



HELLENES

CAMPAIGNS OF THE PELOPONNESIAN WAR

EXAMPLE OF PLAY

431 CAMPAIGN

The following extended example of play is intended to introduce players to the game quickly. It is recommended that the player set the game up using the setup card for the 431 Campaign setup card and section 15.1 in the rulebook, and then follow along with this extended example of play, moving the pieces as described here. Note that all units/cards in these illustrations are shown oriented from the *reader's* point of view. In a real game all Athenian cards and units would be upside down, oriented for the Athenian player's point of view (looking south).

SETUP

Athens and Sparta deploy as per the 431 Campaign setup cards. Athens begins with *Pericles* [+1] as Leader, and Sparta with *Archidamos* [0]. These Leader cards are Continuing Events (denoted as such by black bars above and below the title), which remain in play until removed (unlike regular Events, which last only one Season). See the sidebar on page 4 of the rulebook for a further explanation of these cards.

NEW YEAR 431

Year Start: deal 6 cards to each player. Note that cards numbered 45–55 (with bronze borders) are NOT used. 1–44 (silver and gold borders) are used as per 15.1.

Athens draws the following cards: #6, #14, #19, #28, #30, and #39. Sparta draws: #25, #32, #34, #36, #37, and #40.”



NEW YEAR EVENT / SACRIFICE SEGMENT—CARD PLAYS

New Year Event/Sacrifice: both players play a card face down. The orientation of the card determines whether the card is played as an Event or as a Sacrifice (see 10.4 and 10.41). Athens plays card #30 face down and upright from his perspective, for its Civil War event. Sparta plays card #34 face down and inverted, with the coins at the top of the card from his perspective, to denote it is played for a Sacrifice. Then both cards are revealed simultaneously, maintaining that same orientation.

Events are resolved first and Sparta goes first if both sides play events. If no player plays an Event, Sacrifices are resolved in order of initiative with the player playing the fewest number of action points (i.e. the number of coins on the card) going first; Sparta goes first if tied (see 3.3). The *Civil War* event is resolved by placing a *Civil War* marker on Thebes, which is not besieged and thus eligible for the event. Next sacrifices are resolved. Sparta wishes to sacrifice to *Apollo* and so a red garrison is placed on the Olympians track to denote this (see 11.0).

We now move along to the Spring/Summer/High Summer/Fall turns.

SPRING 431

Both players play a card face down. If the player wishes to play a card for its action value (the number of coins on the card), he plays the card upside-down from his perspective (coins at the top); if he wishes to play the card for its event, he plays the card right-side-up from his perspective (see 3.3). Both cards are revealed simultaneously.

Initiative

- Athens plays card #14—*Leader Ostracized*—inverted for its 1-action value rather than its event.
- Sparta plays card #36—*Athens Raises Taxes*—inverted for its 2-action value rather than its event.

Since the Action value of Athens' card is lower, Athens goes first.

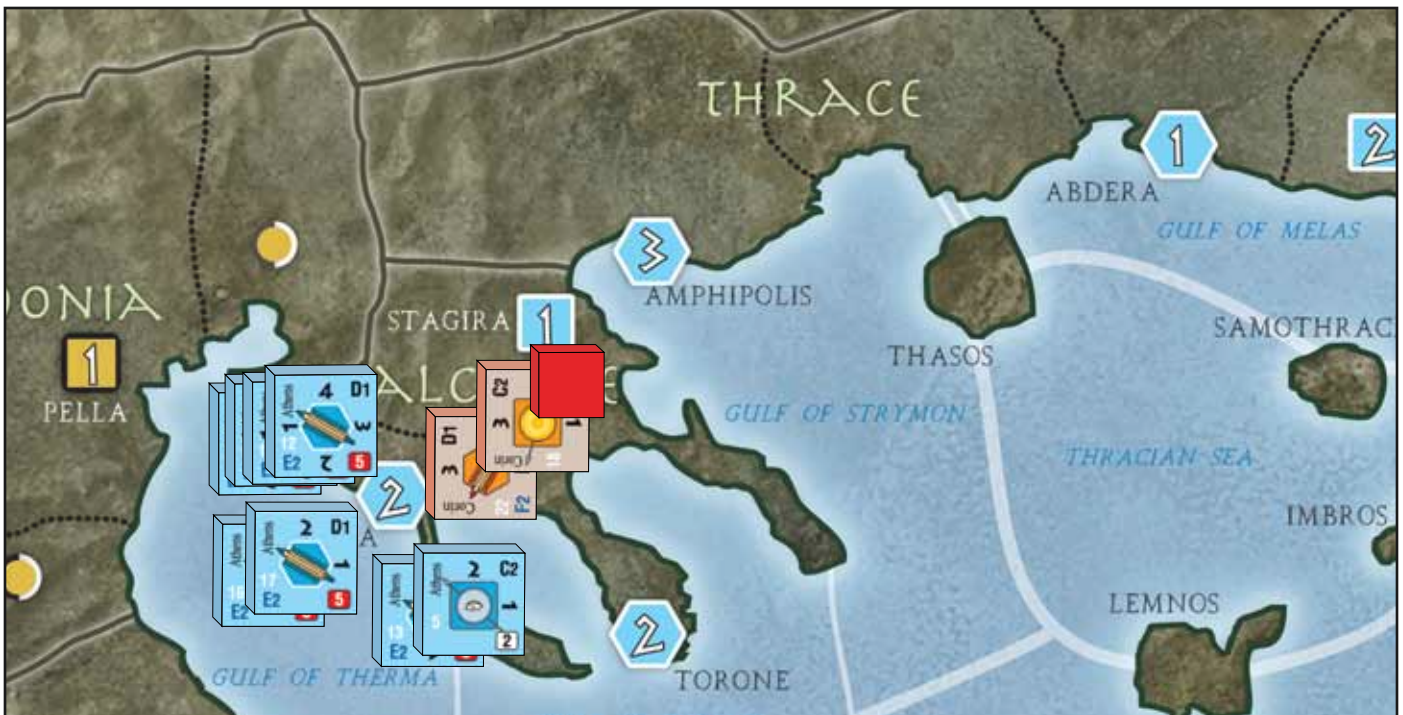


SPRING 431—CARD PLAYS AND INITIATIVE

Since Athens has a +1 Action Continuing Event (Pericles, a +1 Leader), he gets +1 to the action value of his cards. Note, however, that this does NOT influence initiative (3.3)!

