 BTV regions. These are not worth fighting a large campaign over, and may waste resources better used to protect your more valuable possessions.

B. LIST OF LEADERS

Athenian Leaders

Alcibiades

1	0

The most famous (or infamous) Athenian general. Conceived of Argive Alliance, which resulted in the battle of Mantinea in 418. Changed sides for a time after he was recalled from Sicily in 415, but returned to Athens in 411. Assassinated after war in 404 on orders from Sparta.

Aristocrates

0	0

General in 411, helped Theramenes overthrow the Oligarchy of the Four Hundred. Commanded a squadron at Arginusae in 406, executed in Athens with five other generals for failing to rescue sailors after the battle.

Asopius

0	0

Son of Phormio. Killed in 428 during an assault on Leucas.

Charminus

0	0

Admiral in 412, defeated by Astyochus in minor engagement at Syme Island.

Cleomedes

0	0

General in 416-415, led expedition against Melos which resulted in the destruction of that city.

Cleon

0	0

Athenian demagogue turned general. Hero of Sphacteria, where the first Spartan prisoners were taken. Killed in 422 during an attempt to retake Amphipolis.

Conon

0	0

Replaced Alcibiades after battle of Notium in 407. One of three generals commanding at final defeat of Athenian fleet at Aegospotami in 405.

Demosthenes

1	1

One of Athens's most brilliant generals. Began his career with the disastrous Aetolian expedition, but then destroyed a Spartan army in Acarnania and conceived the idea of building a fort at Pylos. Executed by Syracusans after Athenian surrender on Sicily in 413.

Diomedon

0	0

General in 412, commander at battle of Arginusae in 406. Executed by Athenians after battle.

Eucles

0	0

Commander of Amphipolis when it was taken by Brasidas in 424.

Eurymedon

1　0　General of long service, beginning at Corcyra in 427, ending with his death in battle in Syracuse's Great Harbor in 413.

Hippocrates

0　0　General in 424 with Demosthenes. Took part in attack on Megara in summer of that year, killed in battle with Boeotian army at Delium in November.

Lamachus

0　0　One of three generals commanding first Sicilian Expedition in 415, killed during siege of Syracuse in 414.

Nicias

0　0　Long service general, beginning in 426. Responsible for capture of Cythera, "Peace of Nicias" in 421. Commander of Sicilian Expedition, captured and executed after Athenian retreat from Syracuse in 413.

Nicostratus

0　1　Led squadron to Corcyra in 427, took part in expedition against Brasidas in Chalcidice. Killed at Mantinea in 418.

Paches

0　0　Put down revolt on Lesbos in 428, killed himself after being recalled to Athens for trial.

Pericles

0　0　Leader of Athens at beginning of war. Credited with the strategy of exhausting the Spartans while attempting only limited offensive operations. Died in plague in 429.

Pericles II

0　0　Son of Pericles, one of six generals executed after battle of Arginusae.

Philocles

0　0　Sent to relieve recalled generals after Arginusae, executed by Spartans after defeat at Aegospotami.

Phormio

0　1　Admiral during heyday of Athenian naval supremacy. Defeated Spartan fleet at Chalcis and Naupactus in 430, both times outnumbered by more than two to one.

Sophocles

0　0　Sent to Sicily with Eurymedon in 425, exiled with Pythodorus in 424.

Strombichides

0　0　Commanded reinforcing squadron after Chian revolt in 412, campaigned against Dercyllidas in Hellespont.

Theramenes

0　0　General in 411-410, helped overthrow Oligarchy of the Four Hundred. As subordinate in charge of rescue after Arginusae, led accusation of commanding generals in trial at Athens.

Thrasybulus

0　1　Defeated Mindarus at Cynossema in 411, general at victory of Cyzicus in 410. Overthrew the "Thirty Tyrants" in 403 after fall of Athens.

Thucydides

0　0　Famous as the historian of the Peloponnesian War. In command of fleet in Thrace when Brasidas took Amphipolis, exiled afterwards for failing to save the city.

Spartan Leaders

Agis

0　0　One of the two joint Spartan kings. Won victory at Mantinea in 418. Built fort at Decelea in northern Attica in 413.

Alcidas

0　0　Took fleet to Ionian coast in 427. Defeated Corcyrans in same year.

Alexarchus

0　0　Corinthian general sent to Sicily in 413 with 500 Corinthian troops.

