

# Go Tell the Spartans...

## Table of Contents

### 1.0 INTRODUCTION

### 2.0 GAME COMPONENTS

- 2.1 The Game Map
- 2.2 The Playing Pieces
- 2.3 Markers
- 2.4 Charts and Tables

### 3.0 IMPORTANT CONCEPTS BEFORE STARTING

- 3.1 Stacking
- 3.2 Facing
- 3.3 Zones of Control
- 3.4 Fog of War

### 4.0 THE SEQUENCE OF PLAY

- A. Persian Commitment Phase
- B. Greek Deployment Phase
- C. Persian Deployment Phase
- D. Action Round(s)
- E. End of Day Check

### 5.0 THE PERSIAN COMMITMENT PHASE

- 5.1 Persian Troop Commitment Segment
- 5.2 Ephialtes Segment
- 5.3 Greek Conference Segment

### 6.0 THE GREEK DEPLOYMENT PHASE

### 7.0 THE PERSIAN DEPLOYMENT PHASE

### 8.0 ACTION ROUNDS

- 8.1 Movement Segments
- 8.2 Fire Segments
- 8.3 Melee Segments
- 8.4 Morale Segment

### 9.0 END OF DAY CHECK

### 10.0 VICTORY CONDITIONS

### 11.0 OPTIONAL RULES

- 11.1 Two Player Game
- 11.2 Three or More Player Game
- 11.3 Spartan Feigned Retreat Option
- 11.4 Nothing But Spartans...

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## 1.0 INTRODUCTION

*“Stranger, go tell the Spartans that we lie here in obedience to their laws.”*

- Epigram carved on the tomb of Leonidas' Three Hundred

*Go Tell the Spartans* is primarily a solitaire game simulating the three day battle for the pass at Thermopylae (the Hot Gates) between the Persian horde of Xerxes and a mixed Greek force dominated by Leonidas and his small force of Spartans. The game does not allow the player to reverse history (i.e., totally defeat the Persians to the extent they call off their invasion of Greece) but does place the player in shoes of Leonidas, giving him tactical control of the battle at the pass.

As a solitaire game, the player should imagine himself as the Greek side "fighting a colossus of blind automata". He should work the Persian side as well as possible, as if a real player, rather than an automaton were involved. The solitaire rules use a set of parameters to govern Persian movement and combat, along with tracks that monitors overall Persian morale and successes to assist the player in running a challenging automaton.

Note that in many cases, the rules talk about the "Greek" player doing this and the "Persian" player doing that. Naturally, when playing solitaire, the sole player must perform both roles

**1.0.1 Game Scale:** Each area on the map represents a very small amount of ground (the pass constricted to around some 20 meters wide at its narrowest). Each Greek and Persian combat unit is around 100 men. Each full game turn represents one day of time, with an Action Round representing a variable amount of time.

The game begins with the August 18<sup>th</sup>, 480 BCE turn and runs through August 20<sup>th</sup>, 480 BCE, a total of three days.

## 2.0 GAME COMPONENTS

Your copy of *Go Tell the Spartans* should contain the following components below:

- One 23" x 34" mapsheet depicting the terrain the battle was fought over and containing the Game Turn Track, the Greek and Persian Morale Tracks, the Terrain Key and Missile Fire Priority Diagram.
- One set of 240 die cut ½" playing pieces.
- One 8 page rulebook.
- **One singled sided sheet with all the blue game charts and tables needed to play the game.**

Not supplied with this game, but needed for play are one six-sided (D6) and one ten-sided (D10) dice.

**Note:** When using the the ten-sided die, treat a "0" result as a "10."

If any of these parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: [support@atomagazine.com](mailto:support@atomagazine.com) phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent.

### 2.1 The Game Map

The game map depicts the narrow Thermopylae pass area in Greece. The game map is divided into a series of columns and rows. Columns are numbered and rows are lettered. Rows A and B are the starting rows for the Persian forces during the Deployment Phase. The wall which

### Read This First:

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the *Case System*. This approach divides the rules into *Modules* (each of which deals with a major important aspect of play). Modules are *numbered* sequentially as well as possessing a title. Each Module is divided into *Sections* that deal with a major sub-topic inside the Module) which are also *numbered* sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of *Cases*. These are the specific, detailed rules that govern play. Each Case is also *numbered* sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

### How the Numbers Work:



The example above is the number of the fourth Case of the first Section of the third Module of the rules.

