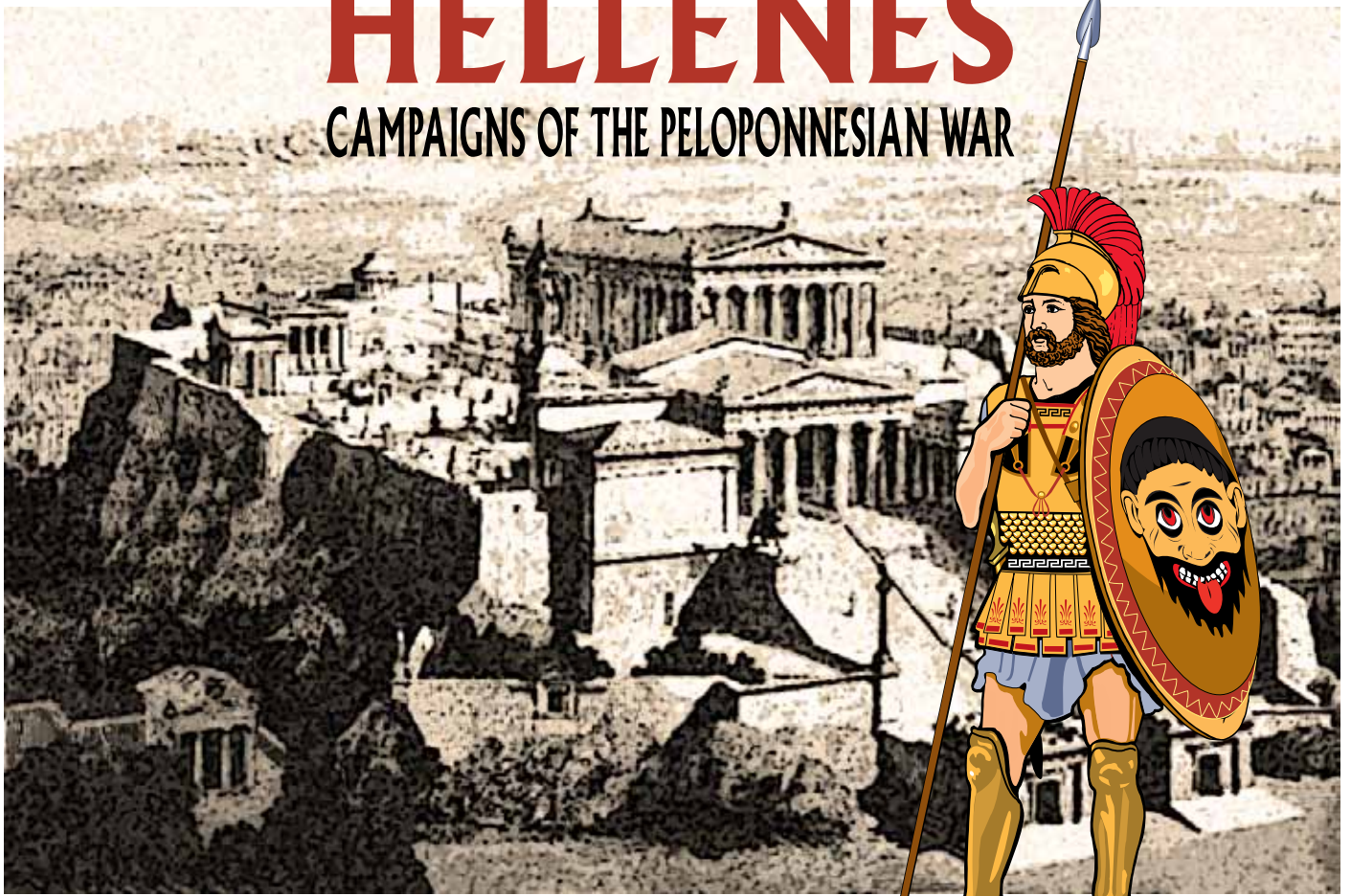


HELLENES

CAMPAIGNS OF THE PELOPONNESIAN WAR



By Rodger B. MacGowan ©2009

RULE BOOK

TABLE OF CONTENTS

Introduction.....	2	12.0 Peace of Nicias	12
1.0 The Map.....	2	13.0 Persian Aid.....	12
2.0 The Blocks.....	3	14.0 Victory	13
3.0 The Cards.....	4	15.0 Scenarios.....	13
4.0 Actions.....	5	15.1 The 431 Campaign.....	13
5.0 Movement.....	6	15.2 The Sicily Campaign	14
6.0 Combat	7	15.3 The 413 Campaign.....	14
7.0 Siege	8	15.4 The 415 Campaign.....	15
8.0 Siege Combat.....	9	Strategy Notes	15
9.0 Winter	10	Credits	15
10.0 New Year	11	Index	15
11.0 Olympians.....	12	Charts and Tables	16



GMT Games, LLC
P.O. Box 1308, Hanford, CA 93232-1308
www.GMTGames.com

INTRODUCTION

Hellenes is a strategy game on the Peloponnesian War between the Athenian Empire and the Spartan League, 431–404 BC. The object is to amass Prestige by winning battles and capturing or pillaging opposing cities. 4 scenarios are provided (playing times: 2–6 hours). Players can select sides randomly, or bid Prestige to play a side. The Spartan player sits to the south, the Athenian player to the north.

THE GAME YEAR

A **Game Year** consists of **New Year** plus **5 Seasons**. Players get 6 cards per Year, playing one card per NewYear/Season.

NEW YEAR (10.0)

Deal each player 6 cards. One is played immediately as a NewYear Event or Sacrifice (10.3).

CAMPAIGNING SEASONS

Campaigning Seasons (Spring through Fall) consist of an Initiative phase, followed by a Player Turn (“turn”) for each side.

Initiative Phase (3.3)

To begin each Season the players each commit one card face-down, then reveal them simultaneously. Cards have Action Values (**coins**) and Events on opposite ends and can serve either use but not both. Play the card with its intended use upright from your point of view.

The lower Action Value takes the first Player Turn (Events have zero Action Value). Sparta goes first in case of ties.

Player Turns

The 1st Player does an Action phase and a Combat phase. Then the 2nd Player does the same.

• Action Phase (3.1, 4.0)

Events are resolved first. Playing an Event means having no Actions that turn.

Action Values (**coins**) entitle a player to make 1–3 Actions that turn (possibly increased by a Leader or Continuing Event). Actions include Group Movement, Building, and Pillaging.

• Combat Phase (6.0)

In the Combat Phase, battles and sieges for disputed areas (i.e., units of both sides present) are resolved one at a time, **smallest battles first**.

WINTER SEASON (9.0)

Winter follows a different play sequence.

- Initiative
- Winter Actions: *Player 1 / Player 2*
- SiegeBreaking Combat: *Player 1 / Player 2*
- Offensive Combat: *Player 1 / Player 2*.

In Winter, units outside friendly-controlled Cities (including besiegers) need *Maintenance* (a possible Winter Action). Units seeking Winter shelter can usually move without Action cost, but no new attacks are allowed.

Winter ends with a Year End procedure (9.5).

1.0 THE MAP

The map depicts ancient Greece and its environs, divided into land and sea areas.

- PERSIA consists of Phrygia and Lydia.
- SICILY includes all areas on the Sicily inset map (including the Gulf of Rhegium).
- ITALY is Taras, Croton & adjacent seas.
- The rest of the map area is GREECE.

1.1 Land Areas

Black borders divide land areas, or Provinces. Thick black borders divide Nations, and dashed borders divide Provinces within a Nation. A Province containing a City is known as a CityState. All islands are playable.

1.2 Sea Areas

Blue lines separate Sea Areas. Thick DeepSea borders are risky to cross (5.22). Double lines show Narrows, which are easier to defend (6.5).

1.3 Cities and Towns

Cities [squares] and Ports [hexagons] are color-coded by Nationality and contain City Value numbers. City Capacity (in units) is **double** the City Value.

Ports are Cities with fortified harbors. The Port symbol projects into its single Offshore Sea, to which it **retains** access **even** when Besieged (7.2). **When not besieged**, units in a Province have access to *all* adjacent seas.

Every City has an inherent immobile Garrison (2.3) block that is only placed on the map as needed (they are NOT units and do NOT count against City Capacity).

Towns [colored circles] are barbarian centers with no City advantages.

1.31 City Loyalty

Cities with white outlines (green/blue/purple) are loyal to Athens. Those with black-outlines (red/orange/yellow) are Loyal to Sparta.

Cities retain their Loyalty regardless of occupation or control. Cities Loyal to the enemy are termed Opposing Cities.

White Cities are neutral and cannot be entered. Some scenarios specify other neutral Cities.

1.32 City/Town Nationality

Unit labels are also color-coded by Nationality (the central symbol color).

Rulebook Organization

This running sidebar contains clarifications, examples, and commentary. New changes are in red. New edits for clarity are in blue.

SEQUENCE OF PLAY - GAME YEAR

NEW YEAR

- Deal 6 cards to each player
- New Year Event / Sacrifice

SPRING/ SUMMER/ HIGHSUMMER/ FALL

- INITIATIVE (card play)
- 1ST PLAYER TURN
ACTION Phase
 - An Event occurs; OR
 - Actions occur (any order):
Movement / Pillaging / Building

COMBAT Phase

Battles / Siege Combat

- 2ND PLAYER TURN (as above)

WINTER

- INITIATIVE (card play: NO Events)

- 1ST PLAYER WINTER ACTIONS

Wintering Movement

- *Homing* to Home City (free)
- *Quartering* to adj. City (free)
- *Group Moves* (cost 1 Action)

Building

Winter Maintenance

Disbanding

- (2ND PLAYER repeats as above)

- 1ST PLAYER SIEGEBREAKING COMBAT

Homing Battles

(Win: enter City / Lose: Disband)

Sorties

- (2ND PLAYER repeats as above)

- 1ST PLAYER SIEGE COMBAT

Siege Assaults / Siege Attrition (triple)

- (2ND PLAYER repeats as above)

- YEAR END

- Tribute Collection
- Victory Check
- Advance Year marker
- Collect & Shuffle cards

City Representation

Most CityStates contained several cities. Only the most important is shown, but the given City Value includes all cities.

Neutral CityStates

Scenario instructions may specify additional neutral CityStates for specific scenarios. Entry into these is also prohibited.

Offshore Seas -- clarifications

Leucas (Ambracia): Gulf of Ambracia

Lipara (Sicily): Tyrrhenian Sea

A unit must be in a *Home City* (same color/Nationality) to build up in strength. This is **crucial** to game play.

*Athenian Subject Cities are a lighter blue than Attica (Athens/Platea): they are **not** the same Nationality. Lacedaemon [red] and Corinth [orange] are also different Nations.*

1.33 Subject Regions

Subject Cities are grouped into Subject Regions such as **Ionian** [see sidebar, p. 5]. **Spartan controlled Subject Cities make other Cities within that Region more likely to Revolt** (3.12).

1.4 Area & City Control

City control governs **Wintering** (9.21) and **Tribute** (9.51). Control of land and sea areas affects **Retreats** (6.4). Control is re-evaluated after each **Action phase** and **Combat phase**. **Controlled cities / areas are termed *Friendly***.

- Sole occupation controls any area.
- Vacant CityStates are controlled by the side to which they are loyal (i.e., a conquered City left unoccupied reverts to its original owner!)
- Other vacant areas (including those containing towns) are uncontrolled.
- In cases of **Siege** (7.0), both sides occupy a CityState. Defenders controls the City; besiegers control the surrounding Province.

2.0 THE BLOCKS

Wooden blocks represent pro-Spartan and pro-Athenian forces, including allies.

