

The Peloponnesian War

1.0 INTRODUCTION

The Peloponnesian War is primarily a two-player grand strategy game. Its subject is the prolonged conflict between Athens and Sparta for hegemony over Greece. The game system stresses the strategic problems that arise when a land power confronts a naval power in a war of attrition, but where the interplay of strategy, economics, coalition warfare, and leadership determine the victor.

As the commander of one side or the other, you attempt to bring a quick and decisive end to the war. Unless you can end the war promptly, you will be forced to exchange commands and continue the war from the other side. Your performance will be evaluated according to your success in commanding both sides, but the longer the conflict endures, the more you will be penalized at the game's conclusion. Thus, you become your own worst enemy in this tumultuous Greek drama.

1.1 GAME COMPONENTS

- One 22" x 34" Map
- 200 Half Inch counters
- One Rules Booklet
- One Historical Commentary Booklet
- One Charts and Tables Booklet
- One Athenian Strategy Matrix
- One Spartan Strategy Matrix
- One Player Aid Summary
- One Counter Tray
- One Victory Point Pad
- Two six sided dice (two colors)

1.1.1 Map

There are three types of spaces (Land, Coastal, and Island) on the mapsheet and there are three types of Lines of Communication (Land, Naval, and Combined) running between the spaces. The types of Lines of Communication (LOCs) determine the types of units that can move between given spaces; the types of spaces are used in numerous places throughout the rules, usually to determine what type of units are placed or retained in a given space.

In addition to the basic type of space, some spaces are designated as Fortress spaces. These spaces are important in identifying and resolving siege situations.

All spaces are color-coded to denote that they begin as part of the Delian League (Athens), Peloponnesian League (Sparta), or are Neutral.

1.1.2 Playing Pieces

There are four types of playing pieces in the game: Leaders, Markers and two categories of combat units. Those categories are Land units (Hoplites and Cavalry) and Naval units. Each unit has a Strength Point printed on it. A Hoplite Strength Point (SP) represents 2,000 men (except Spartan Hoplite SPs represent 1,000 men each). A Cavalry SP represents 2,000 mounted men. A Naval SP represents 25 triremes, plus marines and rowers armed as light troops. These units are available in 4 "nationalities": Athenian, Athenian Ally, Spartan, and Spartan Ally.

Each Leader piece represents a historical personage who participated in the conflict. A Leader is printed with his name, a Tactical Rating, and a Strategic Rating. The various markers used throughout the game are explained in the

appropriate rules sections.

The counter mix intentionally limits what can be built and used in play. You are always free to exchange units of identical type, like change, as long as the total number of SPs for a particular type in the counter mix is not exceeded. Note that, if you need to "make change" which would not exceed the allowable number of SPs for a given type and "nationality" of unit and, for whatever reason, the counter mix prohibits the exchange, you should keep track of the discrepancy on a piece of paper until the change can be made.

SUMMARY OF COUNTERS

Sample Counters

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1.1.3 Dice

The game comes with two 6-sided dice of different colors. It is convenient to denote a *different color* die to represent each side during the course of play. This allows the players to resolve combat with one dice roll and tends to speed play.

A Note on Randomness: Throughout the game, you will be called upon to make "random" determinations. If no choice is obviously better than another, assign an equal die roll range to all possible choices and roll a die for random determination.

1.1.4 Games Questions

If you have any questions, comments, or suggestions about the rules of The Peloponnesian War, please contact The Peloponnesian War Rules Project at ppw@mountford.net.

1.2 GENERAL COURSE OF PLAY

This is a two-player game in which you will play both sides, perhaps several times each. Your objective is to shorten the war while performing well with the side you control during any game turn. Historically, even though the Spartans were victorious, they were so economically exhausted and demographically depleted that they were defeated by Thebes in the Battle of Leuctra (371 BC) only 33 years after the war's conclusion. By shortening the war, you increase the likelihood that the victory will be a lasting one.

You begin a scenario in command of one side or the other. Each game turn represents three years of activity. Given this time scale, map scale is irrelevant, as units can easily traverse the map several times within a span of three years.

Each game turn, you select leaders for your side and determine the strategy your side will employ during the next three-year period (one game turn). During the Operations Cycle, you pay (from your Treasury) to conduct operations (alternating sides, one operation at a time) by moving Armies to objective spaces, fighting skirmishes and battles along the way. Battles can also occur in the course of the Combat Phase, during which all sieges are resolved. The success or failure of Operations influences the amount of revenue received, and effects each side's will to continue prosecuting the war (measured as Bellicosity). Revenue, measured in talents, is used to activate units for operations and to build new units. Once the victory conditions for either side are met, the game is concluded and your performance is measured (See Comprehensive Example of Play for a detailed look at the General Course of Play).

1.3 DEFINITIONS

There are several critical terms that you should become familiar with before reading the remainder of the rules.

Activation: When a friendly leader enters a land or naval strength points (SP's) space and pays the appropriate

operations cost (Land SP- 200 talents, Naval SP- 400 talents) the SP is activated and may move with the leader on an operation.

Army: An Army is a Force (of Land and/or Naval units) that is stacked with a friendly Leader.

Assembly Space: Any friendly space (including the home space) which contains friendly SP's that are activated by a leader when building an army is temporarily known as an assembly space.

Bellicosity: A measure of how determined either Athens or Sparta is in its efforts to continue the war. When either side's Bellicosity reaches zero, it surrenders. Neither side's bellicosity can rise above 12 at the conclusion of a game turn for any reason. Athenian or Spartan Bellicosity is recorded by shifting the marker on the Bellicosity track of the appropriate Strategy Matrix.

Control: A side controls a given space if (a) the space is color coded for that side and there are no enemy units in it, or (b) the space is not color coded for that side and it is occupied by a friendly unit. Control is determined during the Administrative Phase.

EXCEPTION: See 5.3.1, the Long Walls of Athens.

Enemy Unit: Athenian and Athenian Ally units are enemy to Sparta; Spartan and Spartan Ally units are enemy to Athens.

Force: A Force is any unit or group of friendly units (Land and/or Naval) occupying a single space without a friendly Leader. Note that while in a space, the leader with the highest strategy rating takes command of all friendly forces in the space, whether moving into or already in the space. The moving leader continues the operation by moving on, even if leaving a higher ranking leader behind (who would have been in the space before him).

Friendly Unit: Athenian and Athenian Ally units are friendly to one another and to Athens; Spartan and Spartan Ally units are friendly to one another and to Sparta.

Going Home Box: All surviving SP's from the losing side in a battle are placed in the Going Home Box located on the map. During the Going Home Segment of the Operations and Combat Phases these units are replaced on the map using the Post Combat Movement Table.

Neutral: Spaces not on either side are called Neutrals. Neutral spaces can be captured by either side to improve their strategic position. Certain neutrals (Argos, Macedon and Syracuse) can become active and join a particular side. When these specified neutrals become active they have certain forces placed in them as specified in the rules. Macedon (Pela and Macedon spaces) once active, always allied with one of the sides in the war and can change sides during play due to a random event.

Operation: An operation consists of paying for and moving an Army during the Operation Phase.

Post Combat Movement Table: At the conclusion of a battle all surviving SP's from the losing force are placed in the Going Home Box. During the Going Home Segment of the Operations and Combat Phases the units in the Going Home Box are replaced on the map according to the priorities given on the Post Combat Movement Table. Based on the SP's type and nationality, these priorities designate the friendly-controlled spaces into which they are placed.