Archidamus

0　0　Spartan king at start of war. Led annual invasions of Attica, besieged Plataea in 429. Succeeded by his son Agis in 427.

Arianthides

0　0　Colleague of Pagondas at Battle of Delium in 424.

Aristeus

0　0　Corinthian general. Took army of Peloponnesian "volunteers" to assist Potidaea in 432.

Astyochus

0　1　General in 412-411. Defeated Charminus at Syme Island.

Brasidas

1　0　Most innovative Spartan general. First active in 431 at Methone in Laconia, he led an expedition through Thessaly to the Chalcidice where he took Amphipolis. Killed in battle with Cleon's army in 422.

Callicratidas

1　0　Replaced Lysander for a year in Ionia. Blockaded Conon at Mytilene in 406, killed in battle of Arginusae.

Clearchus

0　0　Led squadron to Hellespont in 411.

Cnemus

0　0　Led expedition against Stratus, defeated by Phormio at Naupactus in 429.

Dercyllidas

1　0　Marched from Miletus to Hellespont in 410, causing Lampsacus and Abydos to revolt from Athens.

Diemporus

0　0　Led 300 Thebans on failed surprise attack on Plataea which began the war in 431.

Epitadas

0　0　Commander of Spartans trapped on Sphacteria in 425. Killed in battle there.

Eurylochus

0　0　Led expedition against Acarnania in 426. Defeated and killed at battle of Olpae near Argos.

Gylippus

1　0　Sent to Syracuse in 414. Led pursuit and destruction of retreating Athenians in 413.

Lysander

0　1　Wily Spartan general who finally succeeded in winning Persian support in 408. Ended war by defeating Athenian fleet at Aegospotami in 405. Died in battle with Thebans in 395.

Macarius

0　0　Colleague of Eurylochus, also killed in battle at Olpae.

Menedaius

0　0　Colleague of Eurylochus. Besieged in Olpae by Demosthenes, arranged secret agreement to allow him and the Spartan contingent to escape.

Mindarus

1　1　Replaced Astyochus in 411. Brought Spartan fleet into Hellespont before being defeated and killed at battle of Cyzicus.

Pagondas

1　0　Innovative Theban general, defeated Hippocrates at Delium in 424.

Pausanius

0　0　Succeeded father Pleistonax as Spartan king in 408. Led army to siege of Athens at end of war.

Ramphias

0　0　Commander of expedition sent to reinforce Brasidas in the Chalcidice in 422. The expedition turned back after news of Brasidas's death.

Scirphondas

0	0	Theban general, killed in battle at Mycalessus in Boeotia in 413.

Xenocleides

0	0	Corinthian admiral at battle of Sybota Islands off Corcyra in 432, one of the events leading up to the Peloponnesian War.

C. EVENT CARD DESCRIPTIONS

Alcibiades Switches Sides

Number: 1

Player: Athens or Sparta

Restrictions on play: Alcibiades must be on the map to play. The player using the card must have at least one leader in his force pool.

Use: Remove Alcibiades from the map, and place in the opposing player's force pool. Another leader from the force pool must be removed from play. Alcibiades is now considered a leader for the opposing player, and may be used normally.

Cost: None.

Allied Dissent

Number: 8

Player: Peloponnesian League players (3 and 4 player Campaign Game only)

Restrictions on play: Play during Card Phase on any Peloponnesian League region controlled by an ally except Laconia and Boeotia (and Corinth in 4-player game). Play only one card per region per season.

Use: Roll 1 die, modified as below. On a 6 or higher, the card is successful and the player takes control of the region from his ally. All the region's units remain in place.

Modifiers

```
+1 for each adjacent region controlled by player
-1 for each adjacent region controlled by ally
+1 if more units in region than ally (including all units under each
    player's leaders)
-1 if ally has more units in region
```

Cost: -1 AL on a roll of 3 or less.

Allied Unrest

Number: 8

Player: Athens

Restrictions on play: Play at end of Build Phase on any Peloponnesian League region except Laconia. Play only one card per region per season.

Use: Roll 1 die, modified as below. On a 6 or higher, the card is successful. It has the following effects:

- Return any units built this turn to the Build Pool. Build costs are not returned to Treasury.

- No units from this region may leave its borders during this season. Any of its units which move into the region must remain for the remainder of the season.