The large red and blue blocks are **units**, which are mobile forces. A Spartan unit label must be attached to the face of each large red block, and an Athenian unit label to each large blue block.

Units normally stand upright, their identities hidden from the opponent. This adds surprise and bluff to the game.

Units available for a scenario but not **currently** in play on the map are kept face-down in the friendly **Recruit Pool**.

Smaller red/blue blocks are **garrisons** representing immobile City defenders (2.3). They are unlabeled and not considered ‘units’.

Markers. Put **Group marker A/B** and **S/T labels on large blue and red blocks as per 2.41**. Attach **Year, Prestige, Action, Civil War and Pillaged marker labels** to the large black, orange and grey blocks as per 2.42.

2.1 Unit Labels

Labels show a unit’s Nationality, type, and movement/combat abilities.

Greek units have one-color backgrounds [see sidebar]. Greek units arrive in **Home Cities** at minimum or **cadre strength** (1 cv) and remain in play **until eliminated**.

Barbarian units have 2-color backgrounds with dark tan predominant [*Persians have light tan predominant, see sidebar*]. They arrive in **home towns** (colored dots) at maximum cv, and can make 1 free move from there, but **disband in the next Winter** (9.24).

Sicilian units: (Greek/Barbarians with **Home Cities/towns** in Sicily), have distinctive background label colors, with barbarians 2-colored as above [see sidebar].

Unit ID numbers (1–60) are shown to aid setup. For both sides, unit ID numbers are coded for the **Scenarios** (15.0) in which they appear:

ID# 1–40	431, 415 & 413
ID# 41–46	415 & 413 only
ID# 47+	Sicily & 415 only

Units with ID#s in **white** boxes can only appear under certain specified circumstances.

2.11 Unit Nationality

Each unit’s central symbol is color-coded to match its **Home Cities/towns**. This is **crucial** to game play. Only **Nationality color-matching matters:** historical text names are for historical interest only.

2.12 Combat Value

Units have 1–4 steps of strength, called **Combat Value** or cv. A unit’s current cv is the number on its top edge when standing upright.

Combat Value dictates the number of dice (d6) thrown for a unit in combat. A 4 cv unit attacks with four dice (4d6); a 1 cv unit would roll 1d6.

For each step loss suffered, a unit is rotated 90 degrees counter-clockwise to its next lowest cv. The sidebar shows a cavalry unit at 3, 2, and 1 cv strength. 1 cv is termed **cadre strength**.

2.13 Movement Range

Each label has a number in a box showing that unit’s **Movement Range** in areas. Blue boxes show sea movement, white boxes show land movement. Red boxes show elite status with a greater chance of moving 1 extra area by **Forced March/Sail** (5.3).

2.14 Combat Rating

A unit’s **Combat Rating** is indicated by a letter and number, such as A1 or B2.

Letters are unit **Agility**: “A” units attack before “B” units, etc., with **defenders of equal agility preceding aggressors** (defending “A”, then aggressor “A”, etc).

The number is the unit’s **power:** its ability to damage and/or **Rout** opposing forces in combat (6.3).

Example: A unit rated B1 inflicts 1 hit on the enemy for each 1 rolled. An A3 unit does this for each 1, 2, or 3 rolled.

City Control

A CityState is always controlled by its original owner unless occupied by an enemy block. **Besieged Cities** are controlled by the defender.

Area Control

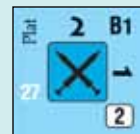
Areas are controlled by the occupying player. Unoccupied areas **that are not CityStates** are uncontrolled. In **Sieges**, the **besieger** controls the land area of a CityState (i.e., its surrounding Province).

UNITS

GREEKS



Pro-Sparta



Pro-Athens

BARBARIANS



Greece



Persia



Greece

SICILIANS



Greek

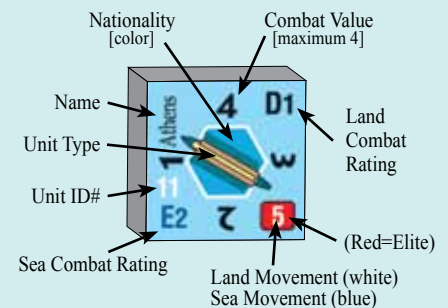


Barbarian



Greek

UNIT DATA



STEP REDUCTION



2.2 Unit Types

2.21 Hoplites

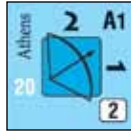
Hoplite units are the main Greek land forces, formed of tightly packed armored spearmen that fight as a unit (phalanx).

Elite hoplites (as above) have better Forced March ability [red movement rating] and quicker Agility.



2.22 Archers

Archer units also include other missile land forces, like slingers and javelinists. Combat rating is A1, but maximum cv is low.



2.23 Cavalry

Cavalry is the fastest land unit, with A1/A2 combat ratings. Cavalry has special abilities in Retreats (6.41), making it ideal for scouting, blocking and raids.



2.24 Infantry

Infantry units represent lightly armed land forces that are more Agile (B1) in combat than (non-elite) hoplites, but less powerful.



2.25 Barbarians

Barbarians (includes Persians) are large non-Greek land forces that appear randomly and briefly in play. They have 2-colored, predominantly tan backgrounds (shown), and are usually less Agile than equivalent Greeks.



They appear at **full strength** in home towns and immediately make one free move from there, but must disband (9.24) in Winter.

2.26 Fleets

Fleets are the only units able to move to sea, fighting there using their *sea combat* rating [E or F]. They can each carry to sea 1 *smaller* (in cv) Greek land unit (which cannot fight there).



Fleets can also occupy **coastal** land areas, fighting there using their *land combat* rating [D1]. Fleets must **stop** upon entering a land area.

Elite fleets (above) have better Forced Sail ability [red movement rating].

2.27 The Odrysians

The strong Odrysia barbarian cavalry unit cannot appear if an Athenian Leader is in play [white box around #37]. *Errata: this label was printed without the white box behind "Odrysia".*



2.3 Garrisons

Garrisons are small unlabeled 1/2" blocks representing 1 cv City defense forces which defend their City **only** (they cannot defend the surrounding province or resist enemy movement through it). They are not represented on the board until needed, but appear automatically in Cities that are Besieged (7.3) or that Revolt [see sidebar]. Garrisons can also be built in occupied opposing Cities (4.23) to control them if mobile friendly units leave.

Garrisons are "blocks" but not "units": they do NOT count against City Capacity but DO count as 'defenders' re Siege Attrition dierolls.

2.4 Markers

2.41 Group Markers

Attach the label pairs lettered A & B to large blue blocks and the S & T labels to large red blocks. Use **Group markers** to relieve unit congestion when desired. Remove a Group off-map, placing a Group Marker block in its location and its twin off-map with the removed Group.



2.42 Game Markers

The Year and Prestige labels go on black blocks. Action marker labels go on gray blocks, and Civil War / Pillaged marker labels go on orange blocks.



3.0 THE CARDS

Fifty five (55) cards are provided.

431 Campaign: Use only cards #1–44, with silver or gold borders and coins.

Sicily/415/413 Campaigns: Use only cards #12–55, with silver or bronze borders/coins.

Each New Year begins by dealing 6 cards face-down to each player.

Players play 1 card in the New Year plus 1 per Season (revealed simultaneously). Each card has an Action Value and an Event, and may be played for either purpose but not both (play the card with the operative end upright from your point of view).

3.1 Events

Events are always resolved before Actions. They are **not playable in Winter**, and many are only playable under specified conditions [as stated in italics within brackets].

Red Events can be played only by Sparta, and blue ones by Athens. Green Events (including Leaders) can be played by either side.

Event effects are detailed in the sidebar.

Events

Revolt*: Place a Spartan garrison in a qualified Subject City (must be vacant).

Helot Uprising*: Place Athenian garrison in Sparta, Messenia or Pylos (if vacant).

[* = **NOT playable as New Year Events.**]

Plague Strikes: All units (except cadres) in the specified **besieged** City lose 1 cv.

Plague Returns [Plague Strikes has occurred]: All units (except cadres) in the specified City lose 1 cv (Siege unneeded).

Treachery: A *Treachery Assault* can be made against 1 besieged City (others can be Siege Attritioned), with defenders losing double defense. However, assaulters must Retreat if the City is not taken in a **single Combat Round** (Capitulation is allowed).

Leader Ostracized: A current **enemy or friendly** Leader is deposited (return to deck).

Hunger: one besieged City suffers Siege Attrition on dierolls of 1–2 that season (Ports must also be blockaded).

Earthquake: Enemy units cannot Move or Pillage that season (incl. Barbarian recruits).

Augury: Enemy units cannot Engage or Assault this season (Siege Attrition OK).

Atrocity: Enemy (+1 Leader) loses 2 Prestige.

Continuing Events

Continuing Event cards (with black bars) remain face-up in play until removed.

Leaders: A friendly or enemy Leader is introduced (only one Leader per side can be in play: a current Leader must be Ostracized before being replaced).

Civil War: An unbesieged City loses double defense for rest of current Year (place marker). Remove card from play next **Year End**.

Athens Raises Taxes: Athens gains +1 Action/ Turn, but when playing Revolt Events, Sparta gets an additional Tax Revolt (added garrison in a qualified Subject City) for each such card in play. Athens can remove this card from play in any **Year End**.

Persian Aid (13.0): Sparta gains +1 Action/Season, but loses 1 Prestige/ **Year End** (Tribute). Persian units & Spartan improved fleets may be Recruited but Revolts become more difficult. *Cannot be removed.*

Peace Faction Ascendant: Peace Offers (14.22) become possible at 5+ Prestige and only cost –1 Prestige (for both sides).

War Faction Ascendant: cancels Peace Faction, restores Peace Offers to requiring 10+ Prestige and costing –2 Prestige.

No Quarter: Athens can no longer recruit elite (E2) fleets. Sparta loses 1 Prestige/ **Year End**. *Cannot be removed.*

Most Events affect only the current Player Turn. Continuing Events (black bars above/below title) remain in play until removed.

Important: when an Event is played, that player will have **no Actions** and can only wage Siege Attrition combat that Turn (exception: a Treachery Event allows a limited Assault against one besieged city — see sidebar, p. 4).

3.11 Leaders

Both sides begin every game with a Leader card in play (Leaders in play are kept face up on mapboard). Leaders with a Leader Value of +1 allow that side 1 extra Action per Player Turn (except during Events).

Example: Athens plays a 2-Action card with Pericles (+1 Leader) in play, yielding 3 Actions that turn.

A side cannot have more than one Leader in play. Therefore Leaders with 0 Leader Value must be removed before a better Leader can replace them. This cannot simply be done voluntarily: a **Leader Ostracized** Event must be played. Initiative order determines the result when two Leader events for the same side are played (the 2nd Leader event may be wasted).

3.12 Revolts

Revolts cause a Spartan garrison to appear in a vacant Athenian Subject City (*light* blue, see 1.32). For Revolt purposes, the Aeolian Islands are also considered a Subject Region.

There are 3 types of Revolts:

- **Regional Revolt:** A **Revolt** Event card is played, specifying a Revolt in a specified Subject Region [see sidebar].
- **Spreading Revolt:** Some **Revolt** cards give the Spartan player the option to have the Revolt occur in a *Rebellious* Subject Region (one already containing a Spartan-controlled Subject City, see 1.33) instead of in the Region specified on the card.
- **Tax Revolt:** When **Regional** or **Spreading Revolt** occurs, the Spartan player can place 1 *additional* garrison in a qualified location for each **Athens Raises Taxes** card in play.

3.2 Action Value

All cards also have an Action Value of 1–3 (coins), which allows a player that many Actions during his Player Turn (plus any applicable Leader/Continuing Event bonus).