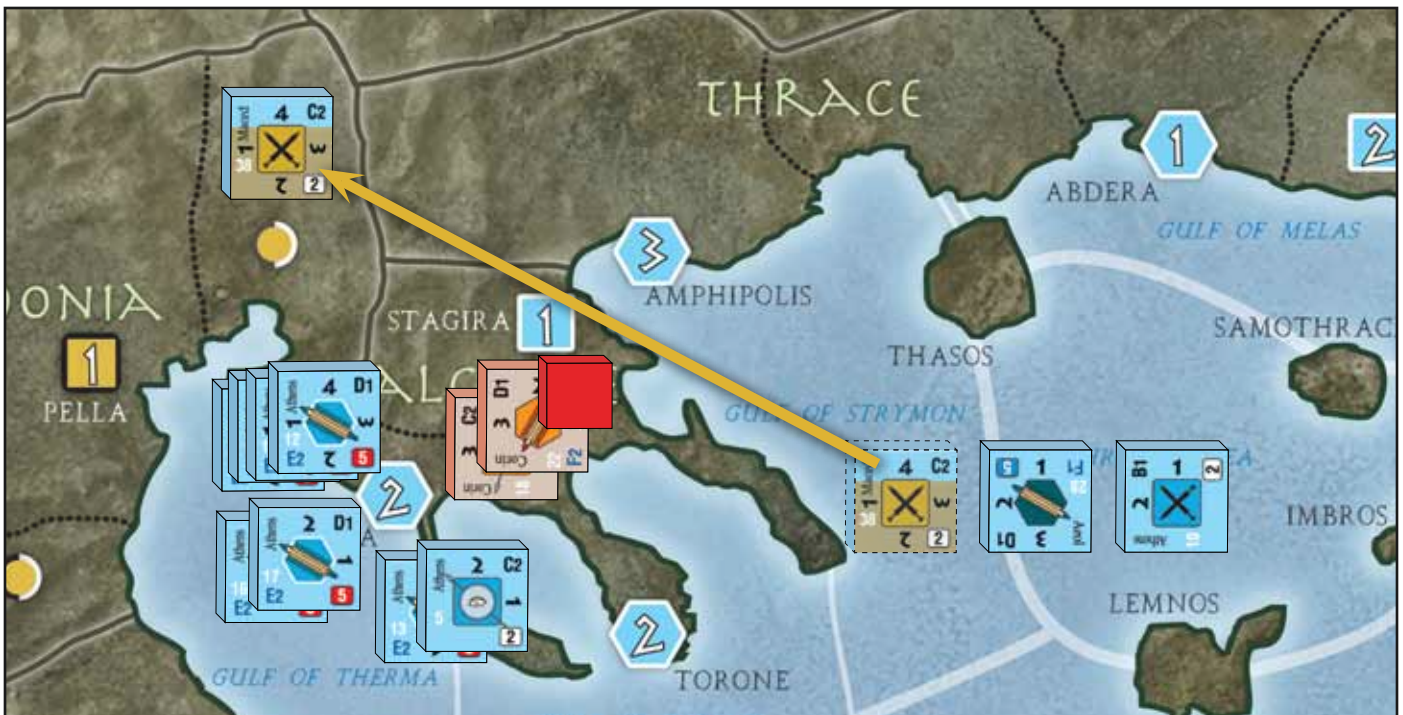
ATHENS PLAYER TURN: 2 ACTIONS (PERICLES +1 LEADER)

Action 1 is a *Group Move* (see 5.0) from Athens: two 2CV (i.e. 2-step) fleets move to the Gulf of Therma and stop, blocking enemy sea access to the port of Potidea (to prevent enemy reinforcement). Fleets have a movement rating of 5 (see the sidebar on page 3 of the rulebook). The fleets travel to the Gulf of Therma via the Andros Sea (1), Gulf of Euboea (2), Pelasgian Sea (3), and Gulf of Therma (4). Finally, a 3CV fleet transports a 2CV hoplite unit from Athens to Potidea to bulk up the besieging force. To be transported by a fleet, a Greek land unit (Barbarians cannot be transported) must be smaller in step size than the carrying fleet (see 5.21).



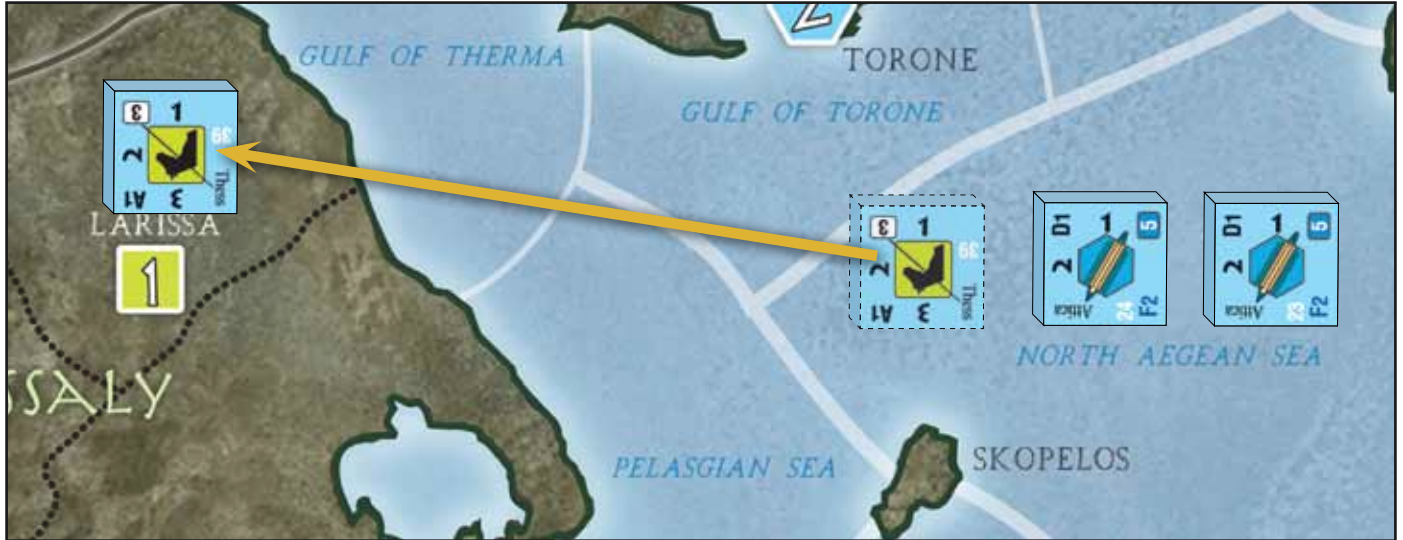
ATHENIAN ACTION #1—GROUP MOVE FROM ATHENS