### Learning to Play the Game:

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible – but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us at the above addresses if you have an idea on how we can communicate better with you.



runs through the center row divides the map into the Persian side (closest to the rows A and B), and the Greek side (farthest from rows A and B). The areas formed by the columns and rows facilitate positioning and movement of the playing pieces.

**2.1.1 Map Features:** Various types of terrain and certain features are denoted on the game map, and are defined and their effects explained on the Terrain Effects Chart. These terrain types and features are: Level 1 (clear), Level 2 (mound), Wall and Coastal. The south edge of the map is considered to be an impassable mountain, the north edge the sea. In addition, a road runs through many of the terrain features above (but has no effect on play).

**2.1.2 Map Charts and Tables:** Also printed on the mapboard is a Turn Record Track, the Persian and Greek Morale Tracks, an Ephialtes Box, a Missile Fire Priority Display, and the Terrain Effects Key.

## 2.2 The Playing Pieces

The cardboard playing pieces (or counters) in the game should be carefully separated before trying to play. The pieces are of different types depending on the information that appears on each. In general the pieces represent either combat units or informational markers. Combat units represent the actual historical units that fought at Thermopylae. The top face of each combat unit shows the combat unit at full strength while the back of the counter (if present) represents the same combat unit at a weaker strength. Each face of a combat unit presents information that determines its capabilities in the game. Combat unit counters are illustrated below. The various information appearing on the counters is explained in the notes following.

### Sample Ground Units:

	<b>FRONT</b> (Full Strength)		<b>REVERSE</b> (Reduced Strength)
<b>Melee Factor</b>	4	<b>Defensive Value</b>	3
<b>Unit Type Symbol</b>			
<b>Contingent Name</b>	SPARTANS		SPARTANS
			<b>Movement Allowance</b>
<b>Melee Factor</b>	1	<b>Defensive Value</b>	1
<b>Unit Type Symbol</b>			
	PELOPONN.		<b>Movement Allowance</b>

**2.2.1 Contingent Name:** The national origin of a combat unit or the name of its leader.

**2.2.2 Unit Type:** The following symbols printed in the center of the counter indicate what kind of combat unit the counter represents:

Symbol	Unit Type
	Hoplite-Type (heavy) Infantry
	Mixed (armament) Infantry
	Javelin Armed (light) Infantry
	Bow Armed (light) Infantry (Archers)

**2.2.3 Melee Factor (MF):** Combat units have a number printed in the upper left hand corner of the counter. This is a number from “4” (best) to “1” (worst) that measures the offensive strength of the combat unit in combat (plus its cohesion in combat).

**2.2.4 Defensive Value (DV):** Combat units also have a number printed in the upper right of the counter. This is a number from “3” (best) to “1” (worst) that measures the defensive strength of the combat unit against missile fire.

**2.2.5 Movement Allowance:** Printed in the lower right-hand corner of the counter, this is the maximum number of Movement Points (MPs) a unit may expend in a single Movement Phase as it moves from area to square. A clear terrain area generally costs 1 MP to enter, for example. In general, most combat units depicted in the game are considered “foot” types (meaning it travels primarily on foot).

**2.2.6 Range:** Not printed on the counter, but a characteristic of all combat units is its range, or how far it may attack. All Hoplite combat units have a range of zero (i.e., they must enter the area containing the enemy unit in order to attack it). All missile armed combat units (Mixed, Javelin and Bow Armed units) can also attack opposing combat units that are not adjacent, up to the number of areas away as specified on the Fire Result Table. Range is the distance (in areas) to which the unit can fire. Count the range to include the target area but not the area containing the firing combat unit or base. Each area counts as “one” whether counting ahead, across or diagonally.

**2.2.7 Morale Rating (MR):** Also not printed on the counter, but a characteristic of all combat units is the unit’s Morale Rating. MRs are printed on the Greek and Persian Morale Tables and vary according to the contingent type and the number of Step Losses it has suffered. MRs are used to perform Morale Checks.

## 2.3 Markers

Markers are special pieces used to record various game functions, such as the current Day, or units that are currently Disordered. Markers generally contain only a symbol or notation for their use.