3.3 Initiative

The cards played determine the order of play (Initiative) for that Season.

The lower Action Value played goes first. Events (zero Actions) are always resolved first. If tied, Sparta goes first.

Leader Value and Continuing Events do not affect Initiative.

4.0 ACTIONS

Cards played with coins upright provide Actions for that Turn equal to the number of coins shown (this may be increased by Leaders/Continuing Events in play, see sidebar p4).

Actions cannot be saved for future use.

Note: Players can use Action Markers to show where and how Actions are spent, see sidebar.

Actions can be executed in any order desired (e.g., built units may move that Turn, or a unit may move home and then build).

4.1 Group Movement

All units located in a single area (even a single block) compose a Group.

For 1 Action expended, a player can either Move a Group or form one (Muster). See 5.0 Movement for details.

4.2 Building

Building Actions can be used to **Recruit** new units in their Home Cities/towns, and to build units in Home Cities one step stronger.

Building cannot occur in besieged Cities (7.2) or Ports that are besieged & blockaded (8.21).

4.21 Reinforcements

For 1 Action, a unit occupying a Home City can be increased by 1 cv. Units can build multiple steps per season if the Actions are available.

4.22 Recruits

For 1 Action, a random new unit can be raised in a *friendly* (1.4) Home City or town (1.32).

Secretly select three blocks at random from the face-down friendly Recruit Pool (2.0). Place one in a Home City/town and return the others to the Pool (if none of the drawn units are legally placeable, return all three to the pool, the Recruit Action is wasted).

Greek units arrive in Home Cities at cadre (1 cv) strength (may build up further that turn).

Barbarian units arrive at full strength in home towns (only!) and may immediately make a normal move from there at no Action cost.

Rebel Units. Two units can be recruited in locations of *Opposing Loyalty* (if not enemy occupied). A pro-Spartan Aeolian Ids fleet can appear in Lesbos or Chios (capturing the City). A pro-Athenian Macedonia barbarian can appear in any Macedonian town (NOT in Pella).

4.23 Detached Garrisons

For 1 Action, a garrison may be built in an Opposing City occupied by friendly *Greek* units (not Barbarians). Garrisons maintain control of conquered Opposing Cities when occupying friendly units move elsewhere.

Subject Regions [* = Port]

Euboea

Chalcis 3*, Eretria 2

Chalcidice

Potidea 2*, Torone 2*, Stagira 1

Thrace

Amphipolis 3*, Abdera 1*, Maronea 2

Propontis

Byzantium 3*, Abydos 2*,
Cyzicus 1, Sestos 1

Ionia

Miletus 2*, Ephesus 3*, Cyme 2,
Erythrae 1, Cnidus 1*

Sporades

Samos 3*, Rhodes 2*

Cyclades

Naxos 2*, Andros 1*

Western Islands

Cephalonia 1, Zacynthos 1

Aeolian Islands†

Chios 3*, Lesbos 2*

† Not a Subject Region but can Revolt.

Actions Example

Sparta plays a 3-Actions card.

- they Build a fleet in Corinth from 2 to 3cv.
- they Recruit, drawing 3 units from their Recruit Pool, placing a Theban (yellow) fleet cadre in Thebes, and returning the other 2 units to the Pool.
- a Group of 6 units in Sparta is activated. Two units move to Corinth, 2 units move to sea, and 1 unit moves to Messenia.

Action Marker Usage

After Initiative cardplay, players can place one upright Action marker per available Action on their Action cards.

During Actions, place Action markers on the map where Actions have been expended with the relevant edge upright from your POV (place face-down for Winter Maintenance).

To end your Actions phase, return Action Markers to the Action card, face-down.

Group Movement

Group Movement realistically reflects the slow and completely unreliable communications of the times. Only units actually located together could cooperate effectively.

Unit Location: Cities & CityStates

Only in cases of Siege is a distinction made between a City and its CityState regarding unit location. Otherwise, units in a CityState are considered to occupy both the Province and the City within.

4.3 Pillaging

Pillaging is a special Action in which units besieging an **Opposing** City devastate its territory and withdraw into an adjacent area (*Loyal* Cities cannot be Pillaged). Pillaging **immediately** gains Prestige. See 5.5.

4.4 Winter Maintenance

In Winter, any units not moved inside a friendly City must be Maintained (9.22) at the cost of 1 Action **each** to avoid being Disbanded (9.23).

5.0 MOVEMENT

A **Group** is defined as all friendly units in a single area (no limit). Players can move a Group or form one (**Muster**) at a cost of 1 Action.

Group Move. Units of an activated Group can move to one or more destination area[s] within their Movement Ranges (or remain where they are). Units that move **along the same route to a common destination** are termed a **Formation**. Formations can Forced March/Sail (5.3) and enter enemy-occupied areas (Engage, 5.4).

Muster. Units from different areas move into a friendly-controlled City/State, observing unit Movement Ranges. Mustering units **cannot** Forced March/Sail (5.3) or Engage (5.4).

A unit can only move once per Player Turn (*exception*: 6.4 Retreats).

Units move freely through friendly units, but generally must stop upon entering an area containing enemy units (see 5.4, Engaging).

5.1 Land Movement

Land units can move freely on land, except:

- they cannot enter neutral areas (1.31/15.0).
- besieged units (7.4) cannot move by land.

Fleets may occupy **coastal** land areas **only**. They must stop upon entering a land area, so therefore can move only 1 space on land, following the coastline.

Terrain has no effect on land movement.

5.2 Sea Movement

Only fleets (and carried land units) may move to sea. Units moving by sea must stop upon entering a land area. See also Sea Landings (6.6).

Sea Access: Fleets may enter or leave a coastal Province via any adjacent Sea. A besieged Port, however, can only be entered or exited via its single Offshore Sea (1.3).

5.21 Sea Transport

A fleet can carry one **Greek** land unit at sea, provided both units begin and end the turn in the same area. The cv of a carried land unit must be **less than** its carrying fleet (cv may be voluntarily reduced for Sea Transport).

Barbarians cannot be sea transported.

5.22 DeepSea Crossings

When a fleet **Formation** (5.0) moves or Retreats across a DeepSea border (thick blue line), place a die on each such DeepSea border crossed.

After all Actions (or Retreats) are complete, the **opponent** rolls 1 die in each case to see whether the **fleet Formation** encounters a Storm:

- **In Spring/Winter:** DR 1–3 equals Storm.
- **In Summer/Fall:** DR 1–2 equals Storm.
- **In HighSummer:** DR 1 equals Storm.

If a Storm is encountered, the **owner** rolls for each individual fleet regarding Ship Damage.

5.23 Ship Damage

- **DR 1–3:** Gale. Fleet (and any carried land unit) is eliminated (return to Recruit Pool).
- **DR 4–6:** High Seas. Fleet loses 1 cv (any carried land unit may have to reduce cv to remain smaller than its carrying fleet).

5.3 Forced March/Sail

Land units and fleets (with carried land units) can try to move 1 additional area beyond their normal movement range by **Forced March/Sail**.

Note: Mustering units **cannot attempt** to Force March/Sail to their common destination City.

Upon completing their normal unit movement, place units attempting a Forced March/Sail on the border to the **additional area desired** and a die within it, announcing “Forced March” (land) or “Forced Sail” (sea). After all Actions are **done**, the owner rolls one die per **unit** attempting to Forced March/Sail (carried armies succeed or fail with their carrying fleets).

- **Regular Units:** DR 1-4 Fail; DR 5-6 Succeed
- **Elite Units:** DR 1-2 Fail; DR 3-6 Succeed

Important: Units that Succeed can still decline the extra move (to preserve Group cohesion).

5.4 Engaging

Units entering an area containing **unbesieged** enemy units are *Engaging* and must stop.

The above does not apply during Wintering Movement (9.21) or the Peace of Nicias (12.0).

Mustering units cannot Engage. Engaging units are **aggressors**; opposing units are **defenders**. Do not reveal any units until Combat (6.0).

5.41 Formation Non-Coordination

Groups that divide to move to a destination by different routes (e.g., fleets by sea and armies by land) become separate **Formations** (see 5.0).

Separate Formations engaging an enemy Group fight separate battles. The owner selects which Formation fights the defenders first. If it loses, another Formation begins a **new Battle** with surviving defenders (Routed defenders recover), etc. Once any attacking Formation wins, all as-yet unfought Formations join it there.

Disallowed Recruits

Some units (Odrysians, see 2.27; Persians and Spartan improved [E1] fleets, see 13.2) can only be Recruited under certain circumstances. If drawn while ineligible, the choice is restricted to other drawn units.

Rebel Units

Macedonia and the Aeolian Islands can generate both pro-Sparta and pro-Athens units.

The Aeolian Ids. fleets are Greek and can arrive normally as Recruits in Lesbos/Chios (if no enemy blocks present). The rebel Spartan fleet captures its arrival City and becomes a buildable Spartan unit (in its home city).

Initially Athenian allies with independent fleets, both islands eventually rebelled.

The Macedonia infantry units are Barbarian and therefore can only arrive in Macedonian towns, so the city of Pella cannot be captured by the arrival of the pro-Athenian rebel unit.

Macedonia switched sides between Sparta and Athens several times, but mostly remained loyal to Sparta. When both Macedonian units are in play at once, this represents the struggle for control between its King Perdiccas and his brother Philip.

Pillaging for Fun and Profit

In classical times it was expensive to maintain armed forces in the field in winter time. Often a besieging army would abandon a siege in Autumn and ravage the enemy countryside before going home for the Winter.

Watching homes, farms, and orchards being ruined **sometimes** tempted fortified troops to rashly sally out of a city to fight the enemy.

Winter Maintenance

Winter Maintenance is very expensive, but the only way to maintain a Siege in Winter. Sieges are **three times** more effective in Winter than in other seasons.

Besieged Unit Movement

Besieged units (7.2), being penned up in their City, cannot move by land. They can, however, Sortie (8.3) to fight besieging units in the surrounding Province (no movement Action required). Fleets (with carried land units) can exit a besieged Port via its Offshore Sea (7.4), engaging there if Blockaded (8.21).

Fleets on Land

Fleets on land are **considered** to have detached half their men to act as an inland infantry force while the other half guards their beached ships, as was commonly done.

Fleets of the time normally spent the night ashore when possible. A fleet “at sea” thus represents ships that are patrolling that sea area by day and beaching at night.

Sorties. Besieged units cannot Coordinate with friendly outside relieving forces in a single Battle -- they are separate Formations.

5.42 Siege Assault Coordination

In Established Sieges, **one** moving **Formation** can join besiegers in a coordinated Siege Assault (8.1). [*The besiegers await the arrival of the Formation before beginning the assault, so there is no coordination problem.*]

5.5 Pillaging

For 1 Action, players can win Prestige by Pillaging an **Opposing CityState** where they have an Established Siege (7.2) from a prior Season. No friendly units may enter the Pillaged City-State that Player-Turn.

To Pillage, place a **Pillaged** marker and withdraw **all** units of the besieging Group (as of the beginning of the turn) into one or more adjacent areas that currently contains no enemy units. Then record +1 Prestige on the Prestige track [+2 if Athens or Sparta].

A CityState can only be Pillaged once per Year.

6.0 COMBAT

During Combat, Battles and **then** Sieges are resolved in those areas occupied by units of both sides. One Battle or Siege is resolved before starting another. Engaged units are **not** revealed until that Battle is being resolved. Combat costs no Actions.

Resolve **smaller** Battles first, according to the number of units the **Acting Player** has in a Battle (count the 'Primary' Formation for multiple battles). The Acting Player chooses the order of resolving equal-sized battles.