Modifiers

Each unit below "At Start" total in Force Pool (total number of units only—ignore differences in unit types)	+1
Each unit built in the region this turn	+1
ML 17+	-2
ML 14-16	-1
ML less than 10	+1

Cost: +2 AL if card fails.

Argos Ends Neutrality

Number: 1

Player: Athens or Sparta

Restrictions on play: Play immediately when drawn. Discard permanently once played.

Use: Argolid is activated as a playable region. The player with the controlling AL immediately adds Argolid's Base Tribute Value to his Treasury, and adds Argolid to his Game Record Sheet. Any Argolid units in the Force Pool may be placed on the map and supplied at this time if the controlling player wishes.

Cost: None.

Athenian Embassy to Persia

Number: 8

Player: Athens

Restrictions on play: Play during Event Card phase on any active Persia cards. Cannot be played on a card the same turn it is activated. Cannot be played on satrap cards if **Great King** card is active. Can be played on same Persia card only once per turn.

Use: Roll 1 die, modified as below. If the result is 6 or higher, the Persia card it was played on is removed. Supply given by the card is ended, and infantry and/or cavalry are removed from the board. Fleets given by a card are not removed, but they are no longer supported for free.

Modifiers:

Pharnabazus:

Offers Support card is active	-1
Athens controls Hellespont	+1
Athens controls Byzantium, Cyzicus, and Abydos	+1
Athenian fleet outnumbers Peloponnesian fleet in Hellespont	+1

Tissaphernes:

Offers Support card is active	-1
Athens controls all four coastal regions *	+2
Athens controls 3 of the 4 coastal regions *	+1
Total Athenian fleet in four coastal regions outnumbers Peloponnesian fleet in same area	+1

Great King:

No modifiers

Notes:

* Only one of these modifiers is used, e.g. there is only a +2 modifier if Athens controls all 4 regions, not +3.

Cost: 1 talent from Athenian treasury for gifts, whether successful or not.

Audience with Great King

Number: 2

Player: Sparta

Restrictions on play: A satrap card (Pharnabazus or Tissaphernes) must be active. This card may not be played in the same Season as a satrap card.

Use: Roll 1 die, modified as below. On a 6 or higher, the audience is successful. Place the card in the "Great King" box. While this card is active, the negative modifiers for having both satraps' cards active at the same time are removed. An **Athenian Embassy to Persia** card must first be used to remove the **Great King** card before any satrap cards can be removed.

Modifiers

Each active **Offers Support** card	+1
Cards from both satraps active	+2

Cost: 2 AL shift in Athenian favor in Hellespont, Lesbos, Chios, Samos, and Rhodes if successful.

Carthage Invades Sicily

Number: 2

Player: Athens or Sparta

Restrictions on play: If drawn before Sicilian Expedition Resolution card is played, must be discarded immediately. After the **Expedition Resolution** card has been played, this card must be played or discarded immediately when drawn. After this card has been played, discard remaining card permanently when drawn.

Use: The effects of the card depend on the results of the **Expedition Resolution** card.

- If Athens won in Sicily, reduce the yearly tribute from Sicily by half
- If Athens lost, all Sicilian fleets are immediately removed from play permanently.

Cost: None.

City Betrayal

Number: 14

Player: Athens or Sparta

Restrictions on play: Must have a leader adjacent to city. Play either during Card Phase or during the Resolve Sieges Phase of the Seasonal turn, depending on the way the card is being used. Play only one card per city per season.

Use: This card can be used in either of two ways:

a) Play during Card Phase on the named large city, or on any small or medium city. Roll 1 die, modified as below, and on a 6 or higher, the city garrison will not defend the city during the following Campaign Turns. This always fails on an unmodified 1. If enemy units are present in the city, they must be fought, but the city is treated as if it was unwalled. Capture of the city is treated as a victory whether a battle is fought to take it or not (and a large city counts as a decisive victory).

Modifiers:
Small city	+2
Medium city	+1
Captured city	+1
Raided Area	+1

b) Play during the Resolve Sieges Phase on any besieged city. If played on the named city, gives a +2 modifier to the city's roll against its "Siege morale," for this Season only. For any other city, gives a +1 modifier to the Siege roll.

Cost: None.

Consult Oracle at Delphi

Number: 1

Player: Athens or Sparta

Restrictions on play: Play immediately on yourself or other player.