## 2.4 Game Charts and Tables

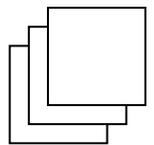
Various charts and tables simplify and illustrate the game and furnish results for certain game actions. These include the Turn Record Track, the Persian and Greek Morale Tracks, an Ephialtes Box, a Missile Fire Priority Display and the Terrain Key, printed on the mapboard as well as the Terrain Effects Chart, the Combat Results Tables, and the other charts and tables, which are printed in the rules.

# 3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

Before getting on with the main body of the rules, there are several important concepts with which players should familiarize themselves. These are presented here and include the rules on stacking, facing and Zones of Control.

## 3.1 Stacking

The player is permitted more than one piece in an area. Groups of more than one piece in a area are called stacks and making up such groups is termed “stacking.” Combat units can combine into stacks at the beginning of the Deployment Phase before each Action Round, or leave them by movement within the restrictions specified below.



**3.1.1 Stacking Limits:** Players may stack up to three units may in the same area. Placement in a stack is important, since the top unit suffers casualties before the second or third unit. Markers of any type do not count for stacking. Ignore stacking limits while moving, as long as no combat unit ends a Movement Segment in violation of the stacking limit.



**3.1.2 Stack Creation:** Stacks may be created only at the beginning of the Deployment Phase before each Action Round Phase. Only units of the same unit type may stack together (i.e., hoplite-type units). Units may unstack. Once unstacked, they may not stack again until the next Placement Phase before an Action Round. Such unstacking is voluntary. Once in a stack, units may not change their place in a stack. Lower units in a stack are exposed as the upper units are eliminated.

**3.1.3 Joint Movement By Stacks:** Stacks are treated as cohesive units. Combat units that move together as a stack are limited to the Movement Allowance of the slowest combat unit in the stack. The counters within the stack all must maintain the same facing (see Section 3.2), and the stack moves as a single unit. However, for Morale Check purposes, units in a stack are checked individually.

**3.1.4 Stacking Violations:** Combat units present in an area in violation of the stacking limit at the end of any Movement Segment are eliminated (solitaire Player's choice). When playing the two player game, combat units removed from play to meet stacking limitations are chosen by the owning player.

### 3.2 Facing

All units have facing. Facing is used to determine unit functions in terms of combat and movement. A unit must be positioned so that at the end of its move it faces an area line, not an area corner. The facing diagram below shows the relationship of the unit to facing.

**Facing**

<b>Front Left</b>	<b>Front</b>	<b>Front Right</b>
<b>Flank Left</b>		<b>Flank Right</b>
<b>Rear Left</b>	<b>Rear</b>	<b>Rear Right</b>

**3.2.1 Hoplites and Facing:** Hoplite-type combat units may only move into their Front area (and not their Front Left or Front Right) during a Movement Phase. It takes all of a hoplite-type combat unit's Movement Allowance to change facing (90° or 180°).

**Exception:** See *Optional Section 11.3*.

**3.2.2 Mixed Units and Facing:** Mixed combat units may move into their Front Left area, their Front area, or their Front Right area. It costs a Mixed combat unit one MP per 90° turn.

**3.2.3 Javelin/Bow Armed Units and Facing:** These types of units may move into any adjacent area (including diagonally) and may change facing at no cost.

### 3.3 Zones of Control (ZOCs)

Some combat units (but not markers) project a Zone of Control (ZOC) into the areas to their front, based on their current facing. These surrounding areas are considered "controlled" areas in that they inhibit enemy combat unit movement and the tracing of retreat before combat paths through them.

**3.3.1 Who Projects a ZOC:** Hoplite and Mixed combat units only project a ZOC into their three adjacent Front areas (those immediately to

the front of the combat unit). These constitute that combat unit's ZOC. A unit's Step Losses have no impact on whether or not it projects a ZOC. Javelin and Bow Armed units do not project ZOCs in any direction.

**3.3.2 Mutual ZOCs:** There is no additional effect when one or more friendly combat units each project a ZOC into the same area. If both enemy and friendly ZOCs project into the same area, the opposing ZOCs coexist mutually and both sides exert control on that area. Unless specified, the effects of enemy ZOCs are never negated by the presence of friendly combat units (or friendly ZOCs) in the controlled areas. A friendly combat unit's occupation of an area in an enemy ZOC does not negate that enemy ZOC for movement or retreat before combat purposes. Combat units are unaffected by the ZOCs of other friendly combat units.