Action 2 is a *Recruit* action (see 4.22). For each *Recruit* action, three blocks are drawn from the recruit pool and of these, one is chosen and the other two placed back into the recruit pool. Athens draws a 3CV Aeolian fleet cadre (all Greek units are recruited at 1CV or “cadre” strength), an Athenian 2CV infantry cadre, and a 4CV Macedonian Barbarian (Barbarians are recruited at full strength). Units recruited must be placed in a Home City or Town which matches the color of the unit’s symbol (or see the recruit chart for a cross-reference). The Macedonian block is placed by Athens in the Town area east of Pella.



ATHENIAN ACTION #2—RECRUIT

However, due to the danger this poses to Potidea, the Spartan player uses his *Appeal* to Apollo to force a redraw (see 11.0). The three blocks drawn by Athens are placed back into the draw pool and three new blocks are drawn. This time Athens draws a Thessalian 3CV cavalry cadre and a pair of Athenian fleet cadres. Athens takes the Thessalian cavalry unit and places it in Larissa at 1CV.



APOLLO FORCES A RE-DRAW OF RECRUITS

Combat: Athens now takes a Combat Phase. There is only one situation on the map where combat may be employed: the siege at Potidea (the siege having been established in a prior turn). Athens may use either *Siege Attrition* combat (see 8.2) or *Siege Assault* combat (see 8.1) since it played an Action card. It chooses *Siege Attrition* for this turn. To resolve *Siege Attrition* in Potidea, Athens rolls 3 dice, 1 for each defending unit/garrison in the City (see 8.2), and obtaining a 1, 4, and 2. Only die rolls of “1” will score as hits. Since one “1” was rolled, Sparta must reduce its strongest unit by one step (step losses are ALWAYS taken from the largest unit first). Since both units in Potidea have 2CV the unit chosen to take the loss is up to the Spartan player. The 2CV Corinthian fleet is chosen and rotated down to 1CV. This concludes the Athens Spring turn.



SIEGE ATTRITION IN POTIDEA

SPARTA PLAYER TURN: 2 ACTIONS

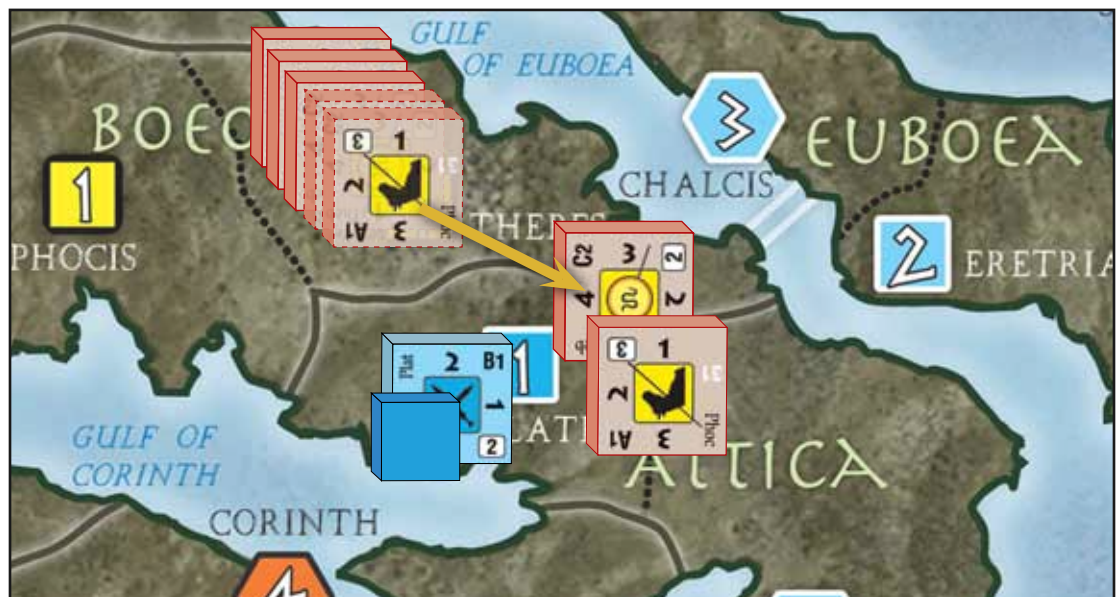
Sparta played a 2-action card and does not have any Continuing Events in play which give him any bonuses.

Action 1 is a *Muster* into Corinth (see 5.0). All units within movement range (but no Forced Marches!) may move into Corinth. Land units have a movement rating of 2 (see the sidebar on page 3 of the rulebook). Two units (a 4CV hoplite and a 3CV hoplite) from Sparta move to Corinth. One Arcadian unit moves from Elis and two Arcadian units move from Tegea to Corinth.



SPARTAN ACTION #1—MUSTER MOVE TO CORINTH

**SPARTAN ACTION #2—
GROUP MOVE FROM THEBES,
SIEGE ESTABLISHED**



Action 2 is a *Group Move* from Thebes. Two units, a 3CV hoplite and a 1CV cavalry move into Platea. The defending unit *fortifies* rather than fighting a battle (see 7.1 and 7.2). This establishes a new *Siege*: a defending garrison block is placed (see 7.3). Garrisons are immobile one-step inherent to every friendly, loyal city on the map (cities loyal to Athens have the outline of their city symbol outlined in white; cities loyal to Sparta are outlined in black). Even if there was not an Athenian unit in Platea, an Athenian garrison would have been placed when the Theban units entered the area to establish a siege.