Use: Roll a die, modified as below (but a natural 1 is always unfavorable). On a 1-3, the oracle predicts disaster: all your units fight at -1 morale for the rest of the Season, or until you win a battle (whichever comes first). On a 4-6, the oracle predicts success: your units fight at +1 morale for the Season, or until you lose a battle.

Modifiers: +1 on die roll for each 2 talents sent as gifts to Delphi

Cost: None (except voluntary payment of gifts).

Earthquake in Peloponnese

Number: 1

Player: Athens or Sparta

Restrictions: Play immediately.

Use: No units within the Peloponnese may move during the first Campaign Turn, nor may units may enter the Peloponnese (the Peloponnese includes Corinth, Epidaurus, Argolid, Laconia, Arcadia, Elis, and Achaea).

Cost: None.

Eclipse of the Moon

Number: 1

Player: Athens or Sparta

Restrictions: Play immediately.

Use: All units on both sides attack at -1 morale during the first Campaign Turn. Additionally, if Sicilian Expedition Escalation cards are active, this card acts as a Sicilian Expedition Resolution card, with an extra -1 modifier to the resolution roll (Athenian units roll at the additional -1 morale from this card as well).

Cost: None.

Festival

Number: 1

Player: Athens or Sparta

Restrictions: Play immediately.

Use: Roll a die to determine the effected region(s).
1	Attica
2	Laconia
3	Boeotia
4	Corinth
5	Argos
6	Elis and Arcadia

No units from the effected region may leave that region during the first Campaign Turn, although units outside the region are unaffected. Example: If Boeotia is selected, Boeotian units may not move out of Boeotia during the festival; other region's units may freely move through the region, and Boeotian units outside Boeotia are unaffected. For each battle initiated within the festival region during the first Campaign Turn, apply an AL/ML adjustment to the region: +1 AL, +1 ML if the attack was made by the enemy player; -1 AL, -1 ML if the attack was made by the controlling player.

Cost: None.

Helot Uprising

Number: 4

Player: Athens

Restrictions on play: Play during the Card Phase, maximum of once per season.

Use: Roll 1 die, modified as below. On a 6 or higher, the helots (Spartan slaves) rebel. Place a "Helot Uprising" marker *(the reverse side of the white bordered "Revolt" markers)* on all cities in Laconia except for Sparta, including cities which are garrisoned with Spartan units. This is always successful on an unmodified 6. "Helot Uprising" markers have the following effects:

- City garrisons will not defend while they have a "Helot Uprising" on them, against either Athenian or Spartan units. Athenian capture of such a city counts as a victory.
- During the Yearly Tribute Assessment and Collection phase, tribute from Laconia is reduced as if the cities were revolting (see **5.4**).
- Laconian units may not be built in cities with "Helot Uprising" markers.

- Bases and unfinished fortifications are immediately removed in "Helot Uprising" cities which have no Spartan units in them.
- -1 to Spartan ML in Laconia during every Seasonal Turn, including the first, that there is at least one "Helot Uprising" marker on the map.

"Helot Uprising" markers are removed when either a Spartan or Athenian unit is in the city at the start of a Seasonal Turn.

Modifiers:

    +1 for each Athenian controlled city or fort in Laconia

    +1 for each revolting city in Laconia

    +1 if fewer than 3 hoplites in Laconia or Laconian Force Pool

    +1 if Laconia ML < 10

Cost: +2 ML in Laconia if unsuccessful.

Peace Embassy

Number: 2

Player: Athens or Sparta

Restrictions on play: Play immediately when drawn.

Use: When this card is played, and in each subsequent Event Cards phase it is active, either or both players may force the other to roll a die, modified as below. On a 6 or higher, peace is signed, with effects as listed in **20.0**. On a 1 or lower, the card is discarded and play continues (discard both Peace cards if both are active). It is always discarded on an unmodified 1. On any other result, the card is left active. Players may require each other to roll again as explained above at the end of every subsequent Event Cards phase (after all players have discarded and re-filled their hands) until peace is signed or the **Peace Embassy** card is discarded.

Modifiers:

Both Peace Cards currently active	-1
ML in home region less than 10	+1
ML in home region less than 5	+3
AL in home region in risk zone	+1
ML in home region greater than 15	-1
AL in home region greater than 15	-1
Decisive defeat in previous Season	+1

Cost: None

Perdiccas Switches Sides

Number: 4

Player: Athens or Sparta

Restrictions on play: Must be played or discarded immediately when drawn. AL in Macedon must be in risk zone. Must be discarded if another **Perdiccas** card has already been played in the same season.