Ravage: As an army moves toward its objective space it ravages all enemy (not neutral) spaces it enters unless either the space in question is occupied by an enemy force, or a successful Interception is conducted (see 4.7). All ravaged spaces have Ravaged markers placed in them (See 4.8).

Rebellion: At the beginning of play, all spaces fall into one of three categories: Delian League, Peloponnesian League, or Neutral. All Delian League spaces that rebel (see 4.4) become friendly to Peloponnesian League forces. All Peloponnesian League spaces that rebel become friendly to Delian League forces. A Neutral space that rebels become friendly to the side whose force first enters it.

Strategy Confidence Index (SCI): The SCI measures how successful a side's conduct of the war has been during the current game turn. A side's SCI can never exceed 6 or be reduced to less than negative 6. The SCI value at the end of game turn effects numerous game functions.

Strategy Matrixes: The strategy matrixes were originally designed for the solitaire version of PPW and were used to determine the non-player side's strategy, operation objectives, and the size of the armies to be used in capturing those objectives. They can help players determine which strategy might be best given the current situation. Furthermore, each side's strategy matrix is used to record the size of its treasury, its Bellicosity and its Strategy Confidence Index.

Zone of Influence: All Forces project a Zone of Influence (ZOI) into one or more spaces, the precise extent of which depends upon the force's composition:

- **Hoplite (only):** The space occupied by the Force.
- **Cavalry (only):** The space occupied by the Force and each space within 1 Land or Combined LCC.
- **Naval (only):** The space occupied by the Force and each space within 2 contiguous Naval or Combined LOCs.
- **Hoplite + Cavalry:** Same as Cavalry.
- **Hoplite + Naval:** Same as Naval.
- **Cavalry + Naval:** The space occupied by the Force and each space within 2 contiguous Naval or Combined LOCs, plus each space within 1 Land LOC.
- **All:** Same as Cavalry + Naval.

EXAMPLE:

- If force contains any Naval and any Cavalry SPs, ZOI consists of Spaces A, B, C, D, E, and F.
- If Force contains any Naval SPs, but no Cavalry SPs, ZOI consists of Space A, B, C, D, and E.

(Insert Picture Here)

- If Force contains any Cavalry SPs, but no Naval SPs, ZOI consists of Spaces B, C, D, and F.
- If Force contains only Hoplite SPs, ZOI consists of Space C only.

1.4 GAME TURN SEQUENCE

Each game turn is played strictly according to the following sequence. Each Phase, and each Segment within each Phase, is discrete. Once you have moved on to another Phase or Segment, no actions appropriate to the preceding Phase or Segment can be undertaken. The rules for each Phase are covered in the rules section indicated. Note that some Segments comprise a number of steps (for instance, Continuing Operations) which are undertaken, in order, several times per game turn, as detailed in the appropriate rules sections.

Political Phase 2.0

(Not conducted on the first game turn)

- Side Determination Segment
- Random Event Segment
- Delian League Rebellion Segment
- Leader Selection Segment

Strategic Planning Phase 3.0

(Not conducted on the first game turn)

- Strategy Confidence Index Segment

Operations Phase 4.0

- First Player First Operation Segment

- SecondPlayer First Operation Segment
- Subsequent Operations Segment
- Going Home Segment

Combat Phase 5.0

- Siege Determination Segment
- Battle Resolution Segment
- Siege Resolution Segment
- Going Home Segment

Rebellion Phase 6.0

- Continued Rebellion Determination Segment
- Rebellion Expansion Segment
- Helot Rebellion Determination Segment

Administrative Phase 7.0

- Revenue Collection Segment
- Strength Point Construction Segment

Armistice and Surrender Phase 8.0

- Bellicosity Adjustment Segment
- Surrender Determination Segment
- Armistice Determination Segment
- Ravaged Marker Removal Segment
- Game Turn Marker Segment

2.0 POLITICAL PHASE

- Side Determination Segment
- Random Event Segment
- Delian League Rebellion Segment
- Leader Selection Segment

NOTE: The Political Phase is omitted on the first game turn of all scenarios.

2.1 SIDE DETERMINATION SEGMENT

Either or both players must attempt to change sides in any Side Determination Segment in which their Strategy Confidence Index (SCI) is zero or a positive number. Roll the die, add the SCI value and, if the result is equal to or greater than 6, switch sides. If any other modified result is rolled, continue to play the same side as on the previous game turn. (See Comprehensive Example of Play - Paragraph #38).

2.2 RANDOM EVENT SEGMENT

Consult the Random Events Table and roll the dice to determine the random event for the current game turn. If the specified random event cannot occur, continue to roll the dice until an event is indicated that can occur. If the random event specifies a reduction in a side's Bellicosity, flip that side's Bellicosity marker to its -2 side. This reduction will occur during the Armistice and Surrender Phase. Immediately add any revenue generated by a random event to the indicated side's Treasury. If the random event dictates that SP's are to be placed upon the map, this is done immediately. (See Comprehensive Example of Play -Paragraph #39).

2.3 DELIAN LEAGUE REBELLION SEGMENT

If the Athenian SCI is a positive number, no rebellions occur. However, if the Athenian SCI is zero or a negative number, a Delian League rebellion OCCURS. In this case, consult the Random Events Table exactly as if you had rolled an 8 on the table (i.e. roll a die and place a Rebellion marker in the indicated space, and roll individually to determine whether or not adjacent spaces also rebel (which they do on a roll of 6)). (See Comprehensive Example of Play - Paragraph #40).

NOTE: Rebellion can never occur in or spread to a space occupied by a force friendly to the side against which the rebellion is directed. If the Delian League space indicated as the initial site of the rebellion is thus occupied, generate a space that is not.

A space in rebellion becomes friendly to the enemy side. Enemy Forces can enter the space and control it without having to conduct a siege against a fortress in the space.

NOTE: It is possible that this random event (oligarchic rebellions in the Delian League) can occur once during the Random Event Segment and again during this Segment.

2.4 LEADER SELECTION SEGMENT

Randomly select a Leader for each side from the Leaders available to each respective side. Place the Spartan Leader in Sparta, and the Athenian Leader in Athens. Both of the selected leaders will automatically lead their respective side's first operation army during the ensuing Operations Phase. If the leader is Nicias, flip the game turn marker to its Nicias +1 side. This may become important if an armistice is declared this game turn. (See Comprehensive Example of Play - Paragraph #40).

3.0 STRATEGIC PLANNING PHASE

- Strategy Confidence Index Segment

NOTE: This Phase is omitted on the first game turn of all scenarios.

3.1 STRATEGY DETERMINATION SEGMENT

At the beginning of the Strategy Planning Phase, determine the type of strategy to be pursued. Note that the Strategy matrixes originally designed for the solitaire game, can be used as a guide for determining player strategy.

NOTE: A side cannot use the Attack Sparta or Attack Athens strategy if the other side has captured hostages at any point since the beginning of the game and no armistice has yet occurred.

NOTE: Whenever Alcibiades is on the Spartan or Persian Side (due to a Random Events Table roll) add 1 to the Spartan leader's Strategy Rating.

3.2 STRATEGY CONFIDENCE INDEX SEGMENT

Once the players strategies have been determined, reset each side's SCI to zero. (See Comprehensive Example of Play - Paragraph #41).

4.0 OPERATIONS PHASE

- First Player's First Operation Segment
- Second Player's First Operation Segment
- Continuing Operations Segment
- Going Home Segment

The Operations Phase is conducted as a series of operations, beginning with the first player's operation, followed by the second -player's operation, and then alternating back and forth - one operation at a time -until both sides have passed. Once a side has passed, whether due to a lack of resources (leaders, forces, or talents), auguries (see 4.3) or voluntarily, it conducts no further operations for the rest of the game turn.