Combat: No *Siege Combat* can occur on the turn a Siege is established (see 7.2) so no Assault or Attrition Combat can be taken at Platea. At Potidea, the besieged Corinthians *could* sortie against the besiegers (see 8.3) but the odds there are not good, and since no other combat situations exist, the Spartan player announces an end to his Combat Phase.

This concludes the Spring Turn.

SUMMER 431

Once again players play a card face down. At this point it might be helpful to discuss how players keep track of seasons in Hellenes. A game year in Hellenes consists of five seasonal turns: Spring, Summer, High Summer, Fall, and Winter. To keep track of what season it is, do not discard the cards when they are played, rather set them aside in individual piles. The first such pile will remind you that you've played the Spring turn, the second pile signifies that the Summer turn has been played, and so on. The last card to be played in the course of a year will ALWAYS be the Winter turn (remember that you draw 6 cards and one of them is played in the New Year segment as either a Sacrifice or an Event). There are no "held" cards in Hellenes, nor may players "pass" on a card play. So, once again, both cards played in this Summer turn will be revealed simultaneously.

- Athens plays card #28—**Treachery**—title-side-up for its event.
- Sparta plays card #40—**War Faction Ascendant**—inverted for its 2-action value rather than its event.



Events have an action value of zero so events will always be carried out before the opponent may play actions (see 3.3).

Since the action value of Athens' card is the lowest, Athens goes first.

Athens still has a Continuing Event (Pericles, a +1 Leader) in play but this bonus is not applied when an Event is played (see 3.11).

ATHENS PLAYER TURN: TREACHERY EVENT; 0 ACTIONS

Athens declares its *Treachery* Event to occur in Potidea. Normally Events do not allow Siege Assault combat (see 8.2), only Siege Attrition combat. But *Treachery* is an exception as the Event text indicates. Notice the Event's requirements: the city must be under siege. Then notice the Event's effect: the defender's double defense (see 8.11) is removed but the combat may only last a single round. If the defenders are not destroyed, the besiegers will have to retreat back to the area outside the city (note that they do not leave the area; if not destroyed the besiegers would still maintain a siege on the city).

We now move straight to the Combat segment of the Athenian turn:

Combat: The Spartan player declines his option to Capitulate (8.13), so all units are revealed and the Siege Assault proceeds. Besieged defenders always have a combat value of A2 (the letter is the unit's Agility rating; the number is its combat power), regardless of their printed combat value (see 8.1). Combat is resolved in order of Agility. Within an Agility class, the defender fires before the attacker. Since all city defenders have an agility of "A," they will always fire first in a Siege Assault.

The defending hoplite's Combat Value (CV—i.e. step size) is 2CV. Two dice are rolled for its attack, one for each CV. The 1CV fleet rolls one die to attack, and the Garrison rolls one more single die for its 1CV.

TREACHERY ASSAULT ON POTIDEA



Please reference rules 6.32 and 6.33 in the rulebook before continuing this Example of Play.

Now you should have a good understanding of how hits and routs work. Since all the defenders are A2 units, they will score Hits on die rolls of 1 and 2 and Routs on die rolls of 5 and 6.

In this case the hoplite rolls a "4" and a "2" (see diagram next page): the "2" scores a Hit and the "4" is a miss. The Hit is applied to the largest (in CV) enemy unit (6.32), the Athenian 4CV fleet, which is rotated down from 4CV to 3CV.

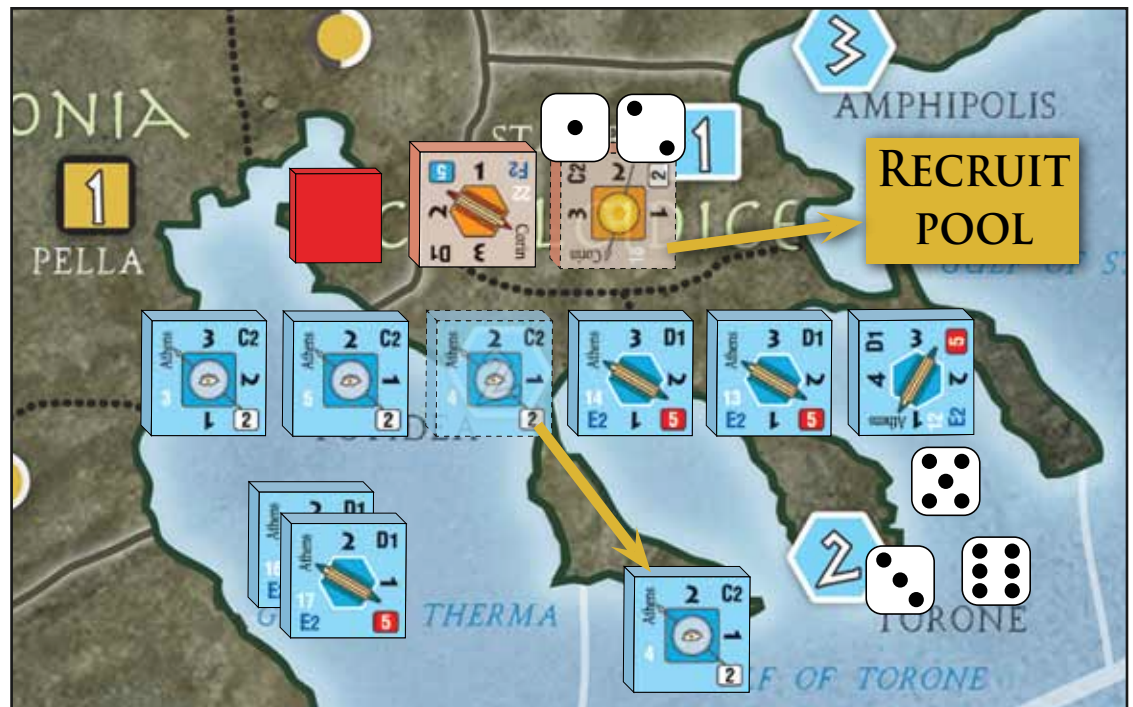
The 1CV Corinthian fleet rolls a "3" and misses, but the garrison rolls a "6" for a Rout result, which is now resolved (6.33). The weakest enemy unit, one of the 2CV hoplites, is taken out of the battle but does not suffer any step loss (see diagram next page).