Use: Change control of Macedon immediately. All Macedonian units are returned to the force pool.

Cost: None.

Pharnabazus Offers Fleet

Number: 3

Player: Sparta

Restrictions on play: Spartans must control a port city on south coast of Hellespont. Play during Card Phase of any Seasonal Turn. This card may not be played in the same season as another Pharnabazus card.

Use: Roll 1 die and modify as below. If the result is a 6 or higher, place 3 Persian "Pharnabazus" fleets in the port and place the card in "Pharnabazus" Box in Persia (always succeeds on natural 6, fails on natural 1). Until eliminated, these fleets may be supplied at no cost to the Spartan player as long as this card is active. They may use Dascylium as a supply source, but they are supplied for free regardless of where they draw supplies from. If all three fleets are eliminated, the card is removed from the Persia box and discarded. The Spartans may voluntarily deactivate this card at any time: the card is discarded but the fleets remain on the board; they may move anywhere but the Spartans must pay for them and they cannot be disbanded (since they have no home region).

Modifiers

    +1 for each medium city controlled in Hellespont

    +2 for each large city controlled in Hellespont

    -2 if any Tissaphernes cards are currently active (unless Great King card is active)

    +1 if any Pharnabazus cards are currently active

    +1 if Lysander, Brasidas, or Alcibiades (Spartan controlled) in Hellespont

    -1 if Callicratides in Hellespont

Cost: 2 AL shift in Athenian favor in Hellespont if successful.

Pharnabazus Offers Support

Number: 1

Player: Sparta

Restrictions on play: At least one other Pharnabazus card must be currently active. This card may not be played in the same season as another Pharnabazus card. Only one **Pharnabazus Offers Support** card can be active at once.

Use: Same as **Pharnabazus Offers Fleet**. If successful, any units "in supply" in the Hellespont will be supplied for free by Persia. Spartan units in the Hellespont may use Dascylium as a supply source. Discard any other cards in the "Pharnabazus" box and replace with this card. Any Persian fleets, infantry, and/or cavalry given by those cards remain in place, with the same restrictions on their use.

Gives +1 modifier to success of **Audience with Great King**.

Cost: 2 AL shift in Athenian favor in Hellespont if successful.

Pharnabazus Offers Troops

Player: Sparta

Number: 2

Restrictions on play: The Spartan player must control a city in the south coast of Hellespont region. This card may not be played in the same season as another Pharnabazus card.

Use: Same as **Pharnabazus Offers Fleet**. If successful, place a Persian general, 4 light infantry, and 2 cavalry (Persian "Pharnabazus" units) in city. They may be supplied at no cost to the Spartan player, and they may trace their supply from Dascylium. These units must stay in the satrapy of Pharnabazus or the Hellespont region, and if they are all eliminated, the card is removed and discarded.

Cost: 2 AL shift in Athenian favor in Hellespont if successful.

Plague in Athens

Number: 1

Player: Sparta /Athens

Restrictions on play: Spartan player must play immediately when drawn. Athenian player may discard when drawn. In either case, the card is removed from the deck permanently after it is drawn.

Use: Roll 1 die for each unit and leader in Attica (including Spartan units) and in the Attica Force Pool. On a 5 or 6, the unit or leader is eliminated.

Cost: None.

Remove Leader

Number: 6

Player: Athens or Sparta

Restrictions on play: Play on opponent immediately when drawn.

Use: A randomly selected leader is eliminated. Replace with a new leader drawn from the Leader Pool.

Cost: None

Rebellion Possible

Number: 18

Player: Sparta

Restrictions on play: Play during Cards Phase on region or regions indicated on card. Region's AL must be in risk zone. Must have a leader within region. Play only one card per region per season.

Use: Roll 1 die, modified as below. On a 6, Sparta immediately takes control of region and adds its Base Tribute Value to its Treasury (minus any Athenian-held cities). +3 to AL. This is the only case where control of a region can change during a Seasonal Turn rather than the Yearly Start Phase.

Modifiers

Minimum force indicated on card	+2
Callicratidas or Brasidas	+1

Cost: +2 AL in region if revolt fails.

Sacrifices Unfavorable

Number: 2

Player: Athens or Sparta

Restrictions: Play immediately on opponent.