During the Operations Phase the player whose leader has the greater strategic modifier conducts the first operation, with a high die roll breaking ties. When resolving combat within a battle or siege category, the players alternate deciding which battle or siege is resolved first, with a high die roll determining which side decides first.

4.1 PLAYER SIDE FIRST OPERATION SEGMENT

The players first operation comprises four basic steps:

Step 1: Designate an objective space. (Place the objective marker as a reminder.)

Step 2: The leader (who always starts from the player side's Home space) builds an army by moving to spaces occupied by friendly forces (known as Assembly spaces) where he can "pick up" SP's by paying talents from the Treasury to activate them. Once a strength point is activated it is moved with the leader to the next assembly space until the army is built. Before declaring the operation in progress, a player can have his leader visit an Assembly space as many times as desired to activate additional SPs remaining in that space.

Step 3: Once the army is built it is moved by the shortest legal route to the objective space. Each enemy, not neutral, space that is entered is ravaged (See 4.8) unless prevented by the presence of an enemy force or by a successful Interception (4.6).

Step 4: When the army has entered the objective space its movement is completed.

4.1.1 Building an Army and Moving

Friendly SP's can move only when activated and stacked with a friendly leader. A leader and his accompanying force, collectively called an army, can move an unlimited number of spaces. A Leader moving without an army cannot enter an enemy occupied or color-coded space unless that space also contains a friendly Force. A leader moving alone may enter unoccupied Neutral spaces.

As a Leader passes through an Assembly space (including the Home space, if a friendly Force occupies it), he can "pick up" any number of SP's by paying their activation cost. The size of the army to be used on an operation is determined by the player.

Movement Restrictions:

- Only Land units can move along Land LOCs
- Only Naval units can move along Naval LOCs
- All units can move along Combined LOCs.
- Leaders can move along any type of LOC
- Each Naval SP can carry one Land SP along Naval LOCs (See Naval Transport, 4.14).
- The Spartan Home Guard (3 Hoplite SP's) can never be moved out of the Sparta space.
- An army may move into and through spaces containing an enemy force and/or fortress! However, when an army enters the Zone of Influence (ZOI) of an enemy force, it is subject to Interception (4.6), as a result of which it may have to fight and win a battle in order to continue moving.

- Armies always follow the shortest legal route (depending on their composition) when moving to an assembly or objective space. An army can not take a longer path to avoid an enemy force that is in its path. If more than one legal path is available, the player may choose which route to take.

EXCEPTION: Neither side can use the Syracuse or Argos spaces to determine the shortest legal route if those spaces are neutral.

4.1.2 Corinthian Isthmus

Naval units can move across the Isthmus of Corinth (from the Corinth space to the Cenchræ space, and vice versa) if the moving side controls both spaces. Naval ZOI's never extend along this LOC, although the LOC is used to determine the shortest legal route for movement purposes.

Any Force containing Land units that occupies Corinth automatically allowed an interception attempt of an enemy Army entering Cenchræ (and vice versa). If successful, proceed directly to skirmish resolution (See 4.7).

4.1.3 Cape Taenarum to Syracuse

An Army (only) can move directly from Cape Taenarum to Syracuse and vice versa as if it were travelling along a Naval LOC. However, before the army enters the space, roll a die. If a 5 or 6 is rolled, a violent storm occurs and the entire Army (except the Leader) is eliminated. The leader's counter is set-aside until the next game turn, when he is again available for use. All other rolls have no effect.

4.1.4 Naval Transport

As long as an Army has at least one naval SP for each land SP present the Army may move along Naval LOC's. If an Army has fewer Naval SP's than Land SP's, it cannot travel along Naval LOC's and calculates the shortest legal route between two spaces using Combined LOC's.

If a moving army fights a skirmish in an island space, it may be left with fewer Naval SP's than Land SP's. Since all of the Land SP's can no longer be transported, the excess must be placed in the Going Home Box, while the remainder of the Army continues moving. In all other circumstances of this nature the Army would continue moving, but only along Combined LOC's.

Likewise, Naval SP losses suffered in a skirmish may make it impossible for a moving army to transport all of its Land SP's over a Naval LOC that cannot be avoided at some future point along the route to its objective (i.e., no route consisting of Combined LOC's is available). In this case (only) the excess land SP's are placed in the Going Home Box immediately after the skirmish, while the rest of the Army continues on to the objective space.

4.1.5 Activation Costs

Activation costs are paid at the instant that a leader activates SP's when building an army. If an army loses a battle during the Operations Phase prior to completing its operation then all costs expended are forfeit.

- Each land SP costs 200 talents to activate and each naval SP, 400.

SPECIAL EXCEPTION: Spartan Hoplite and Cavalry SP's (not Spartan Allied), cost nothing to activate. In effect, they are activated for an operation free of charge.

Design Note: This rule reflects the unique social structure of the Spartan state, wherein a relatively small elite of citizens lived a life devoted to discipline and the achievement of prowess in military pursuits. They were fed and maintained economically by the Helots, or peasantry, who, like medieval serfs, enjoyed none of the rights of citizenship. This arrangement allowed the Spartans to assemble their army without undergoing the expense or economic disruption that inevitably occurred when the other Greek city-states mobilized their forces.

NOTE: The removal of the last friendly SP in an enemy color-coded space will cause control of the space to revert back to its original owner.

4.3 SUBSEQUENT OPERATIONS SEGMENT

After each side has conducted its first operation, subsequent operations may follow, with each side alternately conducting one operation at a time until both sides have passed. Each operation subsequent to the first is conducted precisely as outlined in 4.1 or 4.2, but with two additional steps:

- The very first thing one does when conducting an operation (subsequent to the first) is to consult the gods and determine if the auguries favor the enterprise. Conduct an "Auguries" die roll. If the player's side is attempting to conduct an operation, a roll of 6 indicates that the operation does not take place, and the player is considered to have passed.
- If the Auguries die roll permits a subsequent operation, randomly select a new Leader and place him in the side's Home space.

CRITICAL NOTE: SP's that are part of armies that have already moved are not available when assembling new armies for subsequent operations.

Passing

The players may always voluntarily choose to pass. However, a side must pass (even on the first operation) if any of the following conditions apply:

- No leaders are available for an operation.
- Paying for the operation would violate the Athenian Emergency Fund rule (See 7.15).
- The auguries die roll is adverse.
- Insufficient funds are available.
- Insufficient forces are available.

Once a side has passed it can conduct no further operations during the Subsequent Operations Segment. (See Comprehensive Example of Play - Paragraphs #9, 10, 11, 12 and 13).

4.4 CAUSE REBELLION STRATEGY

A Cause Rebellion operation is treated like any other operation except that after the objective space has been designated and prior to the army being assembled, one determines if the objective space rebels. The objective space of a Cause Rebellion operation can be neither occupied by an enemy force, nor can it be an enemy home or coalition space. Neutral spaces may be the target of a rebellion attempt.

NOTE: Coalition spaces can go into rebellion as the result of a Random Event or Rebellion Expansion (see 6.2), although never when occupied by a friendly force.

EXCEPTION: Argos, Syracuse and Pela cannot be the objective space of a Cause Rebellion operation while they are neutral.

4.4.2 Player Side Cause Rebellion Strategy

You can use this strategy by attempting to cause rebellion in a single opponent's-controlled space. To conduct a "cause rebellion" operation, pay 100 talents out of your Treasury to pay for the attempt and roll a die. On a die roll of 6, the rebellion succeeds, and you assemble an Army and move it to the objective space just as in a normal operation. If the moving Army and its leader are eliminated before reaching the rebelling objective space, the space still remains in rebellion.