**3.3.3 Terrain and ZOCs:** Combat units project ZOCs into all terrain types. ZOCs do extend into (in effect, "across") areas containing the Wall in all cases.

**3.3.4 ZOC Effects on Movement:** Combat units entering an area in an enemy ZOC must immediately stop for the remainder of that Movement Phase. Only units that project ZOCs have this effect on enemy units. Halted combat units may not move further that phase. If at the beginning of their Movement Phase, a phasing force occupies an area in an enemy ZOC, the phasing force may freely exit the enemy ZOC area at no additional MP cost.

**Note:** The MP cost for changing facing still applies if they are not advancing into the area that the enemy unit occupies.

Units must still immediately stop if entering another area in an enemy ZOC. In addition, combat units may not move directly from one enemy ZOC area to another enemy ZOC area without first moving into an area not in an enemy ZOC or unless the area to which they are moving is already occupied by other friendly combat units.

**3.3.5 Combat Effects of ZOCs:** The ZOC rules and sequence of play basically force the attacker to stop in the area in front of the defender (if projecting a ZOC), do some missile fire, then await the defender who can charge in on their move for combat. Only on the following Action Round (and if the defender does not close) can the attacker "move in" as the ZOC rules no longer stop them. So against enemy units projecting ZOCs, it can take two Action Rounds to "come to grips."

### 3.4 The Fog of War

When playing the two-player version, players may not examine each other's stacks on the mapboard except insofar as the top combat unit in an area (even if under a marker) in a stack is always visible. Players may only inspect the identities and strengths of a stack of enemy combat units and leaders in an area during the Combat Phases.

**Exception:** Do not reveal the identity or strengths of combat units when attacks are made solely by non-adjacent enemy missile armed combat units.

## 4.0 SEQUENCE OF PLAY

A game of *Go Tell the Spartans* lasts for three days. Each day is divided into a number of Game Turns. Each Game Turn is composed of a series of phases. All activity in one phase must be concluded before the next phase begins. The activities which may take place during each phase are listed below.

The following Sequence of Play is divided into a series of phases, and each phase must be completed before the next phase begins.

### A. Persian Commitment Phase

During this phase, there are three things the player checks in the following order:

- 1.) Persian Main Contingent Commitment Segment: Each day, the Persian Main Contingent Commitment Table is consulted to determine which troops will be conducting the first main assault of day.



- 2.) Ephialtes Segment: At the beginning of the third day only, the Persian player rolls on the Ephialtes Table and places the Persian Immortal troops (only) in Ephialtes Box next to the map.
- 3.) Greek Conference Segment: On the third day only, after the Ephialtes Table has been consulted, the Greek player consults the Greek Conference Table to see which contingents of his stay.

## B. Greek Deployment Phase

The Greek troops are placed on the map in accordance with the instructions (see Module 6.0).

## C. Persian Deployment Phase

The Persian troops selected for the assault are placed on the map edge in accordance with the instructions (see Module 7.0).

## D. Action Rounds Phase

Action Rounds are conducted in the following order:

- 1.) Persian Movement: The Persian units are moved following the restrictions in Cases 8.1.5 and 8.1.6.
- 2.) Greek Defensive Fire: Greek units may conduct Fire Combat.
- 3.) Persian Offensive Fire: Persian units able to conduct Fire Combat do so.
- 4.) Persian Melee: Persian units in the same area as Greek units now conduct Melee Combat.
- 5.) Greek Movement: Greek units may now move.
- 6.) Persian Defensive Fire: Persian units may conduct Fire Combat.
- 7.) Greek Offensive Fire: Greek units may conduct Fire Combat.
- 8.) Greek Melee: Greek units in the same area as Persian units now conduct Melee Combat.
- 9.) Morale Recovery: Units not in an area containing enemy units may attempt to rally.

\*Action Rounds continue for 8 turns or until one side or the other is destroyed, or routs.

## E. End of Day Check

Once the current series of Action Rounds have been completed, the player checks to see if the day has ended (see Module 9.0). The player rolls a die and determines whether there will be another Action Round (preceded by the Greek Deployment and Persian Deployment Phases), or if the current day of combat is over.

# 5.0 THE PERSIAN

## COMMITMENT PHASE

In this phase, the main level of activity for the day is determined.