BESIEGED
UNITS FIRE
FIRST

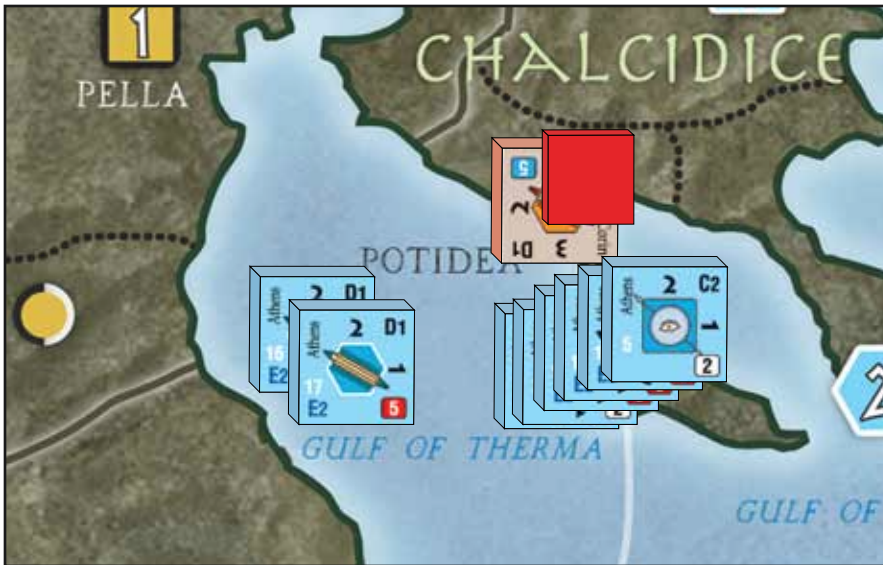


Now the Besiegers get to fire. There are no “A” agility or “B” Agility units for the Athenians so the “C” Agility hoplites all fire. **Since Routs are not a factor here, all five dice for the Athenian C2 units may be rolled together: a 1, 2, 3, 5, and a 6.** Since *Treachery* cancels the defender’s *double defense* (see 8.11), the two Hits (the 1 and the 2) both score Hits. The largest defending unit, the 2CV hoplite, must take the first Hit. The second Hit is taken on the Corinthian hoplite as well (though it could be taken from the 1CV fleet—the owner chooses among equal-sized units). The 1CV Corinthian hoplite unit is eliminated and sent to the Recruit Pool (see sidebar on page 7). The 5 and 6 have no effect since City defenders never Rout (see 8.1). Now the “D” agility fleets all fire. Nine dice are rolled, but alas, no ‘1’s are rolled so no Hits are inflicted.

BESIEGERS
FIRE



As per the *Treachery* Event text, the battle must end. The Besiegers Retreat (6.4) to the area outside the city walls. The 2CV hoplite unit that Routed is now restored from its Routed status and is placed with the other Athenian blocks outside the city of Potidea. The remaining Corinthian unit and the Garrison are returned to the city of Potidea where they remain besieged. The Spartans gain 1 Prestige point for winning the battle by enemy Retreat (see 14.11). The Prestige marker is moved from 0 to “1 Sparta.”



ATHENIAN BESIEGERS RETREAT FROM CITY BUT REMAIN IN AREA

SPARTA PLAYER TURN: 2 ACTIONS

Now the Spartans take their two actions:

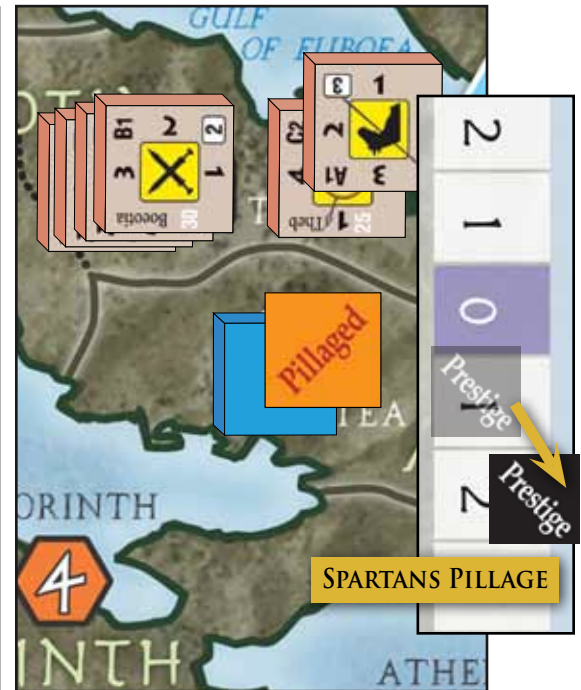
First, the Spartans take a *Group Move* from Corinth: seven Spartan, Arcadian, and Corinthian blocks move into Athens.

As a part of that same *Group Move*, a 3CV fleet moves from Corinth into the Saronic Gulf to blockade Athens (see 8.21 and 8.22).

For the second action, the two Theban units besieging Platea *Pillage* the area and move back into Thebes, gaining 1 *Prestige* for Sparta (*Prestige* marker moves from 1 Sparta to 2 Sparta).



SPARTAN ACTION #1
GROUP MOVE FROM CORINTH



SPARTAN ACTION #2
SPARTANS PILLAGE PLATEA!

Combat: The Athenians have 6 blocks in Athens, but it is risky to fight in the open with the Spartan elite hoplites so they *fortify* and a *Siege* is established. Furthermore, since Athens is (obviously) a Loyal City, a Garrison block is placed (see 7.1 and 7.2). Since this is a new siege, no Siege Combat may take place. Again, a sortie at Potidea would be inadvisable so the Spartans conclude their turn.

This concludes the Summer Turn.

HIGH SUMMER 431

Once again players play a card face down before revealing them simultaneously.

- Athens plays card #39—**Peace Faction Ascendant**—inverted for its 2-action value rather than its event.
- Sparta plays card #25—**Island Revolt**—title-side-up for its event.