On rolls of 1 through 5, however, the rebellion fails, no Army is assembled and no activation costs are incurred, although the 100 talents deducted from the Treasury for the rebellion attempt are permanently lost. The leader selected to conduct the operation is placed in the Going Home Box. Failure to assemble an Army due to an unsuccessful cause rebellion attempt does not count as a pass.

4.5 NEUTRALS

Sometimes, certain neutral spaces (Syracuse and Argos) begin a scenario actively supporting one or the other side. Alternatively, such a space can begin the game as a neutral and later become active as the result of a random event. Macedon (Pela and Macedon spaces) is a neutral that once is active is always on one side in the war.

When active, a neutral has Allied SPs placed in its spaces as denoted by each scenario. Once activated, these spaces become Coalition spaces for the side that they joined. If an enemy force occupies Syracuse, Argos, or Pela it is out of play until no longer occupied. Persia (Sardis space) can only be activated by a Random Event.

All other neutral spaces have no forces associated with them. If an Army enters a neutral **objective space** that is not in rebellion, the space must be captured, by siege if a fortress is present. If an army enters a neutral space that is not its objective, the army continues its movement and does not Ravage (4.8) the space, although Interception (4.6), Skirmishes (4.7), and Battles (5.0) can occur.

Neutral Spaces and Rebellion

If a neutral space is in rebellion, it is considered friendly to whichever side's Army first enters it, and the space is automatically captured.

4.6 INTERCEPTION

4.6.1 Overview of Interception:

The mere presence of an enemy force presents no obstacle to the movement of an army. That is to say, an Army can move directly through a space occupied by an enemy force of any size! The enemy force impedes the army's movement only if the enemy force conducts a successful Interception attempt against it.

An Interception attempt occurs whenever a moving army enters a space in an enemy ZOI (even if that space is its objective space). Interception is optional for both sides. A Force is eligible to intercept whether or not it has moved in the current game turn, and can attempt to intercept an unlimited number of times per turn. An intercepting Force does not move from the space it occupies.

If an Interception attempt fails, the army continues moving towards its objective space. If, however, an Interception attempt succeeds, a Skirmish takes place. The outcome of the Skirmish determines whether the army may continue moving or is forced to immediately conduct a battle against the intercepting force. If the army wins the battle, it continues moving. If it loses the battle, all of its SP's are placed in the Going Home box and the operation is terminated.

Interception takes place before the moving Army/Leader joins forces with forces already in the space. Those forces do not count for taking skirmish losses, but they do help determine if the skirmish turns into a battle.

(See Comprehensive Example of Play - Paragraphs #5 and 12).

4.6.2 Interception Procedure:

Whenever an Army enters an enemy ZOI, the opposing player may attempt an interception by rolling a die.

On rolls of 4 through 6, the Interception succeeds and a skirmish is immediately resolved.

On rolls of 1 through 3, the Interception fails and the Army continues moving, repeating the Interception procedure

as many times as desired and possible.

An army can be intercepted an unlimited number of times during the course of its movement, but never more than once per space. If more than one enemy Force is eligible to intercept the Army, the non-moving player selects which one conducts the interception attempt (the enemy Forces do not coordinate or add their strengths together).

Intercepting Leaders Moving Alone

If a Leader is moving without an army, he can be intercepted. If the Interception attempt succeeds, the Leader is automatically removed from the map for the remainder of the game turn (there's no skirmish), the operation is terminated and all costs are forfeited (this does not count as a pass). If a leader loses his only accompanying SP, he is removed to the Going Home Box, even if there are other forces friendly to him in the space [lost his protective force before linking up with the others in that space.

4.7 SKIRMISHES

A successful Interception results in a skirmish. Roll a die for each side. If a 1 is rolled, that side loses 1 SP. If it is in a Coastal or Land space, a Force loses one SP (picked in the following order from those available: Hoplite, Cavalry, Naval); if in an Island space, the order is reversed.

The Skirmish results in a Battle (which is immediately resolved) if either of the following conditions apply;

A The combined total of the two skirmish die rolls is 11 or greater, or;

B The combined total of Land SP's (of all types on both sides) in a Land or Coastal space is 8 or greater, or the combined total of Naval SP's (of both sides) in a Coastal or Island space is 8 or greater, and (in either case) at least 50% of the combined total consists of SP's in the intercepting force.

If a battle occurs, resolve it according to the rules given in Section 5.2, Battle Resolution. If no battle occurs, or if the moving Army wins the battle, it continues moving toward an assembly or objective space. Further Interceptions (and Skirmishes and Battles) are possible. If, however, the moving Army loses the battle, all of its SP's are placed in the Going Home box, the operation is terminated and all costs are forfeit. (See Comprehensive Example of Play - Paragraphs #5 and 12).

4.8 RAVAGING

Each enemy-controlled space that an Army enters when moving toward its objective space (not towards an assembly space) is automatically ravaged (place a Ravaged marker in the space) unless it is either occupied by an enemy force, or a successful Interception attempt is made in the space. The presence of a fortress does not prevent ravaging.

(See Comprehensive Example of Play - Paragraphs #6, 10, 11, 12 and 13).

4.9 GOING HOME SEGMENT

Remove all units in the Going Home box to their Home and Coalition spaces, according to the Post- Combat Movement Table.

5.0 COMBAT PHASE

During each Combat Phase, there are four Segments:

- Siege Determination Segment
- Battle Resolution Segment

- Siege Resolution Segment
- Going Home Segment

These Segments must be conducted in order, and each Segment is absolutely discrete; once the Siege Resolution Segment begins, for instance, no further Battle Resolution steps can be undertaken.

5.1 SIEGE DETERMINATION SEGMENT

The purpose of this Segment is to identify every siege situation on the map that will need to be resolved during the Siege Resolution Segment. To identify siege situations, examine each Fortress space (including neutral fortress spaces) that is occupied by an enemy Army. If either of the following two conditions applies, place a Siege marker in the space:

Condition 1: No enemy units occupy the space. In this case, place the Siege marker beneath the Army.

Condition 2: A Force (not Army) belonging to the side that controls the fortress occupies the space and is 4 or more Strength Points weaker than the Army. In this case, place the Force beneath the Siege marker, and the Army, on top of the siege marker.

(See Comprehensive Example of Play - Paragraphs #19 and 20).

5.2 BATTLE RESOLUTION SEGMENT

The purpose of this Segment is to resolve all battle situations on the map. Battles must be resolved in the following order of categories:

1. Home spaces, without Siege markers, occupied by forces on opposing sides.
2. Coalition spaces, without Siege markers, occupied by forces on opposing sides.
3. All other (non-Home, non-Coalition) spaces, without Siege markers, occupied by forces on opposing sides.
4. All friendly ZOI spaces that contain enemy unit(s) that are not under a Siege marker.

NOTE: A battle doesn't occur merely because opposing forces ZOI's overlap in a common space. One force must actually be in the other's ZOI.

In all of the situations described above, battle is mandatory. Resolve all battles in each category before moving on to the next category, randomly determining the order of resolution within each category.

(See Comprehensive Example of Play - Paragraphs #21, 22, 23, 24 and 25).

NOTE: A Force or Army may be obliged to fight more than one battle in a Combat Phase; stick to the category order in this case.