### 5.1 Persian Contingent Commitment Segment

During the Persian Commitment Phase, the Persian Main Contingent Commitment Table (PM CCT) is consulted. First, the column used is the one that corresponds with the current day. The Persian player rolls a die and the result is then referenced with the number in the column. The result is the contingent of Persian troops that will be committed. The Persian contingents are the Dahae, Immortals, Medes, Susa and Scythians.

### 5.2 Ephialtes Segment (third day only)

At the beginning of the third day, during the Persian Main Troop Commitment Phase, the player rolls a die on the Ephialtes Table and determines on what turn the Immortals will enter play (using the pass that the traitor Ephialtes revealed to Xerxes on the night of the second day of battle). All of the Immortal troop units are placed in the Ephialtes Box.

### 5.3 Greek Conference Segment (third day only)

At the beginning of the third day, after the Ephialtes Segment, the player checks to see what effects the Greek Conference Table has. To do so,

roll a die (D6) and check the table. The result is the number of Greek contingents that choose to stay. The Greek contingents are the Spartans, Thespians, Thebians, Phocians, Malians, Loerians, and Peloponnesians (smaller groups coalesced into one contingent for game purposes). The Spartans must always be chosen as one of the contingents that stay. One of these groups is placed in the Ephialtes Box, while the rest are deployed using the Deployment rules (see Module 6.0). The Peloponnesians may only be chosen if a “6” is rolled.

## 6.0 GREEK DEPLOYMENT PHASE

The Greek player sets up the Greek contingents first. Each of the first 2 days, the Greek player selects one contingent to be placed in the Ephialtes Box (i.e., covering the pass), which was historically the Phocians. Then he places the rest of the Greek contingents within four rows on either side of the wall.

**6.0.1 Restrictions:** There are certain restrictions as to placement. They are as follows:

- 1.) All the combat units in a contingent are placed so that they are adjacent to each other
- Exception:** *Peloponnesians, who may set up in non-adjacent areas.*
- 2.) A maximum of three combat units may be placed in the same area.
  - 3.) The Spartans and one other contingent, other than the Peloponnesians, must set up on the Persian (west) side of the wall on days 1 and 2.
  - 4.) Before the Phocians may be placed on the Persian side of the wall, all other Greek contingents must be placed there first.

**6.0.2 Retention of Losses:** Please note that unlike the Persians, all Greek units must keep their weak side faces and Step Loss markers on them that they have suffered in previous Days/Action Rounds.

# 7.0 THE PERSIAN

## DEPLOYMENT PHASE

The player now sets up the Persian contingent selected during the Persian Contingent Commitment Segment (see Section 5.1). As many three-stack forces must be created as possible, with remaining combat units deployed in two-stack forces. Persian forces will set up in Row A, starting at the center areas and additional forces deployed to the sides. All areas in Row A must be filled before any area in row B can be occupied.

**7.0.1 Unlimited Replacements:** As Persian manpower was practically inexhaustible, restore all weak side or eliminated units to full strength and remove all Step Loss markers from the contingent chosen that they may have suffered on a previous Day.

**7.0.2 Third Day Special Deployment:** As per Section 5.2, on the Ephialtes Segment of the third day, all of the Persian Immortals units are placed in the Ephialtes Box, not Greek units. Then, on the third day only, during the Action Round of entry, the Persian Immortals troop units are moved from the Ephialtes Box and deployed in row O. It does not matter if there are Greek combat units present in the areas or not. Place three-stack forces in as many areas as you can with 2 stack forces deployed along either/both flanks, similar to how Persian units are set up in row A.

## 8.0 ACTION ROUNDS

Action Rounds consist of up to four different types of segments, Movement, Fire, Melee, and Morale. The rules detailed in each segment below apply to each phasing side.

### 8.1 The Movement Segments

Movement is the act of traversing the map. The player will need to move all the combat units in order to achieve the Victory Conditions. During a Movement Segment, the named side (i.e. the Greeks during the Greek



Movement Segment) has its combat units moved. In the Movement Phase of the named side's turn, that side may move as many or as few of its combat units or forces as the player wishes. Each such combat unit or force may be moved as many areas as desired within the limits of its Movement Allowance, and within the restrictions of the Terrain Effects Chart. Solitaire systems require more than the usual movement rules, especially for the side not controlled by the player. Cases 8.1.1 through 8.1.5 are general rules that apply to both sides, while Case 8.1.6 is used when moving Persian combat units.