Then the Acting Player resolves any/all friendly Sieges established in **prior** Seasons, either by:

- **Siege Assault** (8.1): a difficult type of battle against a fortified defender, only possible during Action turns (**not** during Event turns). OR:
- **Siege Attrition** (8.2): low intensity 'starvation' warfare, resolved without revealing any units, possible during Event or Action Turns.

6.1 Battle Sequence

Fortifying. In new battles in a CityState, **before units are revealed**, the defender can decline combat and *Fortify* (7.1) units inside the City (within its *Capacity*): turn them upright and add a garrison. This establishes a *Siege* (7.2) condition: no further Combat occurs **there** that turn.

Otherwise, begin Battles by revealing all blocks (tip forward). The Acting Player is the **Aggressor**, his opponent is the **Defender**.

Battles are fought in successive Combat Rounds until one side either voluntarily Retreats (6.4), Panics (6.34), or is eliminated.

6.2 Combat Rounds

A Combat Round consists of one attack (i.e., *dieroll*, see 6.31) by each block involved.

Blocks attack in order of **Agility** (A/B/C/D etc), defenders preceding aggressors of equal agility. Defending "A" blocks attack first, then aggressor "A" blocks, then defending "B" blocks, etc.

When all blocks in the Battle have attacked, a Combat Round ends. Repeat until one side Panics (6.34), Retreats (6.4) or is eliminated. The victor earns Prestige (14.11).

Retreat Option. Once per Combat Round, at the time of his first unit attack of that Round, each player has the option to Retreat (6.4) all friendly units rather than continue the Battle.

6.3 Combat Resolution

6.31 Unit Attacks

For each individual attacking unit in turn, roll a number of dice equal to its cv. **Apply unit attack results immediately: Hits first, then Routs.**

6.32 Hits

1- power Blocks (A1, B1, etc) score a *Hit* for each dieroll of '1'. 2-power blocks (A2, B2, etc) score a Hit on each dieroll of '1' or '2'. 3-power blocks score Hits on dierolls of '1-3'.

Step Losses. When a unit attacks, apply each Hit in turn to the **currently strongest** (largest cv, owner's choice among equals) enemy unit. Hits reduce enemy unit cv by 1 (exception: Double Defense in Siege Assaults, 8.11). Units **losing their last step** are eliminated and removed to the friendly Recruit Pool.

6.33 Routs

1-Power blocks score a Rout for each dieroll of "6". 2-Power blocks score a Rout for every dieroll of "5-6". 3-Power blocks score Routs on dierolls of "4-6".

When a unit attacks, after applying Hits apply each Rout to the **currently weakest** (lowest cv, owner's choice among equals) enemy unit remaining in the battle. **Stand Routed** blocks upright (tip back to preserve cv) -- they can no longer participate in that Battle (neither attack nor take battle losses). **Routed units can**, however, still take further losses from Pursuit (6.34) or Harrying (6.41) in a Panic or Retreat.

Rout Recovery. Routed units suffer no after-effects once that Battle has ended.

Important: City defenders (8.1) cannot be Routed (ignore all Rout results).

6.34 Panic

When **all** units in a Battle have been Routed, that side **Panics** and must Retreat (Pursuit attacks may apply). The victor gains 2 Prestige for winning a battle by enemy Panic (or by eliminating all enemy units).

The Diolkos at Corinth: 2 Sea-coasts

Corinth is the only Province with two discontinuous seacoasts, but a ship skidway there allows fleets to enter or leave via either coast (fleets must stop upon reaching land as usual). Its Offshore Sea is the Gulf of Corinth.



Sea Transport

To effect a Sea Transport, a fleet must begin the turn in the same area as the land unit to be carried. The fleet carries the land unit across the sea and both units end movement in the same area whether at sea or having reached land.

Battle Array

Tipping units forward maintains current cv in the battle array. When the battle ends, tip units back upright, again preserving current strength.

Combat Round Example

Spartan cavalry (A1) & hoplite (B2) units engage Athenian hoplites (C2) & archers (A1).

One Combat Round consists of:

- Athenian archers (defending A1) attack;
- Spartan cavalry (aggressor A1) attack;
- Spartan hoplites (B2) attack;
- Athenian hoplites (C2) attack.

Attack Example

A 3 cv C2 hoplite unit rolls 3 combat dice: each 1-2 scores a Hit, and each 5-6 scores a Rout. A 3-4 is a miss. The dierolls are 1, 2, & 5, scoring 2 Hits and a Rout. The first Hit reduces the strongest enemy unit by a cv. The second Hit may apply to a different enemy unit if it is now the strongest after the first Hit was applied. The currently weakest enemy unit is then Routed.

Eliminated Units

Eliminated units are returned to their respective Recruit Pools (face down).

Pursuit Example

A mixed Spartan force of "A", "B", "C" and "D" units attacks a similar mixed Athenian force. The Spartans rout all Athenians units during their "B" unit attacks, causing a Panic.

As they face a slow ("D") Athenian rearguard, Spartan "B's" and "C's" that have not yet attacked may still attack before the Athenians Retreat. Apply all Hits usual, but ignore Routs.

Pursuit. In Panics, the **least Agile** Panicked unit(s) become(s) the enemy **Rearguard**. All unrouted victorious units that are **more Agile** than the enemy **Rearguard** and that have not yet attacked during that Combat Round can still attack in Pursuit. Apply Pursuit Hits normally but ignore any Rout results.

All Panicked units must then Retreat (6.4). The victor then records his gain of 2 Prestige for winning a Battle by Panic.

6.4 Retreats

Once per Combat Round, players have the option to end the Battle and Retreat **all** friendly units. This option can **only** be exercised at the time when the first friendly unit attack of that Combat Round would occur. Retreating without Panic cedes 1 Prestige to the enemy.

Skirmishes (14.11). No Prestige is lost for Retreating from a **land** (not sea) battle **before** suffering any Hits or Routs (termed ‘Retiring’).

- All units of the Retreating Group must Retreat into an adjacent area (but not necessarily all into the same area).
- Units can only Retreat into areas into which they can move (land units cannot retreat to sea without a carrying fleet).
- Aggressors can only Retreat back into the area from where they engaged.
- Defenders can Retreat into any adjacent areas **except** those from where they were engaged and those that are enemy-controlled.
- Fortifying: Units defending a controlled CityState can Retreat into the City and Fortify (7.1) if desired.
- Sieges: Besiegers making Siege Assaults (8.12) can only Retreat back into the surrounding Province. Sortiers (8.3) can only Retreat back into the besieged City. Units engaging besiegers from outside a City cannot Retreat into the City.
- Besieged City Defenders cannot Retreat, except fleets & carried land units from Ports into the Offshore Sea (if not enemy-occupied).
- Fleets Trapped on Land: Fleets on land defending against a Sea Landing (6.6) cannot Retreat **except** into a Port of that Province.
- Units unable to Retreat must remain in the Battle. If Panicked they are eliminated.
- Routed units can Retreat normally.
- Garrisons can never Retreat.
- Retreated units cannot fight again that turn.

6.4.1 Cavalry Harrying in Retreats

When a Retreat is declared, all unrouted Cavalry units of **both sides** get a bonus **Harrying** attack on enemy units before the Retreat is executed. Apply Hits normally, but ignore Routs.

(In a Panic, both Pursuit and Harrying apply.) Harrying has NO Prestige effects.

6.5 Sea Battles

Sea Battles differ only in that:

- Only fleets can attack or take losses in Sea Battles (use E and F combat ratings in sea combat, E units going 1st).
- In Sea Battles, carried land units can neither attack nor absorb Hits/Routs, but must reduce cv as needed to remain weaker than their carrying fleet.
- **Narrows.** Fleets engaging across a narrows (double sea border) cannot attack in the 1st Combat Round (in effect, defending fleets get a “free” initial shot).

6.6 Sea Landings

Units engaging from sea to land (whether fleets or carried land units) cannot attack in the first Combat Round (in effect defending units get a “free” attack).

Important: *fleets on land defending against an enemy Sea Landing cannot Retreat!*

7.0 SIEGE

7.1 Fortifying

Some or all units defending a CityState can **decline combat before** units are revealed and **Fortify** inside the City. Turn these units flat, face-down, tipped back to preserve cv.

Important: City Capacity (double City Value) is the maximum number of units able to fortify there (remember: garrisons do NOT count). Fleets can only fortify in Ports, not inland Cities. Units unable to fortify must fight.

Declining combat and **immediately** Fortifying does **not** constitute a Retreat or a lost Battle. CityState defenders that fight can still Retreat into the City (and Fortify) later on during the Battle, though this would constitute a Retreat with resulting lost Prestige.

7.2 Establishing Siege

A state of Siege is established when City defenders have Fortified and enemy forces have sole occupation of the surrounding Province.

In the Combat phase, add a City Garrison (7.3) to the face-down defenders. This indicates the Siege is now *Established*. No Siege Combat occurs in the initial Player-Turn of siege, but in **subsequent** Turns the besieged City is subject to Siege Combat (8.0) and Pillaging (5.5).

Siege is the **only** situation where both sides can occupy the same area (always a CityState) without a mandatory Battle.

The City Defenders are termed “besieged”, and the enemy units in the surrounding Province are termed “besieging” forces.

Retreats

Units can never Retreat into enemy-controlled areas (including vacant enemy CityStates) or into enemy-occupied areas (including Battles).

Cavalry Raids

In Retreats, unrouted Cavalry gets a free Harrying attack against enemy forces.

Cavalry can engage enemy forces, Retreat (14.11) immediately, and still get a Harrying attack. Unless enemy cavalry or archers (‘A’ units) are present, there is no risk to the engaging cavalry (no enemy unit will be able to attack it before it Retreats).

The phrase “Cavalry Raid” can be used as shorthand for the sequence:

- Cavalry Engages [reveal units]
- [Enemy “A” units attack, if present]
- Cavalry Retreats
- Cavalry Harrying [enemy first if present]

In effect, unless enemy “A” units are present, Cavalry takes a free shot at the enemy, scoring Hits only (not Routs) with no Prestige effect.

If enemy “A” units are present, however, they may Hit or Rout the raiding Cavalry before it can Retire, turning the Skirmish (no Prestige loss, see 14.11) into a Retreat (1 Prestige lost) or a Panic (2 Prestige lost).

If a Cavalry Raid is made by Sortie (8.3) out of a besieged City, no Action need be expended!

Offshore / Adjacent Seas

A Port has 1 Offshore Sea (into which its symbol protrudes). A besieged Port still has access in or out via that sea (only).

Units occupying an entire coastal Province (as opposed to being besieged in its Port) have access to all adjacent seas.

Walled Cities and Sieges

Walled cities of the day proved very difficult to take by assault. More often, they fell to attrition or some kind of treachery. Siege engines were in their infancy and catapults had not yet been invented.

Siege warfare involved circumvallation, a process of building a containing wall around a fortified city. For port cities, a besieging fleet was also necessary to complete the siege.

Sieges were often successful but rarely quickly. Cities often resisted siege for a year or two, but could not hold out indefinitely. But Siege has its own dangers and consumes time and resources.

7.3 City Garrisons

City Garrisons appear (at no cost) in friendly Loyal Cities **when Siege is Established** (remove them if the Siege is lifted).

Permanent Garrisons may also be built (4.23) in captured Opposing Cities to maintain control if friendly units leave. Permanent Garrisons are NOT removed when a Siege is lifted.

Garrisons are immobile 1 cv blocks that defend Cities only: they cannot move or defend outside their City (e.g., vs. Sea Landings or to impede enemy movement through the CityState). They DO NOT count against City Capacity (see 7.1).