To resolve a battle, determine whether a land battle, naval battle, or both (combined battle) will occur, using the following procedures:

- First, if both sides have Naval SPs in Naval/Combined ZOI of each other, a naval battle takes place (see Rule 5.2.2). The winning Army/Force stays, the losing side's Naval SPs are placed in the Going Home Box. If the losing side occupies an enemy or neutral space, any of its Land SPs in that space are placed in the Going Home Box as well.

- Then if both sides still have Land SPs, and one side is in Land/Combined ZOI of the other, a land battle takes place (see Rule 5.2.1). The winning Army/Force stays, and the losing side's Land SPs are placed in the Going

Home Box.

- Finally, if both sides have forces remaining, a no Battle takes place (see Rule 5.2.4).

Land Battle: If either Force or Army consists solely of Land SP's, the battle is a Land Battle.

Naval Battle: If either Force or Army consists solely of Naval SP's, the battle is a Naval Battle.

Combined Battle: If both Forces or Armies contain both Land and Naval SP's, the battle is a Combined Battle.

No Battle: If one Force or Army is exclusively Land units, and the other is exclusively Naval units, there is no battle.

5.2.1 Conducting a Land Battle

Roll one die for each side, and modify the die rolls as follows (all cumulative):

- Add that side's Leader's Tactical Rating. If more than one leader is present on a side, use the leader with the poorest Tactical Rating.
- If one side has more Cavalry SP's than the other, add 1 to that side's die roll.
- If one side has more Hoplite Strength Points than the other, add 1 to that side's roll for each Strength Point of difference.
- If one side is at least 50% Spartan Hoplite SP's, add 2 to its roll.
- If a battle is taking place in the Sparta space: (A) randomly draw a Spartan leader (if one is available) and place him in Sparta, and (B) add 2 to the Spartan battle resolution die roll.

The side that has the higher modified die roll wins. If there is a tie, the side with the higher Leader Tactical Rating wins (a leader Tactical Rating of "0" beats no leader). If there is still a tie, the battle is a draw. Once the outcome of the battle has been determined, apply the following results:

If the battle is not a draw, the winner loses no Strength Points and remains in the space. The loser loses a number of Land Strength Points equal to the modified dice roll difference, or the number of Hoplite SP's on the winning side, whichever is less. Reduce these losses by 1 SP for each Cavalry SP the loser has in excess of the number of Cavalry SP's on the winning side (although the losing side must always lose at least 1 SP). All surviving Land SP's on the losing side are immediately placed in the Going Home box. Naval SP's are never sent home or lost as a result of a land battle. Increase the winner's SCI by 1, and reduce the loser's SCI by 1.

If the battle is a draw, both sides lose 1 Strength Point (unless each side has only one Land SP, in which case neither loses any. If only one side has only one Land SP, it is eliminated) and all remaining Land SP's on both sides are immediately placed in the Going Home box.

(See Comprehensive Example of Play – Paragraph #22).

5.2.2 Conducting a Naval Battle

Roll one die for each side, and modify the die rolls as follows (all cumulative):

- Add that side's Leader's Tactical Rating. If more than one leader is present on a side, use the leader with the poorest Tactical Rating.
- If one side has more Naval SP's than the other, add 1 to that side's roll for each Strength Point of difference.

- If one side is at least 50% Athenian Naval SP's, add 2 to its roll.

The higher modified die roll wins. If there is a tie, the side with the higher Leader Tactical Rating wins (a leader Tactical Rating of "0" beats no leader). If there is still a tie, the battle is a draw. Once the outcome of the battle has been determined, apply the following results:

- If the battle is not a draw, the winner loses no Strength Points and remains in the space. The loser loses a number of Naval Strength Points equal to the modified dice roll difference, or the number of Naval SP's in the winning force, whichever is less. Land SPs are never lost as a result of a naval battle. All remaining Naval SP's in the losing force are immediately placed in the Going Home box. If the losing side occupies an enemy or neutral space, the losing side's Land SPs are also placed in the Going Home Box. Increase the winner's SCI by 1, and reduce the loser's SCI by 1 – unless a land battle will occur between the same two forces immediately afterward, in which case each side's SCI is adjusted only by the result of the land battle.
- If the battle is a draw, both sides lose 1 Naval Strength Point (unless each side has only one Naval SP, in which case neither loses any. If only one side has only one Naval SP, it is eliminated) and all remaining Naval SP's on both sides are immediately placed in the Going Home box. If either side occupies an enemy or neutral space, its Land SPs are placed in the Going Home Box as well.

(See Comprehensive Example of Play - Paragraphs #24 and 25).

5.2.3 Conducting a Combined Battle

- If two Armies/Forces fight both a naval and a land battle, both side's SCI and victory point totals are adjusted only for the land battle.

5.2.4 Conducting a No Battle

When opposing forces occupy the same space, but no battle occurs, remove all Naval SP's from such spaces to the Going Home box.

EXCEPTION: The Long Walls of Athens, 5.3.1.

When No Battle occurs and the opposing forces occupy different spaces, both forces remain where they are located. If No Battle occurs as a result of an interception and a skirmish, the moving Army continues its movement.

5.3 SIEGE RESOLUTION SEGMENT

First, remove the Siege marker from any space that no longer has an enemy (besieging) Army on it. Then, resolve a siege for each space that still contains a Siege marker. Sieges are conducted in the following order: Home spaces, Coalition spaces, and then all other spaces. Within each category, randomly determine in what order sieges will be resolved. Sieges are resolved as follows:

If the besieged Force has more Naval SP's than the besieging Army, the siege automatically fails. Remove all SP's in the besieging Army to the Going Home box and replace the Siege marker with a Ravaged marker (if one's not already present). Reduce the besieging side's SCI by 1.

If the besieged Force does not have more Naval SP's than the besieging Army, roll a die and add the besieging Leader's Tactical Rating. If the modified roll is 1 through 3, the siege fails; remove all Strength Points in the besieging Army to the Going Home box, replace the Siege marker with a Ravaged marker (if one's not already present) and reduce the besieging side's SCI by 1. If the modified die roll is 4-6, the siege succeeds. Eliminate the besieged Force and replace the Siege marker with a Ravaged marker (if one's not already present). Increase the besieging side's SCI by 1, increase its Treasury by 300 talents (revenue from the sale of the enslaved population), and reduce the besieged side's SCI by 1.

EXCEPTION: If the fortress was Neutral (i.e., controlled by neither side) or in rebellion when it was successfully besieged, naturally there is no reduction in the opposing side's SCI (though the besieger's SCI does increase).

(See Comprehensive Example of Play - Paragraphs #26, 27, 28 and 29).

5.3.1 Long Walls of Athens

Whenever a Spartan army enters the Athens or Piraeus space, the situation is automatically a siege if there are not at least three more Athenian and/or Athenian allied Land SP's than there are Spartan and/or Spartan allied Land SP's present in the space. The catch is that if the Athens space can trace a line of spaces not controlled by Peloponnesian League forces to the Euxine (Black Sea), the siege automatically fails. This line of spaces can be traced through a space even if a Spartan army is besieging it.

- Athenian Cavalry ZOI's do not extend out of the Athens or Piraeus spaces during the combat phase, and enemy ZOI's (of any and all unit types) do not extend into Athens or Piraeus during any phase.
- If a No Battle (See 5.2.4) occurs in the Piraeus space - the land SP's are removed to the Going Home Box instead of the naval SP's.
- The Athenian player can always decline combat during the combat phrase, even if the conditions of the first bullet are satisfied.
- If attacked and no leader is present, the Athenian player may pick a leader to conduct the defense of the city and/or Piraeus.