This time Sparta wins the initiative (3.3).



SPARTAN EVENT—REVOLT IN SAMOS

SPARTA PLAYER TURN: ISLAND REVOLT EVENT; 0 ACTIONS

Since Sparta has played an Event, they do not get any Actions. The *Revolt* Event allows them to place a friendly garrison on one of several islands (see the sidebar on page 4 of the rules for further details of Event rules). Sparta chooses to place the garrison on Samos, far away from the Athenian task forces up in Potidea and the Gulf of Therma.

Combat: Even though they played an Event card, Sparta still gets a Combat phase for *Siege Attrition* purposes (remember that *Siege Assault* is prohibited in Event turns and land or sea battles cannot occur since there has been no movement). Since the port of Athens is already both besieged and blockaded, the Spartans can roll for *Siege Attrition* (see 8.2 and 8.21). They roll one die for each Athenian block (including the Garrison)—7 in total. Two 1s are rolled and so the Athenians must take 2 hits off of their strongest units. There are three 4CV units in Athens, a fleet, a hoplite, and an infantry. Wanting the elite fleet to be kept as strong as possible, the Athenian takes the hits on the 4CV hoplite and the 4CV infantry, reducing both to 3CV. Note that if Athens is besieged and blockaded, Athens takes attrition losses on die rolls of 1–3 (see 8.22). In this case, only two dice fell within that range. Bad luck.

With this, the Spartan player concludes his turn.



SIEGE ATTRITION IN ATHENS

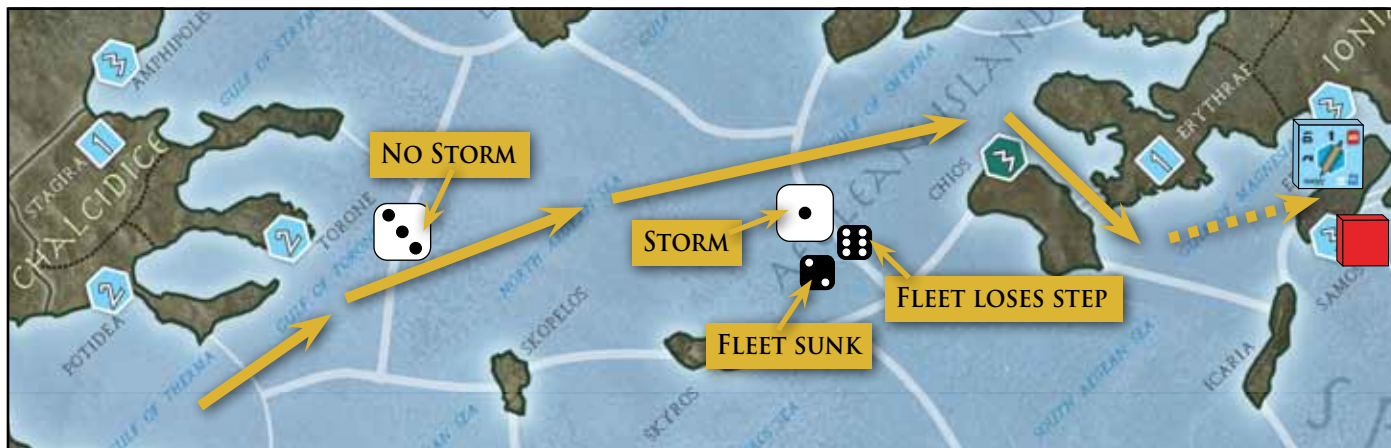
ATHENS PLAYER TURN: 3 ACTIONS

Athens now takes its three Actions (remember that Athens gets +1 from Pericles who is still in play!).

For the first Action the Athenians take a *Group Move* from Athens, sending a lone 4CV fleet into the Saronic Gulf to hopefully defeat the enemy fleet there and lift the blockade on Athens.

Next, the two 2CV fleets in the Gulf of Therma move to Samos. The only way to get there quickly, however, is to cross two DeepSea borders (the thick sea borders; see 5.22 and 5.23). Moving into the Gulf of Torone, the fleets cross into the North Aegean Sea (DeepSea border #1), then to the Gulf of Smyrna (DeepSea border #2), then into the Gulf of Magnesia. Their fifth and last movement point is spent to move into Samos itself to lay Siege to the port—note that the port is also automatically blockaded since Athens is considered to blockade all unoccupied *Offshore Seas* (see 8.21). To mark the locations where the DeepSea borders were crossed, it is recommended that the player lay a die on each such DeepSea border crossed until it is time to resolve DeepSea crossings.

Finally, for action #3, the Athenians take a *Build* action in Corcyra, reinforcing the 1CV fleet there to 2CV (see 4.21).



ATHENIAN ACTION #2—GROUP MOVE ACROSS DEEPSEA BORDERS

2 ACTIONS

2 ACTIONS

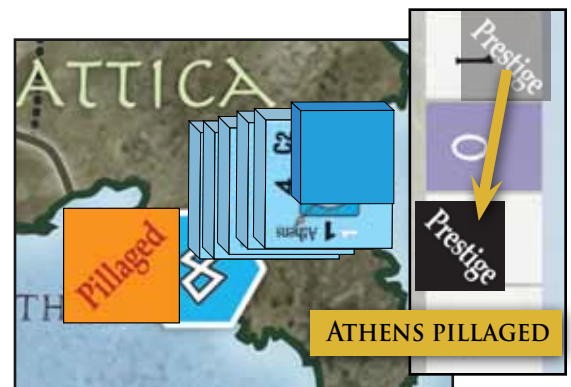


SPARTA PLAYER TURN: 2 ACTIONS

For their first action the Spartans *Pillage* Athens, which gains 2 *Prestige* points rather than the normal 1 *Prestige* (see 5.5). All the Spartan units in Athens move to Corinth after Pillaging the area. The *Prestige* marker moves back from Athens 1 to Sparta 1.

For their second action the Spartans take a *Group Move* from Sparta. A 1CV fleet moves to the Gulf of Laconia, then to the Myrtoum Sea, then to the Cretan Sea, then crossing a DeepSea border, enters the Icarian Sea. For the fifth and final movement point the fleet enters the besieged port of Samos from its *Offshore Sea*, which it can do despite the Siege (see 1.3). The die roll for the DeepSea border is a '4' and so no Storm is encountered (see 5.22).