Use: Randomly determine a leader by rolling one die. This leader, and all units in his hex, may not move (and fleets may not intercept) during the first Campaign Turn.

Cost: None

Sicilian Expedition Escalation

Number: 4

Player: Athens or Sparta

Restrictions on play: Play during Cards Phase. Only one **Escalation** card may be played in the same season. After **Sicilian Expedition Resolution** card is played, discard permanently when drawn.

Use: Place card in the Sicily box. More than one **Escalation** card may be in the Sicily box at a time. Units in or entering the Sicily box after this card is played may not leave until a **Resolution** card is played.

Cost: None.

Sicilian Expedition Resolution

Number: 4

Player: Athens or Sparta

Restrictions on play: Cannot be played in the same year as the first **Escalation** card is played. Cannot be played in the same season as an **Escalation** card. After one of the **Resolution** cards is played, the remaining cards should be discarded permanently when drawn.

Use: The effects of this card depend on the number of **Escalation** cards that have been played in Sicily previously. Roll 2 dice, modified as below, and consult the following table:

2-4 Decisive Athenian defeat:
- all Athenian units in Sicily must make a +2 morale check or be eliminated (roll 1 die, modified by +2, and if the result is higher than the unit's morale, it is eliminated)
- all Spartan units in Sicily must make a -2 morale check or be eliminated

5-7 Athenians rebuffed
- all Athenian units in Sicily must make a morale check or be eliminated
- all Spartan units in Sicily must make a morale check or be eliminated

8-10 Athenian capture Syracuse
- all Athenian units in Sicily must make a -1 morale check or be eliminated
- all Spartan units in Sicily must make a +1 morale check or be eliminated

11-12 Decisive Athenian victory
- all Athenian units in Sicily must make a -2 morale check or be eliminated
- all Spartan units in Sicily must make a +2 morale check or be eliminated

Modifiers

-1	for each **Escalation** card played
-1	for each Spartan hoplite in Sicily
+1	for every 2 Athenian fleets/hoplites
+1	if an Athenian leader in Sicily has a land leadership rating of 1
-1	if a Spartan leader in Sicily has a land leadership rating of 1

Results:

Decisive Athenian defeat:
- -1 AL x (number of **Escalation** cards) in all Athenian regions.
- +1 AL x (number of **Escalation** cards) in all Spartan regions.
- 1 Sicilian fleet (5 morale) for each **Escalation** card played is available for Spartan player. Place in Sicily box during place units phase. Only one fleet can be placed per Seasonal turn. These fleets can be supplied at no cost to the Spartan player.

Athenians rebuffed:
- -0.5 AL x (number of **Escalation** cards) in all Athenian regions (round up).
- +0.5 AL x (number of **Escalation** cards) in all Spartan regions.
- 1 Sicilian fleet for each **Escalation** card available for Spartan player (see Decisive Athenian defeat, above)

Athenians capture Syracuse:
- +0.5 AL x (number of **Escalation** cards) in all Athenian regions (round up).
- -0. 5 AL x (number of **Escalation** cards) in all Spartan regions.
- Sicily becomes effectively a new Athenian allied region:

  1 point x (number of **Escalation** cards) collected in tribute yearly

  1 fleet x (number of **Escalation** cards) in Sicilian Force Pool

Decisive Athenian victory:
- +1 AL x (number of **Escalation** cards) in all Athenian regions.
- -1 AL x (number of **Escalation** cards) in all Spartan regions.
- Sicily becomes Athenian ally (see Athenians capture Syracuse above)

Units remaining in Sicily after the **Resolution** card has been played may leave freely. "Stranded" hoplites without fleets to carry them can be rescued by moving fleets to Sicily normally.

Cost: None.

Sitalces Invades Macedon and Chalcidice

Number: 1

Player: Athens or Sparta

Restrictions on play: Must be played immediately when drawn. Remove from deck permanently when drawn.

Use: All units in Macedon and Chalcidice must make a morale check (including terrain bonus) or be eliminated. No units may use Area movement through Macedon or Chalcidice this season.

Cost: None.

Soldiers Plunder Countryside

Number: 2

Player: Athens or Sparta

Restrictions: Play immediately on opponent.

Use: Randomly select a leader. All units stacked with him must raid during the first Campaign Turn. Follow the normal raiding procedure, with the following exceptions:

- No talents are returned to the raiding player's Treasury
- Raiding takes place even in a friendly region (but not in a unit's home region).