5.3.2 Syracuse

If the Syracuse space is being besieged, 2 is subtracted from the Besieging Army's Siege resolution die roll.

5.4 GOING HOME SEGMENT

- For each Army still on the map, roll a die and add the Leader's Strategy (not Tactical) Rating to the die roll. If the die roll is 6 or greater, leave the Army in place and remove the Leader. If the die roll is less than 6, leave 1 SP in the space and remove the remainder of the Army to the Going Home Box.

NOTE: In a Land or Coastal space, leave a Hoplite or, if no Hoplite SP is available, a Cavalry SP or, if no Cavalry SP is available, a Naval SP. In an Island space, leave a Naval SP or, if no Naval SP is available, then a Hoplite or Cavalry SP. Within each category of SP, leave a Spartan or Athenian SP (if possible) rather than an Allied SP.

- Remove all units in the Going Home box to their Home and Coalition spaces in accordance with the Post-Combat Movement priorities.

5.5 CONCLUDING THE COMBAT PHASE

At the conclusion of the Combat Phase, all of the following conditions should be met:

- There are no Siege markers on the map.
- No space is occupied by forces of the two opposing sides.
- The Going Home box is empty.
- There are no Leaders on the map.

5.6 HOSTAGES

The winning side captures hostages (place a Hostages marker on the Attack Athens or Attack Sparta Strategy box of the appropriate Strategy Matrix) in any Land Battle in which any of the SPs lost were Athenian or Spartan Hoplites

(not allies). There is no cumulative effect if a side wins more than one battle in which it is eligible to take hostages. All hostages are released when an armistice is declared (remove all Hostage markers).

If the player side holds hostages, then the opposing player cannot use the Attack Athens or Attack Sparta strategy.

Example: If Athens wins a land battle and one or more Spartan Hoplite strength points are lost, then Sparta cannot use the Attack Athens strategy on any game turn until after an armistice occurs.

(See Comprehensive Example of Play – Paragraph #22).

5.7 LEADERS IN COMBAT

Leaders cannot be killed in combat unless the random event "Leader Deaths" was rolled in the current game turn and its conditions are met. If the "Leader Deaths" random event is not in effect, a leader whose entire army is eliminated or placed in the Going Home box is removed from play for the remainder of the game turn and becomes available again on the next game turn.

5.8 NEUTRALS AND POST COMBAT MOVEMENT

When certain neutrals (Argos, Macedon, or Syracuse) are active on a side, they have first call on post combat movement priorities as shown on the Post Combat Movement Table. That is to say, the post combat movement requirements for these spaces preempt certain of the usual post combat movement priorities for Athenian and/or Spartan Allied SP's.

Once these requirements have been met (i.e., each "neutral" has the specified number of strength points in its space), no more strength points are sent and the normal post combat priorities are in effect for all remaining Allied SP's. If the "neutral's" requirements are already met before post combat movement begins, then no further SP's are sent.

Example: Before post-combat movement begins, two Spartan Allied Hoplite SP's are present in Syracuse space. The post-combat movement table indicates that if Syracuse is a Spartan ally, the first two Spartan Allied Hoplite SP's are sent there. However, since there are already 2 Allied Hoplite SP's at Syracuse, no more will be sent there, and you proceed to the next priority (i.e., Corinth and Thebes each receive 50% of all remaining Allied Hoplite SP's).

5.9 CHIOS AND SAMOS AS COALITION SPACES

If the Athenian Chios coalition space is captured or goes into rebellion, Samos becomes an Athenian coalition space.

If Chios is in rebellion or is enemy-controlled, the Athenian Allied SP's that would usually be placed there during Post-Combat Movement are placed at Samos instead. If Chios and Samos are both in rebellion or enemy-controlled, the regular post combat movement rules apply.

If, at the end of any Rebellion Expansion Phase, Chios is once again a friendly Delian League space, all Athenian Allied forces at Samos are removed and placed at Chios.

6.0 REBELLION EXPANSION PHASE

- Continued Rebellion Determination Segment
- Rebellion Expansion Segment
- Helot Rebellion Determination Segment

6.1 CONTINUED REBELLION DETERMINATION SEGMENT

If a space that has rebelled is in the ZOI of a friendly force (the side to which it belonged before it rebelled) and not

in the ZOI of an enemy force (the side to which it is now friendly), the rebellion has been put down (remove the Rebellion marker). A space in Rebellion that is not in the ZOI of a friendly unit remains in rebellion.

6.2 REBELLION EXPANSION SEGMENT

Rebellion may spread from a space that is in rebellion to adjacent spaces (along any type of LOC) belonging to the same League (Delian or Peloponnesian, no neutrals). Roll a die for each such adjacent space that does not contain a friendly force (the side to which the rebelling space originally belonged). Add two to the die roll if a space is also in the ZOI of an enemy force (the side to which it is now friendly), regardless of whether or not it is also in the ZOI of a friendly force. On a modified roll of 6 or greater, the space goes into rebellion. (See Comprehensive Example of Play - Paragraph #32).

6.3 HELOT REBELLION DETERMINATION SEGMENT

If Pylos, Asine, Corone, Prasiae, and Epidaurus Limera are all occupied by Delian League forces then a Helot rebellion occurs automatically. A Helot rebellion has the following effects:

- 2 Spartan Hoplite SP's in Sparta are immediately eliminated.
- Spartan revenue for the current turn is reduced by 500 talents.
- Spartan Bellicosity is reduced by 2.

In the Helot Rebellion Determination Segment of each consecutive and subsequent game turn in which the conditions for a Helot Rebellion apply, Spartan revenue is reduced by 1000 talents, and Spartan Bellicosity is reduced by 2. If a Helot rebellion occurs and is put down (by the Spartan side recapturing any of the 5 spaces), Helot Rebellions can take place again in the future, with the same first turn effects as listed above.

7.0 ADMINISTRATIVE PHASE

- Revenue Collection Segment
- Strength Point Construction Segment

7.1 REVENUE COLLECTION SEGMENT

On every game turn each side receives a fixed amount of revenue from its League.

- Each game turn, the Athenians receive revenue in the sum of 3500 talents from the Delian League.
- Each game the Spartans receive revenue in the sum of 2500 talents from the Peloponnesian League.

These revenues are reduced for each League space that has been captured, Ravaged, or is in rebellion. For each friendly (not neutral) space that has been captured, or Ravaged, or is in rebellion, deduct 50 talents from that turn's revenue (a captured space that has also been Ravaged still causes a total deduction of only 50 talents).

EXCEPTION: Thebes and Corinth each cause a 250 talent deduction in Spartan revenue if the Delian League controls them.

Revenue remaining after deductions is added to each side's treasury. The amount of talents held in a treasury is kept track by shifting the position of the 000 (thousands) and 00 (hundreds) markers on the Treasury Track. If there are more than 10,000 talents in the treasury, flip the 000 marker to its +10000 side. If a deduction or addition of 50 talents needs to be recorded, flip the 00 marker over to its 00+50 side.

(See Comprehensive Example of Play - Paragraphs #33 and 34).

7.1.1 Sicilian Revenue

If Syracuse is an active ally of Sparta, add 500 talents per game turn to Spartan revenue. The Spartans continue to receive this additional revenue until Athenian forces capture Syracuse.

If Delian League forces control Syracuse and exert ZOI's into all spaces on Sicily, add 1000 talents to Athenian revenue on each game turn that this condition is in effect. This additional revenue is received even if enemy forces also exert ZOI's into spaces on Sicily.