**8.1.1 General Rule:** Each unit is printed with a Movement Allowance. This is the number of Movement Points (MPs) which that unit has. A unit expends MPs to enter areas. A unit may not enter an area if it does not have enough MPs to pay the cost to enter the area. Movement in a Movement Segment is always voluntary, never required. While units may move up to their entire Movement Allowance, they are not required to do so.

**Exception:** See *Persian Movement Restrictions (Case 8.1.6)* below.

**8.1.2 Procedure:** Each combat unit or force (stack) is moved individually, tracing a path of contiguous areas on the game map in any direction or combination of directions. Each combat unit or force must complete its movement before the next combat unit or force may be moved. Combat unit(s) may not be dropped off or picked up en route by a force. Forces may be created or break down into smaller forces or component combat units only in their Deployment Phase before the Action Segment. A force is moving together has the Movement Allowance of that of its slowest member.

**8.1.3 MP Expenditure:** Each combat unit or unit(s) within a force expends MPs from its Movement Allowance for each area it enters.

**Exception:** *Retreat before combat (see Case 8.3.1 step 1) does not require a combat unit to expend MPs.*

As explained on the Terrain Effects Chart, each type of area has its own MP cost, and there are additional or reduced MP costs for certain sides of areas and features. There is no additional MP cost to enter an area diagonally for those units eligible to do so.

**8.1.4 Moving Through Combat Units:** A combat unit (or force) may move freely into or through areas occupied by other friendly forces. It may end its movement stacked in the same area with another friendly combat unit or force, subject to the stacking rules (see Section 3.1). Units and forces must stop upon entering an enemy ZOC (see Section 3.3). Unlike other games, units may also enter enemy occupied areas. This costs the unit or force all its remaining MPs that turn (the unit or force must have at least 1 MP to expend to do this). Units in an enemy occupied area may not exit such an area, nor may they change facing until either:

- 1.) The enemy unit(s) have been eliminated, or;
- 2.) The enemy unit(s) have been forced through morale loss to leave the area.

**8.1.5 Restrictions:** A combat unit may not enter an area in that Movement Segment if it has insufficient MPs remaining. Facing rules (see Section 3.2) limit the direction and choices of the various unit types as well. A combat unit does not have to expend all its Movement Allowance in a Movement Phase, but MPs are not transferable between combat units, nor may they be accumulated from one turn to the next. No combat takes place during the named side's Movement Segment, and no movement by the non-phasing side's forces is permitted.

**Exception:** *Retreat before combat, see Case 8.3.1 step 1.*

**8.1.6 Persian Movement Restrictions:** When it is the Persian Movement Segment, the player must move the Persian units as far forward as their Movement Allowance will allow.

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**Designer's Note:** *Historically, Xerxes employed drivers with whips at the back to move the forces forward.*

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The one exception to this is the Immortals who will always change facing to enter the flank or rear facing of a Greek hoplite unit if the opportunity presents itself.

## 8.2 Fire Combat Segments

Some units have the ability to perform Fire Combat. During a Fire Segment, the named side (i.e. the Greeks during the Greek Defensive Fire Segment) may have its eligible units conduct Fire Combat. A side may fire as many or as few of its eligible combat units or forces as the player wishes.

**8.2.1 Unit Eligibility:** Eligible unit types are listed on the Fire Combat Results Table. Mixed combat units fire only through their Front, Front Left, and Front Right areas. Javelin and bow units fire in any direction.

**8.2.2 Range:** The Fire Combat Table lists unit types, their To Hit numbers, and the type of die used for each range. When determining the range, the firing unit's area is not counted but the target area is counted. For example, a Javelin unit firing at a two area range uses a D6 and scores One Hit if a "six" is rolled.

**8.2.3 Line of Sight:** Combat units firing at a range of two areas or more may only fire at targets to which they can trace a Line of Sight (LOS). *i.e.* they must be able to see it. LOS is traced from the center of the firing area to the center of the target area. If LOS is blocked, fire is not possible. If any part of the area contains blocking terrain, the entire area is held to be blocking. Units can fire into blocking terrain, but not through it.

**8.2.4 Combat Units Firing at Enemy Units on the Same Elevation:** The following conditions block a LOS when firing and target units are at the same elevation:

- 1.) Combat units on the same elevation.
- 2.) An area of higher elevation.