Cost: None.

Storms At Sea

Number: 12

Player: Athens and Sparta

Restrictions on play: Play immediately when drawn.

Use: Before each Campaign Turn, roll 1 die. On a 5 or 6, storms strike a randomly determined open sea region. Add +2 to this roll during Winter. All ships in this open sea region are sunk, and it costs fleets 2 mp to enter a coastal sea region within 2 sea Areas of the storm region. Also, fleets which are in or which enter stormy coastal regions must make a morale check (roll equal or less than their morale) or be sunk. In Winter, add +2 to the morale check die roll.

To determine where the storm occurs, roll a die:
1. North Aegean Sea (all sea Areas in the Hellespont are also affected)
2. South Aegean Sea
3. Carpathian Sea
4. Sea of Crete
5. South Ionian Sea
6. North Ionian Sea

Cost: None.

Tissaphernes Offers Fleet

Number: 3

Player: Sparta

Restrictions on play: Spartan must control a port city in Asia Minor (mainland part of Lesbos, Chios, Samos and Rhodes regions). Only one Tissaphernes card may be played in the same Season.

Use: Roll 1 die and modify as below. If the result is a 6 or higher, place 4 fleets (Persian "Tissaphernes" units) in the port, and place the card in "Tissaphernes" Box in Persia (always succeeds on natural 6, fails on natural 1). These fleets are supplied at no cost if they are "in supply." They may use Sardis as a supply source. If all 4 fleets are eliminated, the card is discarded. The Spartans may voluntarily deactivate this card at any time: the card is discarded but the fleets remain on the board; they may move anywhere but the Spartans must pay for them and they cannot be disbanded (since they have no home region).

Modifiers

+1 for each medium city controlled in Lesbos, Chios, Samos and Rhodes

+2 for each large city controlled in above regions

-2 if any Pharnabazus cards are currently active (unless Great King card is active)

+1 if any Tissaphernes cards are currently active

+1 if Lysander, Brasidas, or Alcibiades (Spartan controlled) in Asia Minor coast of regions

-1 if Callicratides in Asia Minor coast of regions

Cost: 1 AL shift in Athenian favor in Lesbos, Chios, Samos, and Rhodes if successful.

Tissaphernes Offers Support

Number: 2

Player: Sparta

Restrictions on play: Another Tissaphernes card must be active. Only one Tissaphernes card may be played in one Season. Cannot be played if a **Tissaphernes Offers Support** card is already active.

Use: Same as **Tissaphernes Offers Fleet**. If successful, place in "Tissaphernes" box and discard other active cards. Persian fleets, infantry, and cavalry remain. All Spartan or Persian units in the four regions can be supplied at no cost, and they may use Sardis as a supply source.

Gives +1 modifier to success of **Audience with Great King**.

Cost: 1 AL shift in Athenian favor in Lesbos, Chios, Samos, and Rhodes if successful.

Tissaphernes Offers Troops

Number: 2

Player: Sparta

Restrictions on play: Sparta must control city in Asia Minor. Only one Tissaphernes card may be played in the same Season.

Use: Same as **Tissaphernes Offers Fleet**. If successful, place a Persian general, 6 light infantry and 3 cavalry in city (Persian "Tissaphernes" units). These units may not move out of the mainland area of Asia Minor. They may be supplied for free, and may use Sardis as a supply source. The card is discarded if all the units are eliminated.

Cost: 1 AL shift in Athenian favor in Lesbos, Chios, Samos, and Rhodes if successful.

D. OPTIONAL COMBAT SYSTEM:

May use whenever both sides have more than 3 units (if one player desires).

1) Three separate "battles" will be fought, between the Left, Center, and Right. Divide units up into the three wings, attacker setting up first:

- Must have at least 1/4 of units (rounded down) in each wing.
- No cavalry/light in Center if hoplites are placed in both Left and Right.
- Leaders with modifiers only affect the wing they are set up with.

2) After both sides have set up, players alternate shifting their set up: roll a die, on a 4-6, that player may shift:

- 1 hoplite or 1 light to an adjacent wing.
    OR
- Any number of cavalry anywhere legal.
- Leaders may be shifted anywhere in addition to any other shift(s)

On a 1-3, go to step (3). As long as players continue to roll 4-6, they may continue alternating shifting their set up.

3) Battle: resolve battle in each wing separately, following normal combat procedure.