As for all City defenders, garrisons have A2 combat ratings, double defense, and cannot be Routed (see 8.1). They must be the last block eliminated from the City.

Only 1 garrison is allowed per City. They are not limited to blocks provided.

7.4 Besieged Unit Movement

Units besieged in a City cannot move. They can, however, *Sortie* [8.3] to engage besieging units outside the City walls (no move required).

Fleets besieged in a Port can move into its Offshore Sea (carrying land units), precipitating a Sea Battle there if opposed or continuing movement if not.

8.0 SIEGE COMBAT

During Siege Combat, the Acting Player can wage either Siege Assault or Siege Attrition against each besieged City where Siege has been established in a **previous** Season. He may also *Sortie* (8.3) to engage enemy besiegers.

8.1 Siege Assault

Siege Assaults cannot occur during Event turns, **only** during Action turns.

Exception: The Treachery Event (see sidebar, p. 4) allows one limited Treachery Assault.

When a Player declares a Siege Assault, the defender has the immediate option to *Capitulate* (8.13), **before** units are revealed. Capitulation concedes defeat to save Prestige.

If no *Capitulation* occurs, Assaults are fought like normal Battles, except all City defenders (including garrisons):

- assume an A2 combat rating,
- have Double Defense (below), and
- cannot be Routed.

8.11 Double Defense

In Siege Assaults, City defenders only lose one cv for every 2 Hits received. Once a block is assigned a Hit (i.e., a half-step loss) it must take the next Hit for a full step loss. However, half-step losses left over at the end of a Combat Round are **lost**.

Assaulting units take full losses.

8.12 Siege Assault Retreats

City Assaulters can only Retreat back into the surrounding Province, re-assuming besieging (upright) status.

Besieged land units cannot Retreat (**except by sea**). Besieged fleets can Retreat from a Port into its Offshore Sea (unless enemy-occupied see 6.4), **each Transporting (5.21) a friendly land unit if desired**.

8.13 Capitulation

When a Siege Assault is declared, *before* all units involved are first revealed, the defender has the immediate option to Capitulate, conceding defeat to save Prestige. All defending units are eliminated (remove to the Recruit Pool), but assaulting units are undamaged.

Capitulation loses only 1 Prestige (where 2 Prestige would be lost to a successful Assault).

8.2 Siege Attrition

Siege Attrition is possible during either Event turns or Action Turns. No units of either side are revealed.

To wage Siege Attrition, the besieger rolls 1 die per besieged **block** (including garrisons).

- In Spring/ Summer/ HighSummer/ Fall, each “1” scores a Hit on besieged forces.
- In Winter, each “1, 2 or 3” scores a Hit, but besiegers must be Maintained (9.22)
- Each Hit is applied to the currently strongest (cv) besieged block (owner’s choice of equals). Garrisons are eliminated last.
- The besieger suffers no losses.

8.21 Blockade

A Port is **Blockaded** if enemy fleets occupy its Offshore Sea, **but Athens is considered to Blockade all unoccupied Offshore Seas**.

Siege Attrition cannot be waged against a Port unless it has been blockaded as well as besieged since a prior Season. **Building cannot occur in a Port that is both besieged and blockaded.**

8.22 Black Sea Grain

The city of Athens is considered to be Blockaded if Spartan fleets occupy **any of**: the Hellespont, the Sea of Marmara OR the Saronic Gulf (note all 3 have a blue supply symbol).

When blockaded and besieged as above, Athens is always subject to Winter rates (cv loss on DR 1–3) for Siege Attrition.

8.3 Sorties

During Siege Combat of an Action Turn, friendly besieged units can engage besiegers in a land battle **outside** the City walls (neither side has double defense). Garrisons cannot *Sortie*.

Fortifying

Fortifying is the withdrawal of defending units into a walled city, ceding control of the surrounding countryside to the besieger.

City Control

Upright units occupying a CityState (with no opposing units present) control it.

If a CityState is vacant, it is controlled according to its loyalty. Thus, the conqueror of an opposing City must maintain a unit or garrison there (at the end of each Action or Combat phase) or the City will revert back to its original owner!

In a Siege situation, units of both sides are present.

- Besieged [fortified] units (lying flat and face down) control the City.
- Besieging units (upright) control the surrounding Province (and friendly units can move through it without stopping).

City Garrisons

City Garrisons are always present in loyal Cities, just not represented until needed.

Double Defense

Defending units only lose one step for every two hits scored by attacking units. At the end of a Combat Round, accumulated half-step losses are canceled.

To register a half-step loss on a block with Double Defense, rotate it 45 degrees counter-clockwise. If a full step loss (90 degree rotation) is not achieved in that Combat Round, return it to its former cv.

Capitulation: Honors of War

In cases where a City voluntarily surrendered to a besieging force before blood was shed, lenient terms were usually granted.

The Athenian Grain Supply

The Long Walls enclosing Athens and its harbors Piraeus and Phalerum made Athens practically invulnerable to siege. However, with its huge population (hundreds of thousands, when all other Greek cities were tens of thousands), Athens was utterly unable to feed itself if denied food imports. The naval supremacy guaranteeing the delivery of its Black Sea grain supply was thus critical.

Historically, Athens was finally defeated when the Spartan navy gained control of the Propontis and cut off its food supply.

Sorties must be declared at the **start** of the Combat phase (turn Sortiers upright). They consume no Actions (as no “movement” occurs) but cannot occur during Event turns.

Sorties cannot Coordinate (5.42) with outside Groups/Formations in a combined Battle against besiegers.

Sortie Retreats. Sortiers can only Retreat back into the besieged City. Defeated besieging forces Retreat normally (6.4) from Sortie battles.

9.0 WINTER

Winter season (the last card played each Game-Year) follows a **different play sequence with several special rules in effect.**

Initiative cardplay is as usual.

Then, Winter play sequence is as follows:

- *Player 1* does **Winter Actions**, then *Player 2*.
- *Player 1* does **SiegeBreaking Combat** (if any), followed by *Player 2*.
- *Player 1* does **Winter Siege Combat**, followed by *Player 2*.

OverWintering. Units can survive Winter only if they are inside a **friendly-controlled City (including captured Opposing Cities)** or if they are Maintained (9.22). Otherwise they must Disband (9.24).

Note: City Capacity (1.3) must be observed when OverWintering. Fleets can OverWinter in a coastal inland (non-Port) City to avoid Maintenance, even though they cannot fortify there.

9.1 Winter Initiative

Play an Action card **only** (Events cannot be played in Winter). The player with fewer Actions is the 1st Player (Sparta wins ties).

9.2 Winter Actions

The 1st Player executes his Actions (Wintering Movement, Building, Winter Maintenance and Disbanding) in any order. Then the 2nd Player does his Actions, before any combat occurs.

9.21 Wintering Movement

In Winter, only Group Moves into controlled Cities can be made. Neither Musters nor Pilaging is allowed, though fleets can carry land units as usual. Wintering Movement normally costs one Action per Group Move, but some moves are free.

Wintering units pass freely through any enemy units encountered (with no effect on either group), **except** those blockading/besieging their destination City (**must stop**).

Wintering forces can **only** challenge enemy besieging/blockading forces when *Homing* (9.212). Otherwise, Wintering units may **not** try to enter **enemy-blockaded Ports** by sea or

enemy-besieged Cities by land.

In Wintering Movement, all Forced Marches/Sails automatically succeed. DeepSea Crossings are rolled for as usual.

9.211 Quartersing (free)

Units NOT currently “inside” a controlled City (i.e., within its City Capacity) may make Wintering Movement into an adjacent controlled City (one area distant) at NO COST in Actions.

9.212 Homing (free)

Units NOT inside a controlled **Home** City may make Wintering Movement to a controlled **Home** City at NO COST in Actions (using their full Movement Range, plus an automatic Forced March/Sail).

If the destination Home City is Besieged or its Offshore Sea is Blockaded (8.21) by the enemy, a Homing Battle (9.31) might be precipitated there. This is the ONLY case where engaging in Winter is allowed.

9.213 Displacement

If Wintering Movement overloads a City’s Capacity, units there that have not already made a Wintering Move may become eligible to make a free Quartersing or Homing move (excess units are no longer “inside” the City and hence may qualify).

Important: *City Capacity is double the City Value: units in excess of this (owner’s choice; garrisons do not count) are outside the City for all purposes.*

9.214 Group Movement (1 Action)

Units that cannot reach Winter shelter by Quartersing or Homing can also use a normal Group Move Action to reach a controlled City. No Musters or engaging are allowed, but all Forced Marches/Sails automatically succeed.

9.22 Winter Maintenance

Units **not within friendly-controlled Cities (this necessarily includes all besiegers)** can OverWinter only if **Maintained** at a cost of 1 Action per **unit** (otherwise they must Disband, 9.24). Place an Action marker face-down near each unit being Maintained: the blank side up indicates a Winter Maintenance Action.

9.23 Winter Building

Winter Actions may be spent on Recruiting new units or adding cv to existing units in Home Cities only.

Note: Barbarians recruited in Winter must immediately disband (9.24).

9.24 Winter Disbanding

All Barbarians on the map must now Disband regardless of location: remove them to the friendly Recruit Pool.

Note: Barbarians that capture Cities will have to disband before collecting any Tribute.

CityState Occupants

Units in unbesieged CityStates are considered to occupy the City or the Province, as desired.

Friendly Cities & Home Cities

Friendly Cities are those that are friendly controlled, regardless of original Loyalty. Units can Quarter in adjacent friendly Cities in Winter.

Home Cities are those that are the same color coding as the unit(s) in question. Units can make free Homing moves to friendly controlled Home Cities in Winter.

Wintering Movement

At the end of the campaigning season, armies of the time normally returned home for Winter. Keeping forces in the field over Winter was very costly and unpopular. Since they were concerned with returning home, not fighting, units are allowed to pass through enemy forces without combat.

Since it costs resources to keep units in the field over Winter (rather than the reverse), it makes no sense to charge an Action cost to return units Home for Winter.

NOTE: In Winter, engagements ONLY occur when Homing units challenge enemy forces besieging/blockading their destination Home City. This means that, in Winter, enemy Sieges and Blockades can only be challenged by Sortie or by units returning to their Home Cities.

Quartersing Example

Entering Winter, an Athenian fleet remains in the Hellespont, but Athens does not wish to maintain this unit at sea. A Homing Move to Athens would involve two dangerous DeepSea Crossings. It is, however, adjacent to the friendly Subject City of Abydos, and therefore makes a free Quartersing move there to OverWinter.

Displacement Example

Entering Winter, an Athenian land unit and fleet are besieging Leucas but cannot be maintained. Too far from Athens for a Homing Move, they make Quartersing moves into friendly City Stratus. However, there is already 1 unit there, so its City Capacity (double the City Value of 1 = 2) is now exceeded.

The original Stratus unit can now be considered “outside” the City due to inadequate Capacity, becoming eligible to make a Wintering move. It therefore makes a free Quartersing move into Naupactis.

All Greek units neither inside a friendly City nor being Maintained must also Disband.

Exception: *Unmaintained Homing units engaged in potential Homing Battles (9.31) do not disband yet. Units defeated in a Homing Battle (and unable to OverWinter) must then disband.*

9.3 Winter SiegeBreaking Combat

In Winter, both players do Actions before any combat occurs. This allows all Wintering units to avoid Battle (avoiding Retreat and Prestige loss) and ensures that only Maintained units can resist enemy forces. Winter Siegebreaking Combat allows both players a chance to break Sieges before heavy Winter Attrition can occur.