Combat: Since a sortie from Samos would be inadvisable, the Spartans end their turn without engaging in any Combat.



SPARTAN ACTION #1—SPARTA PILLAGES ATHENS!

ATHENS PLAYER TURN: 3 ACTIONS (PERICLES +1 LEADER)

First, the 4CV Fleet in the Saronic Gulf makes a *Group Move* to Samos to reinforce the siege there.

Next, the Athenians take a *Group Move* from Potidea. One 3CV fleet carries a 2CV hoplite and along with a 3CV fleet sails into the Gulf of Therma, then to the Pelasgian Sea, then to the Gulf of Euboea, then to the Andros Sea and finally to the Paros Sea. The Athenian declares his intention to try a *Forced Sail* into the Icarian Sea.

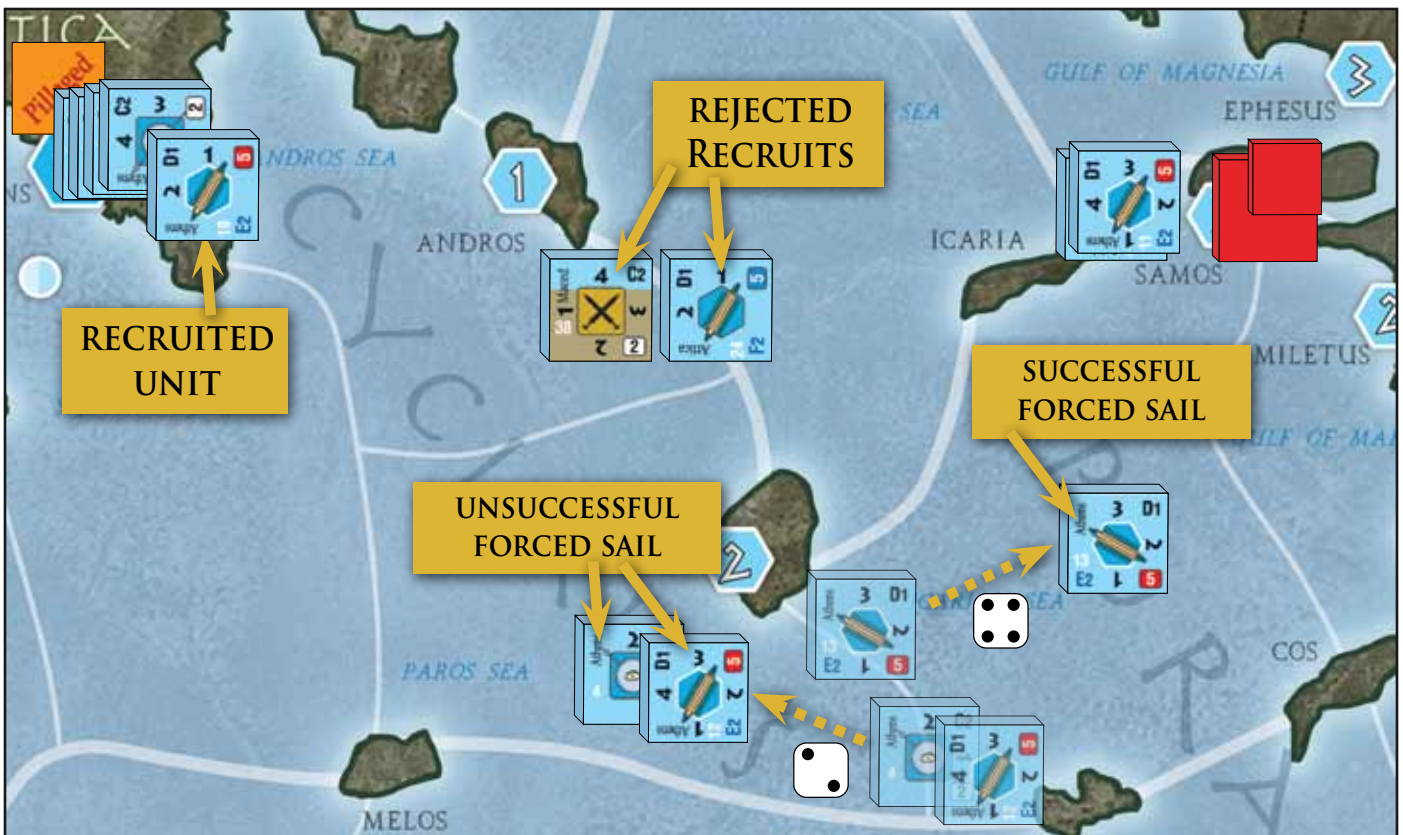
But before rolling for the *Forced March/Sail*, the Athenian player must complete all of his actions (see 5.3). It is recommended that players mark their intention to *Force March/Sail* by laying the blocks on the border between the area the units occupy and the area the units wish to *Force March/Sail* into, and placing a die in the target area.



ATHENIAN ACTIONS #1-3—GROUP MOVE FROM POTIDEA

For the third Action, Athens opts to *Recruit*, drawing three blocks: a 3CV Macedonian barbarian, and two 2CV Athenian fleet cadres. The fleet is selected to replace the one lost in the Storm earlier, and placed in Athens at 1CV strength. Note that it wouldn't be very useful to recruit the barbarian since it would have to disband in the upcoming Winter turn (see 9.24).

Now the units attempting the Forced Sail into the Icarian Sea each roll 1 die to see if they make it (see 5.3)—*note that these are Elite units (red movement box)*. The first 3CV fleet and its transported hoplites fail on a die roll of 2. The 3CV fleet succeeds on a die roll of 4 and moves ahead into the Icarian Sea (but could decline and remain with the rest of the Group). Incidentally, the purpose behind this *Forced Sail* is to prevent another Spartan fleet from slipping into the besieged port of Samos during the Winter.