7.1.2 Athenian Sea Lines of Communication

If Athens cannot trace a path of spaces, free of enemy-controlled spaces, from Athens to the Euxine (Black Sea) deduct 1500 talents from its revenue on every turn that this condition applies.

7.1.3 Epidamnus LOC

If either side controls Epidamnus and can trace a path of spaces, free of enemy forces, from its home space to Epidamnus, add 1000 talents to that side's revenue each game turn that these conditions are met.

7.1.4 Eisphora

When you are playing the Athenian (Delian League) side, you can levee the wealthier sections of your population by implementing direct taxation.

This can be done only if the Athens, Piraeus, Panactum, and Decelea spaces are all free of enemy forces and are not Ravaged. If these conditions are met, 1,000 talents are added to Athenian revenue.

NOTE: The Spartan side does not benefit in any way from the Athenian side's use of the Eisphora.

7.1.5 Athenian Emergency Fund

The Athenian treasury may never expend funds that would cause it to have a balance of less than 1000 talents.

EXCEPTION: This restriction is ignored if 10 or more Delian League spaces are in rebellion, or enemy forces have captured Piraeus or Decelea.

7.2 STRENGTH POINT CONSTRUCTION SEGMENT

A SP costs 200 talents to construct no matter what its type (Hoplite, Cavalry or Naval). Once constructed, SP's are placed on the map according to the Post Combat Movement Table priorities. Newly constructed SP's are brought into play immediately (i.e., there is no delay before they are placed on the map).

A player may build as many units of any kind that the player desires, but no more than 600 talents may ever be spent in a single Strength Point Construction Segment. **(COMMENT, THIS SEEMS LOW FOR 3 YEARS)**

(See Comprehensive Example of Play – Paragraph #35).

8.0 ARMISTICE AND SURRENDER PHASE

- Bellicosity Adjustment Segment
- Surrender Determination Segment
- Armistice Determination Segment
- Ravaged Marker Removal Segment
- Game Turn Marker Segment

In this phase, you evaluate the effect which the events the forgoing game turn had upon each side's determination to continue the war (measured as Bellicosity). The greater the Bellicosity, the more determined that side is and vice versa.

8.1 BELLICOSITY ADJUSTMENT SEGMENT

In this segment, each side's Bellicosity can be adjusted for the following reasons:

- If a side's Strategy Confidence Index is a negative number, subtract it from that side's Bellicosity.
- If a side's Strategy Confidence Index is a positive number, divide the number by two (round down) and add this value to that side's Bellicosity.
- Total the number of league and coalition spaces belonging to that side that are currently in rebellion, captured or ravaged, divide the number by 10 (round down) and subtract this value from that side's Bellicosity.
- Bellicosity can be reduced due to a random event or Helot Rebellion (see 6.3) that occurred during the course of the game turn.

(See Comprehensive Example of Play - Paragraphs #36 and 37).

NOTE: Reduction due a random event is recorded by flipping the Bellicosity marker to its -2 side during the Random Event Segment. After implementing the reduction flip the marker to its other side.

8.2 SURRENDER DETERMINATION SEGMENT

A side surrenders if,

- Its home space (Athens or Sparta) is enemy-controlled, or,
- Its Bellicosity is zero.

When a side surrenders the game comes to an end and victory points (see 9.0) are totaled to see which player has won or lost the scenario.

8.3 ARMISTICE DETERMINATION SEGMENT

If both sides' Bellicosity is 6 or less, or both treasuries are below 1000 talents, or a combination of these two conditions, then an Armistice occurs. Roll the die and divide by two (round fractions up). This result is the number of game turns that the armistice will last. If Nicias was the Athenian leader that game turn (as was recorded by flipping the game turn marker to its "Nicias +1" side), add one to this die roll. An armistice can occur only once per scenario.

Armistice Effects

- All Athenian and Spartan SP's (not allied SP's) occupying captured spaces are placed in their home or coalition spaces according to the Post Combat Movement Table priorities. Athenian and Spartan Allied SP's are not moved. Thus, all spaces occupied solely by Athenian or Spartan SP's revert to the control of their original "owner" (including neutrals).
- Move the game turn marker ahead the number of turns of the armistice.
- All hostages are released and the restriction on attacking the enemy home space is lifted for the rest of the game.

- Roll a random event for each game turn of the armistice. If an event cannot occur it is not re-rolled.
- Calculate revenue for both sides (ignoring the effects of Ravaged spaces), multiply it by the number of turns the armistice will last, and add that value to the respective treasuries.
- Each side may build up to 3 strength points per armistice turn, although neither treasury may be reduced to less than 1000 talents due to construction. The players build whatever units they choose.
- The Strategy Confidence Index is left where it was (to determine whether or not the player switches sides when the armistice is over).
- Rebellions do not spread.
- Both sides' Bellicosity is reset to 10 minus the number of game turns of war that were fought prior to the armistice.

8.4 RAVAGED MARKER REMOVAL SEGMENT

All Ravaged markers are removed from the map.

8.5 GAME TURN MARKER SEGMENT

If the game is to continue, move the game turn marker one space on the game turn track and begin the next turn.

9.0 SCENARIO VICTORY POINTS

Each time the player conducts a successful operation he receives Victory Points. For each battle won or successful siege, the player gains 10 victory points. For each battle lost or friendly space lost due to a siege, the player loses 15 victory points (keep track on the Victory Point pad).

10.0 SCENARIOS

There are four scenarios:

- The Archidamian War,
- The Deceleian War,
- The Fall of Athens, and
- The Peloponnesian War.

The Peloponnesian War and the Archidamian War use the same set up. The other two use a specific set up.

10.1 PELOPONNESIAN WAR SCENARIO

Start with game turn 1 and play until game turn ten or one side surrenders. At the conclusion of the scenario calculate victory by determining the current Victory Point total. In the following set up lists, Allied units are denoted by the word "(Allied)" printed after the unit(s).

Sicilian Disaster Special Rule (All scenarios):

Whenever the Athenians lose 4 Naval SP's (Allied or Athenian) in a given game turn a Delian League Rebellion automatically occurs during the ensuing game turn regardless of the Athenian SCI.

NOTE: For the effects of a Delian League Rebellion, consult the section corresponding to a roll of "8" on the Random Events Table. In addition, if a Scenario ends because a side surrendered, the player receives a number of additional victory points equal to 200 divided by the number of the game turn in which the surrender took place

(round up).

10.1.1 Peloponnesian War and Archidamian War Set Up for Athens

Leader: Pericles (place in Athens)

Treasury: 4500 talents

Bellicosity: 10

SCI: 0

Athens: 6H, 1C

Piraeus: 8N

Naupactus: 1N

Potidaea: Phormio, 2H, 3N and 1C (Allied) (Phormio's army is considered to be besieging Potidaea and is placed on a rebellion marker)

Corcyra: 3N (Allied), 1H (Allied)

Chios: 2N (Allied), 1H (Allied)

Larisa: 5C (Allied), 2H (Allied)

Pela: 1C (Allied) (Macedonia starts the scenario as an Athenian ally)

Amphipolis: 1H (Allied)

10.1.2 Peloponnesian War and Archidamian War Set Up for Sparta

Leader: Archidamus (place in Sparta)

Treasury: 3000 talents

Strategy: Attack Athens

Bellicosity: 10

SCI: 0

Sparta: 10H, 1C (3H of the 10H are the Home Guard unit)

Corinth: 5H (Allied), 5N (Allied)

Thebes: 5H (Allied), 4C (Allied)

Potidaea: 1H (Allied) {place under the rebellion marker}

10.1.3 Peloponnesian War and Archidamian War Set Up for Neutral Forces

Syracuse: 2H (Allied), 2C (Allied), 2N (Allied)

Argos: 4H (Allied)

NOTE: These forces are not initially placed on the map.