In this phase, both players in turn (initiative order) can initiate Homing Battles and Sorties against enemy Sieges that remain in force after Winter Actions (note that only Maintained enemy units can remain on Siege at this point).

9.31 Homing Battles

Homing units trying to reach a besieged Home City by land precipitate a Homing Battle in the surrounding Province.

Note: *Homing fleets could reach a besieged but unblockaded Port without fighting by entering it via its Offshore Sea.*

Homing fleets trying to reach a friendly Port via its blockaded Offshore Sea precipitate a Homing Battle there. If victorious (or unchallenged after enemy Winter Actions are executed) they may immediately move into the City.

Homing Battles are resolved normally (usual Prestige effects apply). Formation Non-Coordination rules (5.41) still apply when more than one Group is engaging by Homing move.

Homing units unsuccessful in Homing Battles must Disband.

9.32 Winter Sorties

Similarly, besieged units can now Sortie and attack enemy besiegers in the surrounding Province (no Action required to Sortie).

9.4 Winter Siege Combat

In initiative order, each player in turn does Siege Combat (Assault or Attrition) wherever he has Established Sieges in a prior Season.

However, Winter Siege Attrition scores Hits on die rolls of 1–3 (triple effectiveness).

Note that no unit can initiate combat in both Winter Combat phases: the first is composed of 'defensive' siegebreaking combat initiated by the besieged party; the second is composed of 'offensive' siege combat initiated by besiegers.

9.5 Year End

9.51 Collect Tribute

Both players collect Prestige equal to the total Value of all Opposing Cities they control (do not count Loyal Cities). Adjust the Prestige marker to conform to the new totals.

Important: *In the 415 and 413 games, after War Resumes (12.11), each player's Tribute is reduced by HALF (rounded down).*

9.52 Victory Check

Prestige of 15+ wins immediately (14.21).

A Player with Prestige of 10 or more can make a Peace Offer (14.22).

If the **Peace Faction Ascendant** continuing Event is in play, a Player with Prestige greater than 5 can make a Peace Offer.

9.53 Advance Year

Remove Pillaged/Civil War markers and undesired Continuing Events (when allowable). Advance the Year marker.

9.54 Reshuffle Unused Cards

Collect and shuffle all cards except Continuing Events / Leaders remaining in play.

10.0 NEW YEAR

Begin each Game Year as follows.

10.1 Year Start

Deal 6 cards to each player.

Both players secretly commit one card, face down, then reveal them simultaneously.

10.2 New Year Events

Events are resolved first as usual.

Revolts and Helot Uprisings cannot be played as NewYear Events (*errata: this prohibition is not noted on the Helot Uprising cards*).

Note: *Since there is no NewYear combat, some Events like Treachery, etc. have no value. When 2 Leaders for the same side are played, see 3.11.*

10.3 New Year Sacrifices

No Actions can take place during NewYear.

Actions played at NewYear are Sacrificed to an Olympian: place a spare garrison in the selected Olympian box. The Action Value of the Sacrifice is immaterial except in determining who Sacrifices first (3.3).

Sacrifices entitle a player to Appeal to that Olympian (see 11.0) later in the game for redress of some unfortunate game occurrence.

Each player can accumulate 1 Sacrifice to each Olympian, but no more. Sacrifices carry over from Year to Year until used.

OverWintering Fleets

Fleets can OverWinter in an [unbesieged] friendly CityState containing an inland City, despite the fact that they cannot Fortify there (7.1).

Note: *If this occurs and the CityState is attacked in the Spring, the fleet will be outside the fortifications and must fight a land battle (Retreating if it loses), as it cannot fortify in an inland City.*

Fleets can also make Wintering moves into a besieged Port, entering via its Offshore Sea. If enemy fleets are present in a home Offshore Sea, a Homing Battle results (these only occur when trying to break a Siege or Blockade to enter a Home City). If enemy fleets are present in the Offshore Sea of a friendly Port that is NOT a Home City, Wintering units CAN-NOT challenge the blockading enemy fleets to Winter there.

Fleets can also make Wintering moves into an unbesieged Port without entering its Offshore Sea, by landing there from a different adjacent sea.

Homing Example

Entering Winter, two Athenian fleets are besieging Samos, which has revolted. Not wishing to maintain these units over Winter, Athens makes free Homing Moves to return them to Athens. They move right through the Paros Sea despite the presence of a maintained Spartan fleet there

Homing Battles

Homing Battles ONLY occur when Homing units attempt to break a Siege or Blockade of their target Home City. Otherwise the presence of enemy units is ignored as units are presumed to be only concerned with returning home or maintaining sieges.

Homing Battle Example

In the Homing Example above, the Spartans also have 2 maintained fleets in the Saronic Gulf, the Offshore Sea of target Home City Athens, PLUS one maintained Spartan unit is besieging Athens on land.

Instead of engaging the 2 enemy fleets in the Saronic Gulf, the Athenian fleets opt to try to reach home by breaking the landward Siege, landing in Athens from the Andros Sea and precipitating a Homing Battle there against the besieging unit.

This is a Sea Landing, and the 3cv Spartan B2 besieger rolls 5,6 scoring 2 Routs. Both Athenian fleets must Retreat and disband, having failed to reach Home. They might have had better luck attempting to reach home via the Saronic Gulf.

11.0 OLYMPIANS

A player with a Sacrifice to an Olympian can Appeal to that Olympian for rectification of a specific type of unsatisfactory random result (dieroll, recruit draw, etc.) made by himself or by the opponent.

Appeals must be made immediately after the random result, before play proceeds. They force the original player to re-roll or re-draw, as applicable, which then becomes the operative result. This expends the Sacrifice (remove the relevant block). Only one Appeal can be made to each Olympian per Player Turn.

Appeals enable the following:

Zeus: Discard & re-draw all 6 cards of a New-Year card draw (no re-shuffle).

Apollo: Return all 3 Recruit blocks drawn and re-draw 3 blocks, OR have the opponent return a placed Recruit to his Pool and re-draw 3 blocks.

Ares: Re-roll the most recent unit attack and any desired subsequent attacks by the currently attacking friendly OR enemy agility class.

Example: if friendly "C" units are attacking, the latest and all subsequent friendly "C" unit attacks may be re-rolled if desired.

Demeter: Re-roll one entire friendly or enemy Siege Attrition dieroll (1d6/ defending block).

Poseidon: Re-roll 1 Storm dieroll.

Hermes: Re-roll all failed Forced March/Sail dierolls for one Formation of units that were Force Marching/ Sailing together.

Hera: Immediately re-do (overrule) the result of an opponent's Appeal to another Olympian.

12.0 PEACE OF NICIAS

The 415 and Sicily Scenarios begin with the following special rules in effect:

1. **Revolt, Uprising, Persian Aid** and **Athens Raises Taxes** Events cannot be played. Rebel units (4.22) cannot be recruited.
2. Within GREECE (only):
 - a) All units must remain within home territory when on land (e.g., they cannot enter captured Opposing Cities), and cannot engage/besiege enemy forces (including in Home Cities that have been lost). City Capacity is triple the City Value.
 - b) Units can travel freely at sea (passing through enemy units without stopping or combat), but must end movement within home territory or its Offshore Seas. Forced Marches/Sails always succeed.

Sicily Campaign Prep: Pro-Athenian units may also end movement in Corcyran home territory or its Offshore Sea.

3. **Public Works:** Athens loses 1 Action per Turn unless at least 6 non-Sicilian pro-Athenian units (termed "Expeditionaries") are in Sicily at the beginning of its Player Turn.

12.1 War Resumes

In the 415 Scenario either player can break the Peace (canceling the above *Peace of Nicias* rules) by so declaring at the beginning of his Player Turn. This incurs a Prestige loss according to the current Year:

Year	415	414	413	412	411	410+
Sparta	-5	-4	-3	-2	-1	0
Athens	-10	-8	-6	-4	-2	0

12.11 Reduced Tribute

Once War Resumes, only HALF Prestige is gained from Tribute each NewYear: total Tribute, then halve (round down).

12.12 Decelea

When War Resumes, Thebes' City Capacity remains at 12 (triple City Value).

12.13 New Spartan Recruits

When War Resumes, add Spartan units #41-46 (Persians and E1 improved fleets with boxed yellow IDs) to its Recruit Pool.

13.0 PERSIAN AID

13.1 Persian Gold

For each Persian Aid card in play (415+):

- Sparta +1 Action/Season.
- Sparta -1 Prestige/NewYear.

13.2 Persian Intervention

When Persian Aid cards are in play:

- Persian units can be Recruited, and units can enter Persia (Lydia and Phrygia).
- Spartan Improved Fleets (E1) can be Recruited (these cannot be Recruited if drawn unless Persian Aid is in play).

13.3 Reduced Revolts

1 Persian Aid card in play nullifies any Spreading Revolts (3.12). Regional and Tax Revolts are still possible if a Revolt card is played.

A 2nd Persian Aid card in play also nullifies any Regional Revolts. Tax Revolts remain possible when a Revolt Event is played if Athens Raises Taxes is in play.

3 Persian Aid cards in play nullify all Revolts.

The Olympians

Zeus: Since Sacrifices occur *after* cards are dealt, players cannot Sacrifice to Zeus to throw in their cards from the *current New Year's* card draw. The Sacrifice to Zeus must have been made in a *previous* Year.

Hera: Only Hera can re-do an Appeal to an Olympian: A second Appeal to the same Olympian cannot be made in a Player-Turn.

"Home Territory"

Home territory means all cities/towns of the same color as the unit.

Persian Aid & Revolts

ONE Persian Aid card in play: Spartan Revolt cards can be used for Regional Revolts (as per the card) but NOT for Spreading Revolts in another Subject Region containing a Spartan-controlled City. One bonus Tax Revolt can still occur per Athens Raises Taxes card in play.

TWO Persian Aid cards in play: Spartan Revolt cards cannot be used either for Regional Revolts (as per the card) NOR for Spreading Revolts. Tax Revolts are still possible: 1 bonus Tax Revolt occurs per Athens Raises Taxes card in play.

THREE Persian Aid cards in play: No Revolts of any kind are possible (Athens can raise taxes with impunity).

Decelea

When war resumed, the Spartans began the practice of overwintering the Peloponnesian army in a fort at Decelea, in Boeotia near the Attican border, instead of returning home each winter and remustering in the Spring.

The Periclean Age

The Peloponnesian War took place during (and effectively destroyed) the Greek Classical Age. The Classical Greeks made breathtaking advances in science, mathematics, philosophy, drama, sculpture, and government. Thucydides' history of the Peloponnesian War, for example, is strikingly modern in its attitude of objective observation and studied rational analysis.

But the Greek Golden Age, like all of ancient Greek history, was marked by ceaseless internecine warfare born of greed, pride and ambition. Even the great democracy of Athens waged war to oppress and enslave its weaker neighbors. Ironically, reactionary and militarized Sparta assumed the role of liberator of the Greeks.

14.0 VICTORY

14.1 Prestige

Victory is won with Prestige, as recorded on the Prestige Track. Players gain Prestige by winning Battles, Pillaging and collecting Tribute.

Prestige usually begins at 0 (see Scenario descriptions). Move the Prestige Marker along the track to record Prestige changes. (Example: Athens gains 2 Prestige: move the block 2 spaces towards Athens Wins.)

14.11 Winning Battles

Triumph: Players gain 2 Prestige when all enemy units in a battle are Panicked or eliminated (including when a City is carried by Siege Assault, but see 8.13 Capitulation).

Trophy: Players gain 1 Prestige if the enemy Retreats from Combat without being Panicked (6.34), or when a City is captured by Siege Attrition or Capitulation (8.13).