ATHENIAN ACTIONS #1-3—GROUP MOVE FROM POTIDEA

Combat: The Athenian units besieging Samos are not terribly strong, and the Athenians strongly suspect that the reinforcing Spartan block is a 1CV unit (it starts the scenario at 1CV strength and Sparta according to the setup charts and the Spartan player did not take any Build actions) so the Athenians opt to roll for *Siege Attrition*. Two dice are rolled—one for each defending block (a garrison and 1 unit). A 3 and a 2 are rolled so no hits are inflicted.

This concludes the Fall turn.

WINTER 431

The Winter Sequence of Play is slightly different from the other seasonal turns so it might be helpful to reference the Sequence of Play on the back of the rulebook as we proceed with this example of play.

In the Winter, no cards may be played as events so both players will play their last card for its action value (see 9.1).

- Athens plays their final card, **Plague Returns Athens** (#6) for its 3-action value.
- Sparta plays their final card, **Civil War** (#32) for its 3-action value.

Once again, Sparta wins the initiative and will go first.

SPARTA WINTER TURN: 3 ACTIONS

Sparta now takes its 3 actions. Please note that in Winter turns combat is delayed until both sides have moved (see the Sequence of Play at the back of the rulebook).

The most important thing that players must consider in Winter turns is that their units are *inside* a controlled city. City capacity is equal to twice its City Value (the number on the city). With this in mind, the Spartan player looks over the map to see that his units are properly quartered.

There are 11 blocks in Corinth but its *capacity* is only 8 blocks (twice its City Value). Three blocks must winter elsewhere. A 2CV Arcadian block opts to make a free *Quartering* move to Troezen (see 9.211 and 9.212).

It might at this point be helpful to explain the subtle difference between *Homing* and *Quartering*. Both moves are free *Wintering* moves (free as in they do not cost any actions), but there is an important distinction: A *Homing* move allows the moving units to use their entire movement allowance and may even automatically conduct a *Forced March/Sail*. But *Homing* units must end their move in a Home City (a city which has the same color as the moving unit). A *Quartering* move allows the moving units to move only one space. But unlike in a *Homing* move, in a *Quartering* move, the units may move into *any* Friendly-controlled city—not necessarily a Home City. So, in our example here, the Arcadian unit opted to make a *Quartering* move to Troezen which is one space away though it is not an Arcadian Home City.

A 2CV Corinthian hoplite block makes a free *Homing* move to Troezen as well. Finally, a 4CV Spartan hoplite block makes a free *Homing* move to Sparta. The remaining 8 blocks in Corinth stay put. All movement so far has been free (*Quartering* or *Homing*). Sparta still has all 3 actions remaining.

The first action is used to *Recruit*. The Spartans draw three blocks, choose, and place a 3CV Ambracia hoplite cadre in Ambracia at 1CV. Next another *Recruit* action is taken and this time a 3CV Spartan fleet is drawn, chosen, and placed at 1CV in Sparta. The third action is also a *Recruit* action. This time the 2CV Aeolian block is drawn! This *Rebel* unit is unique in that it is a Spartan unit with pro-Athenian home Cities, so it may appear in either Chios or Lesbos (see the sidebar on page 6 of the rules)! The Spartan player places it at 1CV in Chios.



SPARTAN HOMING AND QUARTERING MOVES



SPARTAN RECRUIT ACTIONS

ATHENS WINTER TURN: 4 ACTIONS

Athens goes second with 4 actions (+1 for Pericles).

All units must either *Overwinter* in a City with the capacity to house them or be *Maintained* lest they disband to the Recruit Pool. Athens presently has two units besieging Samos and one unit blockading it. Three Athenian actions will be used to *Maintain* these 3 units in the field. Remember that Athens is considered to blockade all unoccupied Offshore Seas (8.21) so it is not essential that the Athenian Fleet blockading Samos be maintained. By maintaining the fleet, however, Athens safeguards against Sparta reinforcing Samos in the Spring should the Winter Siege Attrition fail. The 3CV fleet in the Paros Sea makes a *Free Homing* move to Athens. The fourth and final action will be used to reinforce the 1CV fleet in Athens (see 4.21). The 1CV fleet is rotated to its 2CV side. Note also that in order to take a reinforcement action the recipient unit must occupy a Home City—which matches the color of the unit’s symbol (or see the recruit chart for a cross-reference).



WINTER COMBAT

Combat is now resolved. Neither side has a *Homing* Battle or wants to *Sortie* (in Winter these battles must be resolved first, before *Siege Combat* occurs)—see 9.3.

The Spartans have the initiative so they get to resolve their *Siege Combats* first but they do not have any *Siege Combat* to resolve. The Athenians now get to resolve their *Siege Combat*. In Samos two dice are again rolled for *Siege Attrition*, one for each block besieged inside the city. In Winter, attrition severity is greatly amplified. Hits are scored on die rolls of 1–3 (see 8.2). The Athenian gets lucky with a 2 and a 3 and both blocks, the Garrison and the Spartan fleet, being at 1CV, are eliminated. The Athenian gains 1 Prestige for capturing the City by *Attrition* (see 14.11). The *Prestige* marker moves from Sparta 1 to neutral—0.

YEAR END 431

Tribute: The first thing to be resolved is Tribute collection. Both players look over the map to see what enemy cities they have under their control. Presently only the Spartans control an enemy city: Chios. Control of an enemy city during the Tribute collection segment yields a number of *Prestige* points equal to the City Value. Control of Chios gives the Spartans 3 *Prestige*. The *Prestige* marker moves to Sparta 3. Had the Athenians not recaptured Samos, the *Prestige* marker would have moved to Sparta 6!



Victory Check: Neither side is in position to make a Peace Offer so this segment is skipped (see 14.22 for an explanation of making Peace Offers).

Advance Year: Next, the Year Marker is advanced to 430.

Remove Markers and unwanted Continuing Events: At this point the **Pillaged** and **Civil War** markers are removed from Thebes, Platea, and Athens. Qualified *Continuing Events* like *Athens Raises Taxes* may be removed if desired—none are presently in play.

Collect and Shuffle Cards: Next, all cards not in play (i.e., not active *Continuing Events*) are collected and the deck is reshuffled.

This completes one Game Year of play.

We hope you enjoy this game as much as we have enjoyed bringing it to you!

—Craig Besinque and Joel Toppen