- Each round is simultaneous: resolve round 1 for all wings, then round 2, etc.
- If one side has the only units remaining at the end of a round in that wing, the units are added to adjacent wing(s), i.e. to Center if win in Left or Right, to Left and/or Right if win in Center.
- +1 morale to all friendly units in the wing added to (including added units).
- If only one wing has battle continuing at the end of a round, players add units from any wing, no matter if it is adjacent to the battle or not.

    Example: The Spartans win in the Center in the same round the Athenians win in the Left. Both players' units are added to the battle in the Right (and the morale modifiers cancel).

- If no wings have battle, but units remain (i.e. each player won in at least one wing in the same round), join all units into one battle.

    Example: The Athenians win in the Left and Right in the same round the Spartans win in the Center. All remaining units continue combat in a single battle.

- If a player decides to withdraw, all units must retreat: you cannot voluntarily retreat in one wing and continue to fight in another.

4) After battle is complete in all wings, the victor gets Cavalry Pursuit if possible.

V. CREDITS

CONTENTS

Force Pool & Build Pool list for Campaign Game Set Up:

LOCATION	FORCE POOL	BUILD POOL	LOCATION	FORCE POOL	BUILD POOL
Peloponnese			**Northern Greece**		
Achaea	1 hoplite - 5 2 fleet - 3 2 light - 3	1 hoplite - 5	Thessaly	8 cavalry - 5 4 light - 4	4 light - 4
Elis	3 hoplite - 5 2 fleet - 3 2 light - 3	1 hoplite - 5	Macedon	6 cavalry - 5 6 light - 4	none
Arcadia	3 hoplite - 5 2 light - 3	1 hoplite -5	Chalcidice	1 hoplite - 4 1 light - 3 2 cavalry - 5	1 hoplite - 4 1 light - 3 2 fleet - 5
Argolid	1 elite hoplite - 6 6 hoplite - 4	4 light - 3 4 fleet - 4	Thrace	2 hoplite - 4 1 light - 3 1 fleet - 5	1 light - 3 2 cavalry - 5 1 fleet - 5
Corinth	5 hoplite - 4 4 fleet - 4 4 light - 3	1 hoplite - 4 2 fleet - 4	**Asia Minor**		
Laconia	5 elite hoplite - 6 3 hoplite - 5 1 fleet - 3	1 hoplite - 5 5 fleet - 3 2 cavalry - 4	Hellespont	2 hoplite - 4 2 fleet - 5	2 light - 3
Epidaurus	2 hoplite - 5 1 fleet - 3	1 fleet - 3 2 light - 3	Lesbos	1 fleet - 5 1 hoplite - 4	1 hoplite - 4 3 fleet - 5
Central Greece			Chios	2 fleet - 5 1 hoplite - 4	1 hoplite - 4 2 fleet - 5
Megarid	2 hoplite - 4 2 fleet - 4	2 hoplite - 4	Samos	1 hoplite - 4 4 fleet - 5	1 hoplite - 4
Attica	6 hoplite - 4 4 hoplite - 3 8 elite fleet - 6 4 fleet - 5 3 cavalry - 4 3 light - 3	4 fleet - 4 1 cavalry - 4 1 light - 3	Rhodes	1 hoplite - 4 2 fleet - 5	1 hoplite - 4
Boeotia	7 hoplite - 5 6 cavalry - 5 6 light - 3	1 hoplite - 5 2 fleet - 3	Aegean Islands	1 fleet - 5 1 hoplite - 4	1 hoplite - 4 1 fleet - 5
Euboea	none 2 fleet - 4 2 light - 3 2 cavalry - 5	2 hoplite - 4	**Off-board Regions** **Persia:**		
Phocis/Locris	1 hoplite - 4 5 light - 3 2 cavalry - 5	1 hoplite - 4 1 light - 3	Tissaphernes:	12 light - 4 6 cavalry - 5 4 fleet - 5	
Aetolia	8 light - 4	none	Pharnabazus	8 light - 4 4 cavalry - 5 3 fleet - 5	
Acarnania	3 hoplite - 4 3 light - 3	1 hoplite - 4 1 light - 3	**Sicily**	4 fleet - 5	
Epirus	2 hoplite - 4 3 light - 3	1 light - 3 2 fleet - 3			
W. Islands	3 hoplite - 4 2 fleet - 4	1 hoplite - 4			