Skirmish: In land battles, no Prestige is gained when if the enemy “Retires” (Retreats before suffering any step loss or Rout). [In Sea Battles, Retreating always loses 1 Prestige.]

14.12 Pillaging

Players gain 1 Prestige for Pillaging (5.5) an Opposing CityState (2 Prestige for Pillaging Athens or Sparta).

14.13 Tribute

Collected at **Year End**. See 9.51.

14.2 Winning the Game

14.21 Enemy Surrender

A player with 15 or more Prestige at Victory Check wins a Decisive Victory.

14.22 Negotiated Peace

A player with 10+ Prestige can make a **Peace Offer**. To do so, he reduces his Prestige by 2 and each player rolls ONE die. If the 2 dice total is LESS THAN the resulting Prestige level, he wins the game by a Negotiated Peace. If not, play continues.

If **Peace Faction Ascendant** is in play, Peace Offers can be made with 5+ Prestige and cost only 1 Prestige to make.

14.23 Exhaustion

At the end of a Campaign, evaluate Victory as given below.

14.24 Victory Level

Major Victory: 10+ Prestige

Minor Victory: 5+ Prestige

Draw: 0–4 Prestige

15.0 SCENARIOS

15.1 The 431 Campaign

Athenian imperialism finally provoked a Spartan-Corinthian ultimatum in 431 BC. Athenian leader Pericles argued that war was less damaging than submitting to Spartan demands, and championed a passive war of attrition, relying on Athens’ Long Walls and naval supremacy to thwart and eventually discourage its enemies.

This strategy was quickly undermined by a devastating plague that swept away much of Athens and Pericles himself. Ten years of inconclusive war was finally ended by the Peace of Nicias.

Duration: 431–422 BC (10 Years).

Playing Time: 4 hours.

Neutrals: Argos, Achaea, Persia, Sicily.

Units: Both sides use units #1–40.

Cards: Use Gold & Silver bordered cards only (cards #1–44).

Setup: Athens

Units: See the 431 Setup card—Athens. Deploy the units shown **in the specified CityState** (4 units are besieging Potidea) **or anywhere within a specified Nation**. Units #1–40 not shown go in the friendly Recruit Pool, face down.

Note: when a Setup card specifies a location that is both Nation and a CityState (e.g., Corinth), the Nation is indicated.

Leader: Pericles (+1). Remove card from deck, place face-up in play.

Setup: Sparta

Units: See the 431 Setup card—Sparta. Deploy the units shown **in the specified CityState** (2 units + garrison besieged in Potidea) **or anywhere within a specified Nation**. Units #1–40 not shown go in the friendly Recruit Pool, face down.

Captured City: Potidea [besieged].

Leader: Archidamos (0). Remove card from deck, place face-up in play.

Game Start

Place starting forces/Leaders. Shuffle remaining cards, deal 6 to each player.

431 Special Rules

1. The Odrysia A3 cavalry unit (#37/white namebox) can only be recruited when Athens has no Leader in play.
2. **Civil War is not playable against Athens while Pericles is Leader.**
3. Pericles can only be **Ostracized** if Athens was Pillaged in the previous Season. Pericles dies (remove from deck) on the 2nd occurrence of **Plague** in Athens (no further **Plague** can occur).

Prelude: 490-432 BC

After the famous Greek victories over Persia in 490-480, Athens formed the Delian League to ensure Greek naval control of the Aegean, but this evolved from a voluntary alliance into an empire.

In 433, Corinth (commercial rival to Athens and longtime member of the opposing Spartan League) clashed with its colony Corcyra over the city of Epidamnus. Feeling the winds of war, Athens backed fellow naval power Corcyra, earning the undying enmity of Corinth.

In revenge Corinth fomented a revolt from Athens in its former colony Potidea, then lobbied the Spartan League to send aid against the resulting Athenian siege, arguing that Athens had grown too powerful and threatened to dominate all Greece. Sparta reluctantly supported its main ally and war began.

The Archidamian War: 431-422 BC

So-called because King Archidamos commanded the Spartan League, this campaign began with Potidea in revolt and already under Athenian siege. Thebes opened the proceedings with a failed sneak attack on longtime foe Platea. Mutual invasion and pillage followed, Sparta overland into Attica, and Athens by sea into enemy territory. In 430 a devastating plague struck Athens, eventually carrying away its great leader Pericles along with a third of its population. Lesbos revolted but fell to Athenian siege along with Potidea, while Platea fell to Spartan siege.

The war spread to central Greece, with campaigns in Acarnania, Leucas, Zacynthos, Ambracia, and Boeotia. Civil War broke out twice in Corcyra, but with Athenian naval support the democrats prevailed. En route there, an Athenian fleet was blown ashore at Pylos, a natural harbor 75 miles from Sparta, and the decision was made to fortify the place. A Spartan land/sea attack failed and Spartans isolated on the island of Sphacteria in the harbor mouth were defeated and captured.

Meanwhile, Brasidas, Sparta’s most aggressive commander, took a Spartan army north to Chalcidice, fomenting revolt there and in Amphipolis. Cleon, Athen’s most aggressive leader, replied by reconquering several revolting cities. The two met at Amphipolis, where Athens was routed but both leaders died in the battle.

War weariness, the death of the two most bellicose war leaders, and the impending end of Sparta’s 30-year truce with its arch-enemy Argos led to a negotiated peace in 422 BC.

15.2 The Sicily Campaign

The Peace of Nicias unraveled within a few years. With Sparta's 'alliance' to Athens and the end of its 30 year truce with Argos, the Spartan League dissolved into a melee of CityStates jockeying for position. Elis and Mantinea joined with Argos, fought Sparta and lost. Corinth and Thebes never accepted a status quo that left Athens unbowed. Sparta's non-compliance with the peace terms brought the anti-Spartan policies of Alcibiades into prominence in Athens. Finally Athens succumbed to temptation and sent a major expedition against Syracuse, a faraway neutral city almost as large and rich as itself. Disaster ensued.

Duration: 415–413 BC (3 Years).

Playing Time: 2 hours.

Neutrals (no entry): Achaea, Persia, [in Sicily] Messana, Rhegium, Acragas. **Gela is neutral unless/until any Gelan unit leaves the City.**

Units: See the Sicily Setup card for units used in this scenario.

Cards: Use Bronze & Silver bordered cards only (cards #12–55).

Setup: Athens

Units: See the Sicily Setup card. Deploy the units shown where specified. Set the Recruit Pool aside, face down.

Captured Cities: Leucas, Pylos.

Leader: Alcibiades (+1). Remove card from deck, place face-up in play.

Setup: Sparta

Units: See the Sicily Setup card. Deploy the units shown where specified. Set the Recruit Pool aside, face down.

Captured Cities: Platea, Amphipolis.

Leader: Agis (0). Remove card from deck, place face-up in play.

Game Start

Place starting forces/Leaders. Shuffle remaining cards, deal 6 to each player.

Sicily Special Rules

1. Peace of Nicias rules (12.0) are in effect and the Peace **cannot** be broken.
2. **Neutral Sicily.** In SICILY (see 1.0), Actions cost double and Pillaging gains no Prestige **unless** non-Sicilian pro-Athenian "*Expeditionary*" units have **already** been in SICILY that Year (i.e., in a previous Season).
3. Units starting in Athens can't move until 414.
4. Athens loses 1 Prestige each **Year End** due to the Tribute differential in GREECE (Spartan Tribute 4 / Athens Tribute 3).
5. Units recruited in GREECE can go to SICILY. Sicilian units cannot leave SICILY.

15.3 The 413 Campaign

Athens had just lost half its fleet and a third of its army in the disastrous misadventure in Sicily. Sparta saw its chance, reassembled the League in its original form and rekindled the war. Aided by Persian gold and revolts in Rhodes, Chios and elsewhere, Sparta built fleets and took the offensive at sea. After naval skirmishing off Ionia, Sparta moved north toward the Propontis, threatening the Athenian food supply.

Alcibiades returned to help Athens win a series of naval battles, but finally it met with disaster in the Hellespont. With its grain supply cut off, Athens had to surrender.

Duration: 413–404 BC (10 Years).

Playing Time: 4 hours.

Neutrals: Achaea, Persia, Sicily. **Gela is neutral unless/until any Gelan unit leaves the City.**

Units: Both sides use units #1–46.

Cards: Use Bronze & Silver bordered cards only (cards #12–55).

Setup: Athens [Prestige: +3]

Units: See 413 Setup card—Athens. Place the units shown where specified. Units #1–46 not shown go in the friendly Recruit Pool, face down.

Captured Cities: Leucas, Pylos.

Leader: Proboulois (0). Remove card from deck, place face-up in play.

Setup: Sparta

Units: See 413 Setup card—Sparta. Place the units shown where specified. Units #1–46 not shown go in the friendly Recruit Pool, face down.

Captured Cities: Platea, Amphipolis.

Leader: Agis (0). Remove card from deck, place face-up in play.

Game Start

Place starting forces/Leaders. Shuffle remaining cards, deal 6 to each player.

413 Special Rules

1. Sparta has broken the Peace and lost 3 Prestige. War Resumes (12.1) is in effect:
 - Reduced Tribute (halved, round down).
 - Decelea (Thebes City Capacity = 12).
2. Persian units and Spartan improved (E1) fleets cannot be recruited unless **Persian Aid** is in play. Persian territory can then be entered and Revolt rules are altered (13.0).
3. The Odrysia A3 cavalry unit (#37/white namebox) can only be Recruited if Athens has no Leader in play.

The Peace of Nicias: 421–415 BC

Peace terms included a defensive alliance between Athens and Sparta, and an exchange of hostages and conquered cities (which was not honored on the Spartan side, soon bringing a dissatisfied faction led by Alcibiades to power in Athens).

During this period, the long-established alliance structures broke up and reformed. Argos, Elis and part of Arcadia allied with Athens. In 418, Sparta, Corinth and Thebes first marched against Argos (which was saved from defeat by a last minute truce), then into Arcadia, defeating Argos/Athens at Mantinea before Athenian reinforcements could arrive. By sparing the elite Argive "1000", Sparta gained Argos as an ally, but a harsh oligarchy it established there was overthrown a year later.

The Syracuse Expedition: 415–413 BC

In 415, two cities in Sicily requested Athenian aid in a struggle with Syracuse, a city almost as large and powerful as Athens or Corinth, one with Dorian (Spartan) sympathies, and a primary supplier of food to the Peloponnesse. Sensing a chance to bring Sparta to its knees economically (and add to its empire), the Athenian assembly voted to send a sizeable expedition under Nicias (who opposed it).

After winning an early advantage and besieging Syracuse, the expedition was utterly defeated with the loss of half Athen's fleet and 1/3rd of its army.

Upon learning this in 413 BC, Sparta immediately reconvened its old alliance to restart the war.

The Decelean War: 413–404 BC

In the second phase, the main Peloponnesian army was based in Decelea, Boeotia (instead of going home every winter as had been the case). Revolts against Athens became more frequent, and it was hard pressed to cope with the spreading rebellion.

In addition, Sparta gained Persian aid in exchange for renouncing Greek Ionia, and used this to build a fleet large enough to challenge Athens. A protracted sea war resulted, featuring several major sea battles. Athens won most of these, but was continually out-built in ships, finally losing its entire fleet in the Hellespont. Without naval supremacy, a besieged Athens could no longer feed itself and surrendered.

Aftermath: 403–370 BC

Sparta installed a murderous tyrannical regime in defeated Athens, but Athenian rebels reinstated democracy within a year. Within a decade, Athens had recovered its fleet, walls, and independence.