10.1.4 Special Rules

- The game begins with a Spartan Operation. Potidaea is in rebellion and has a Spartan Allied Hoplite in the space. Athens first operation was to send Phormio and the force with him to besiege Potidaea (the cost has already been deducted from the Athenian treasury).
- Syracusan and Argosan Neutrality: Spartan forces may never enter Syracuse unless Syracuse is an active ally of Sparta. If Athens attacks Syracuse or due to a random event, Syracuse becomes an active ally of Sparta then the Syracusan forces are immediately placed on the map (see 10.1.3).
- Athenian forces may never enter Argos unless Argos is an active ally of Athens. If Sparta attacks Argos or due to a random event, Argos becomes an active ally of Athens then the Argosan forces are immediately placed on the map. For shortest route calculations, Spartan forces will not enter Argos unless it is active.

10.1.5 Peloponnesian War Scenario Victory Conditions

If the player's total is greater than 150 Victory Points, or either side surrenders by the end of game turn 3, he has won a decisive victory; otherwise he loses hegemony to Thebes or Persia in the near future. The scenarios have

individual victory conditions.

10.2 ARCHIDAMIAN WAR SCENARIO

Set Up and Special Rules for Archidamian War are the same as the Campaign Game. The same scoring system for victory points is used as in the campaign game (Peloponnesian War Scenario). The game ends immediately when the players change sides for the second time, an armistice occurs, one side surrenders, or the third game turn is completed. Victory is determined at the instant that one of these situations arises. The player with the higher score wins, even if both have negative scores.

10.3 DECELEAN WAR SCENARIO

In set ups, Allied units are denoted by a (Allied) following unit.

10.3.1 Decelean War Set Up for Athens

Leader: Nicias (place in Syracuse)
Treasury: 7000 talents
Bellicosity: 6
SCI: 0
Athens: 3H, 2C
Piraeus: 8N
Corcyra: 3N (Allied), 1H (Allied)
Chios: 2N (Allied), 1H (Allied)
Pylos: 1N
Naupactus: 1N
Larisa: 4C (Allied), 2H (Allied)
Syracuse: Nicias, 4N, 4H

10.3.2 Decelean War Set Up for Sparta

Leader: Agis (place in Sparta with Alcibiades, the Athenian leader who has switched sides)
Treasury: 6000 talents
Strategy: Cause Rebellion
Bellicosity: 6
SCI: 10
Sparta: 7H, 1C [3H of the 7H are the Spartan Home Guard]
Corinth: 5N (Allied), 5H (Allied)
Thebes: 4H (Allied), 4C (Allied)
Platea: 1H (Allied)
Heraclea: 1H (Allied)
Amphipolis: 1H (Allied)
Syracuse: Glyppas 2H (Allied), 2C (Allied), 3N (Allied)

10.3.3 Decelean War Set Up for Neutral Forces

Argos: 4H (Allied)
Pela: 2C (Allied)

10.3.4 Special Rules

- The game begins on Game turn 6 with a Spartan defensive Operation against the Athenian force in Syracuse. Syracuse is an active ally of Sparta. Historically, Athens first operation was to send Nicias to capture Syracuse (the first of two Sicilian expeditions). The operation's cost has already been deducted from the Athenian treasury. No armistice can occur during this scenario.

- Athenian forces may never enter Argos unless Argos is an active ally of Athens. If Sparta attacks Argos it becomes an active ally of Athens. For shortest route calculation, Spartan forces will not enter Argos unless it is active.
- If a force of either side enters Macedon, it becomes an active ally of the other side (it can also become active due to a random event). If the "Macedon Changes Sides" random event occurs, it joins the Spartan side the first time this event comes up.
- Leader Casualties: Brasidas, Archidamus (Sparta); Pericles, Cleon (Athens).

10.3.5 Victory Conditions

Victory points are scored the same way as in the Peloponnesian War Scenario. The game ends and victory is determined at the instant that the player changes sides from the Spartan to the Athenian side (remember the player begins as the Athenian), an armistice occurs, one side surrenders, or the eighth game turn is completed. The player with the higher score wins.

10.4 THE FALL OF ATHENS SCENARIO

In set ups, Allied units are denoted by a (Allied) following unit.

10.4.1 Fall of Athens Set Up for Sparta

Leader: Mindarus (place Mindarus in Abydos; Alcibiades is in Sardis)

Treasury: 6000 talents

Bellicosity: 5

SCI: 0

Sparta: 3H Spartan Home Guard, IC

Decelea: 5H, 2C (Allied)

Corinth: 2N (Allied), 5H (Allied)

Thebes: 5H (Allied), 2C (Allied)

Heraclea: 1H (Allied)

Amphipolis: 1H (Allied)

Syracuse: 2H (Allied), 2C (Allied)

Pela: 2C (Allied)

Miletus: 1H (Allied), 3C (Allied) (rebellion marker in space)

Abydos: Mindarus, 2N, 1N (Allied)

Oropus: 1N, 1N (Allied)

Panactum: 1H

Plataea: 1H (Allied)

10.4.2 Fall of Athens Set Up for Athens

Leader: Thrasybulus (place in Abydos)

Treasury: 2000 talents

Strategy: Attack Spartan Army

Bellicosity: 3

SCI: 0

Athens: 2H

Piraeus: 2N

Corcyra: 2N (Allied), 1H (Allied)

Abydos: 2H (Allied)

Thrasybulus, 2N, 1N (Allied), 1H,

Naupactus: 1N (Allied)

Argos: 3H (Allied)

10.4.3 Special Rules:

- The game begins on game turn 7 with a Spartan (player) operation. The first Spartan operation was to send Mindarus to Abydos, and the first Athenian operation was to move a force to Abydos in response, as dictated by the defensive strategy.
- No armistice can occur during this scenario.
- Syracuse and Macedon are active Spartan allies.
- Argos is an active Athenian ally.
- Thessalian Neutrality: Ignore Larisa as a Post Combat Movement Table Priority for Athens. Whenever Larisa would be the destination of an SP, it is sent to Athens instead.
- Delian League Cities in Revolt: Chios, Miletus Erythrae, Clazomenae, Phocaea, Cyme, Teos, Colophon, Ephesus, Kos, Cnidus, Camirus, Lindus, Thasos, Eretria, Chalcis, and Carystos. Since so many Delian League spaces are in rebellion the Athenian Emergency Fund rule (7.1.5) is not in effect.
- Leader Casualties: Brasidas, Archidamus (Sparta): Pericles, Cleon, Nicias, Demosthenes (Athens). Since this leaves Athens with only the leaders Thrasybulus, Thassylus, and Phormio, no further Athenian leader casualties can occur. Alcibiades may become an Athenian leader again if the "Demagogue for Hire" random event occurs.

10.4.4 Victory Conditions

Victory points are scored the same way as in the Peloponnesian War Scenario. The game ends and victory is determined at the instant that the players changes sides for the second time, one side surrenders, or the tenth game turn is completed. The player with the highest score wins, even if both have negative scores.

LEADER COUNTER ABBREVIATIONS

Athens:

Demsthenes = Demosthenes

Thrasyblus = Thrasybulus

Sparta:

Archidmus = Archidamus

Pleistonx = Pleistonax

Callicrides = Callicratides

DESIGN CREDITS

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DEDICATION

To my wife Carole,

For standing by me during the hard times and whose beauty could have launched the fabled thousand ships of Greece.