Spartan hegemony lasted less than 3 years. Empire predictably undermined Spartan values and institutions, and raised enemies and former allies alike against it. Thirty years later its power was irrevocably broken at the great battle of Leuctra.

Despite its scientific, political, intellectual and artistic achievements, the great promise of Classical Greece was never realized, as it never coalesced into a single state. Many of its discoveries were lost to mankind and not rediscovered till 2000 years later.

15.4 The 415 Campaign

This long scenario combines the Sicily and 413 Campaigns, adding the forces in Greece missing from the Sicily scenario.

Facing a negative Tribute situation (−1 /Year), and a large Prestige cost to break the Peace, Athens must decide whether the opportunity in Sicily is worth the risk. Conquest of Syracuse virtually guarantees victory, but it is far away and more powerful than it appears.

Duration: 415–404 BC (12 Years).

Playing Time: 6 hours.

Neutrals: Achaea, Persia; [in Sicily] Messana, Rhegium, Acragas. **Gela is neutral unless/until any Gelan unit leaves the City.**

Units: ALL units of both sides are used.

Cards: Use Bronze & Silver bordered cards only (cards #12–55).

Setup: Athens

Units: See 415 Setup card—Athens. Place the units shown where specified. All units not shown go in the friendly Recruit Pool, face down.

Captured Cities: Leucas, Pylos.

Leader: Alcibiades (+1). Remove card from deck, place face-up in play.

Setup: Sparta

Units: See 415 Setup card—Sparta. Place the units shown where specified. All other units go in the friendly Recruit Pool, face down, except #41–46 which are set aside until War Resumes.

Captured Cities: Platea, Amphipolis.

Leader: Agis (0). Remove card from deck, place face-up in play.

Game Start

Place starting forces/Leaders. Shuffle remaining cards, deal 6 to each player.

415 Special Rules

1. Peace of Nicias rules (12.0) are in effect. The Peace **can** be broken (12.1).
2. **Neutral Sicily.** In SICILY, Actions cost double and Pillaging gains no Prestige unless non-Sicilian pro-Athenian “*Expeditionary*” units have already been in SICILY that Game-Year (i.e., in a previous Season).
3. **Sicily Expeditions.** For Athens, only the 1st Expedition (see 415 setup card) can enter ITALY or SICILY in 415. Only the 2nd Expedition can do so in 414, but it cannot leave Athens until 414 or War Resumes.
4. Until Persian Aid (13.0) is in play, Persian units and Spartan improved (E1) fleets can’t be Recruited, nor Persian territory entered.
5. The Odrysia A3 cavalry unit (#37) can only be Recruited if Athens has no Leader in play.
6. Sicilian units cannot leave SICILY.

STRATEGY NOTES

The Peloponnesian War was not a quick war: it lasted 27 years. A sea power confronted a land power, neither eager to challenge its opponent on its own “turf”. Both sides viewed it as a war of attrition, as should players. Though quick decisions are possible, this is usually the result of a mistake (for example, a major city being left under-defended). While always ready to seize opportunity, players should be prepared to campaign patiently.

A game Year passes quickly, and then units must Winter. Game Years should be thought of as short, sharp campaigns with limited and focused objectives. Over-dispersion of effort can reduce prospects for that Year.

Upon receiving cards, players should decide on a campaign plan for the Year and attempt to execute it. Unforeseen events and opportunities may arise, but an overall plan ensures that something may be accomplished unless a better option appears.

Use of Events should be carefully considered, as their use reduces the effective length of the Year, making effective campaigning difficult; bunched Events in some Years and longer campaigns in other Years may be preferable.

While establishing Siege is key to most offensive operations, a besieging army must not be left exposed to counterattack by superior enemy forces. A lost battle is almost as damaging as a lost city. A good response to enemy Siege is to form a superior army within striking range, threatening to relieve the City before it can be reduced. [Of course, with hidden value units, “superiority” is often uncertain.]

While it is obviously advantageous to build up strength before operations, remember that captured Cities contribute Prestige every Year: early City captures may quickly dominate the Prestige picture.

CREDITS

GAME DESIGN: **Craig Besinque**

GAME DEVELOPMENT: **Joel Toppen**

ART DIRECTOR: **Rodger MacGowan**

PACKAGE DESIGN: **Rodger MacGowan**

ARTWORK: **Mark Simonitch, Donal Hegarty**

RULES, EXAMPLE OF PLAY, CHARTS LAYOUT:

Neil Randall and Mark Simonitch

ASSISTANCE: **Ron Hodwitz, Don Clarke,**

Paul Heldrup, Mats Eden, Johansson

Tee, Vincent Lefavrais, Chris Farrell,

Neil Randall, Tim Taylor, Ken Hole, Jeff

Kuhn, Mark Kwasny, Mike Hoyt, Alex

Besinque, Jeremy Murphy, Rayn Butt-

Grau, Gary Wright, Cody Sandifer

PRODUCTION COORDINATION: **Tony Curtis**

PRODUCERS: **Tony Curtis, Rodger Mac-**
Gowan, Andy Lewis and Mark Simonitch

Index

Archers.....	2.22
Barbarians.....	2.1, 2.25, 4.22
Blockade.....	8.21
Borders.....	1.1, 1.2
Building (Actions).....	4.2
Cards.....	3.0
Cities (& Control).....	1.3
Capitulation.....	8.13
Cavalry.....	2.23, 6.41
Combat.....	6.0
Combat Rating.....	2.14
Control (City/Area).....	1.4
DeepSea Crossings.....	5.22
Disbanding.....	9.24
Double Defense.....	8.11
Events.....	3.1
Fleets.....	2.26
Forced March/Sail.....	5.3
Fortifying.....	7.1
Garrisons.....	2.3, 4.23, 7.3
Greeks.....	2.1, 4.22
Group Movement.....	4.1
Harrying (cavalry).....	6.41
Hits.....	6.32
Home City/Town.....	2.11
Hoplites.....	2.21
Infantry.....	2.24
Initiative.....	3.3
Leaders.....	3.11
Loyalty (City).....	1.31
Movement.....	5.0
Muster.....	5.0
NewYear.....	10.0
Olympians (Appeals).....	11.0
Peace Offers.....	14.22
Peace of Nicias.....	12.0
Persian Aid.....	13.0
Pillaging.....	4.3, 5.5, 14.12
Ports.....	1.3
Prestige.....	14.1
Quartering / Homing.....	9.21
Rebel units.....	4.22
Recruiting.....	4.22
Retreats.....	6.4
Revolts.....	3.12
Rout.....	6.33
Sacrifice (Olympians).....	10.3
Scenarios.....	15.0
Sea Areas & Borders.....	1.2
Sea Battles.....	6.5
Sea Landings.....	6.6
Sea Transport.....	5.21
Siege.....	7.0
Siege Combat.....	8.0
Sorties.....	8.3
Tribute.....	9.51, 12.11
Trophy / Triumph.....	14.11
Victory.....	14.0
Winter.....	9.0
Wintering Movement.....	9.21
Winter Maintenance.....	4.4, 9.22

Prestige Table



<i>Tribute (Controlled opposing Cities only): +CityValue each New Year.</i>			
Battles: Trophy (enemy Retreats)	+1	Triumph (enemy Elim/Panicked)	+2
Sieges: City taken by Attrition/Capitulation	+1	City taken by Assault	+2
Pillaging (opposing CityStates only)	+1	Pillaging (of Athens/Sparta)	+2

SEQUENCE OF PLAY - GAME YEAR

NEW YEAR

- Deal 6 cards to each player
- New Year Event / Sacrifice

SPRING/ SUMMER/ HIGHSUMMER/ FALL

- **INITIATIVE** (card play)
- **1ST PLAYER TURN**
ACTION Phase
 - An Event occurs; OR
 - Actions occur (any order):
Movement / Pillaging / Building
- COMBAT Phase
Battles / Siege Combat
- **2ND PLAYER TURN (as above)**

WINTER

- **INITIATIVE** (card play: NO Events)
- **1ST PLAYER WINTER ACTIONS**
Wintering Movement
 - *Homing to Home City* (free)
 - *Quartering to adj. City* (free)
 - *Group Moves* (cost 1 Action)
- Building*
Winter Maintenance
Disbanding
- **(2ND PLAYER repeats as above)**
- **1ST PLAYER SIEGEBREAKING COMBAT**
Homing Battles
(Win: enter City / Lose: Disband)
Sorties
- **(2ND PLAYER repeats as above)**
- **1ST PLAYER SIEGE COMBAT**
Siege Assaults / Siege Attrition (triple)
- **(2ND PLAYER repeats as above)**
- **YEAR END**
 - Tribute Collection
 - Victory Check
 - Advance Year marker
 - Collect & Shuffle cards

Siege Attrition		
Season	Die-Roll	Result
Spring-Fall	1	1 cv loss
Winter	1-3	1 cv loss

APPEALS TO OLYMPIANS

ZEUS—Cards

Immediately discard & re-Draw all 6 cards of a New Year's card draw (no reshuffle).

APOLLO—Recruits

Return all 3 drawn Recruit units and re-draw 3 new blocks. *OR*: Have the opponent return a just-placed Recruit and re-draw 3 new blocks.

ARES—Combat

Re-roll the latest and any subsequent unit attacks by the currently attacking friendly or enemy Agility class (A/B/C).

DEMETER—Siege Attrition

Re-do one entire Siege Attrition die roll (1 D6/defending block).

POSEIDON—Storms

Re-roll one Storm die roll.

HERMES—Forced March

Re-roll all failed Forced Marches/Sails of one Moving Group.

HERA—Appeals

Re-do (overrule) a just-resolved opponent's Appeal to another Olympian.

Storms (Deep Sea Crossings)

Season	Storm†	No Storm
Spring/Winter	1-3	4-6
Summer/Fall	1-2	3-6
HighSummer	1	2-6

† Check each fleet for ship damage



Ship Damage (from Storms)

Die-Roll	Result
1-3 (Gale)	Fleet Eliminated
4-6 (High Seas)	Fleet -1 cv*

* Carried land unit may have to reduce cv to remain smaller than its carrying fleet

413/415 Special Rules

Peace of Nicias (12.0)

- No Revolt, Helot Uprising, Persian Aid or Taxes events. No Rebel unit recruitment.
- On land, units must remain at Home; City Capacity = triple City Value. All Forced Marches succeed
- At sea, units may move freely without conflict but must end movement at Home or its Offshore Sea. All Forced Sails succeed.
- Athens -1 Action/ turn (Public Works) unless Sicily Campaign in effect (6+ Expeditionary units in Sicily).

War Resumes (12.1)

- Breaking the Peace incurs a Prestige cost.

Year	415	414	413	412	411	410+
Sparta	-5	-4	-3	-2	-1	0
Athens	-10	-8	-6	-4	-2	0

- Reduced Tribute: half Tribute, round down.
- Decelea—Thebes' City Capacity = 12.
- Add Persians/E1 fleets to Spartan Recruit Pool.

Sicily Neutral

[No non-Sicilian pro Athenian 'Expeditionary' units have been in Sicily this year.]

- Actions in Sicily cost double.
- No Prestige for Pillaging in Sicily.

[The above rules are canceled if Athenian Expeditionaries have been in Sicily in a previous Season this Year.]

Persian Aid & Revolts

- 1 Persian Aid—No Spreading Revolts.
- 2 Persian Aid—No Regional Revolts.
- 3 Persian Aid—No Revolts of any kind.

Forced Marches / Forced Sails

Unit	Failure†	Success*
Regular	1-4	5-6
Elite	1-2	3-6

† Unit remains in previous area
* Unit can move one extra area (or not)



GMT Games, LLC
P.O. Box 1308, Hanford, CA 93232-1308
www.GMTGames.com