**8.2.5 Combat Units Firing at Enemy Units on a Different Elevation:** The following types block LOS when firing and target units are at different (higher or lower) elevations:

- 1.) An area of higher elevation than the lower level that is closer to the target than to the firing unit.
- 2.) Combat units adjacent to the target unit.

Terrain or units can block the LOS between units on different elevations if the blocking area is higher than the lower unit. To determine whether something blocks between units on different levels, count the areas between the lower unit and the potential obstacle. If this distance is less than half the number of areas between the firing and target units, the LOS is blocked. If the number is equal to or greater than the total distance, LOS is clear. A friendly unit in an area with an enemy unit always blocks line of sight to other friendly units not in the area.

**8.2.6 Fire Combat Procedure:** To conduct Fire Combat, the following procedure is used. Please note that units fire individually. All units in a stack may conduct Fire Combat. A target may be fired at more than once, but for ease of play, the player should resolve all Fire Combat on one target unit before going to the next. Only the top unit of a stack is targeted for Fire Combat. If that unit is eliminated due to Fire Combat, the next unit in the stack must take Step Losses if there were remaining Step Losses to be applied. Only the Defensive Value of the top unit is used in determining hits in Fire Combat. For each firing unit, the player conducts the following procedure:

- 1.) Determine the range from the firing unit to the target unit's area. Count the area the target is in but not the area the firing unit is in.
- 2.) Check the LOS.
- 3.) On the Fire Combat Results Table, find the firing unit's weapon type and range. Use this to determine which type of die (either a D6 or a D10) to use.
- 4.) Roll the correct die and make a note of the result.



5.) After all Fire Combat against a target has been conducted, the target unit's Defensive Value is deducted from the total number of "hits" suffered. If the number of "hits" remaining is greater than 0, the result is the number of Step Losses the target unit is reduced. If the number of "hits" remaining is equal to or less than 0, there is no effect on the target unit.

6.) If the target unit took two or more Step Losses as a result of Fire Combat, the target unit and any other units stacked with the target unit must make a Morale Check (See Section 8.4).

**8.2.7 Persian Targeting:** Ignore the Persian Missile Fire Priority Diagram printed on the map. Persian Missile Armed units will fire upon the nearest Greek unit/force following the priority listed below:

- 1.) Through the firing unit's front area.
- 2.) Through the firing unit's right or left front flank area.
- 3.) Through either of the firing unit's flank areas.\*
- 4.) Through the firing unit's right or left rear flank areas.\*
- 5.) Through the firing unit's rear area.\*

\* Possible only for Persian archer units.

If there is more than one eligible target for the Persian unit/force, roll a die to determine where the fire is to be directed.

**Note:** This may result in overkill for some targeted Greek units, while others may be able to swat the Persian missile fire away like the bothersome sand fleas they are. This is war. Deal with it!

**8.2.8 Fire Combat Effects:** Combat units take hits from Fire Combat as Step Losses. Units have varying numbers of Step Losses they may take. The following list explains how many steps each type of unit has:



- 1.) Greek hoplite and the Persian Immortal units have four steps:
  - a. When a four step unit takes its first hit, a Step Loss marker is placed on it.
  - b. When it takes a second hit, it is flipped to its weaker side (the unit's Melee Factor is reduced).
  - c. When it takes a third hit, it remains on its weaker side and a Step Loss marker is again placed on it.
  - d. On the fourth hit, the unit is removed from play.

The Step Loss marker has no effect on the unit's Melee Factor but does have an effect on the unit's Morale Rating (see the Morale Chart).

- 2.) All other Persian Mixed units have two steps:
  - a. When a two step unit takes its first Step Loss, it is flipped to its weaker side (the unit's Melee Factor is reduced).
  - b. If it suffers a second Step Loss, remove the unit from play.
- 3.) All Javelin and Bow Armed units have one step. When a one step unit takes its first Step Loss, it is removed from play.

If a side has unit(s) in an area that take two or more Step Losses in a Fire Combat Phase, all surviving units on that side in that area must make a Morale Check (see Case 8.4.1).

## 8.3 Melee Combat Segments

During the Melee Combat Segment all units of the phasing side that are in an enemy occupied area must conduct Melee.

**8.3.1 Facing and Melee Combat:** When moving into such an area, please remember to retain the facing that the entering unit had when moving into the area, as well as the facing of the enemy unit occupying the area. (This is why the area grid has been used and why the area is much larger than the unit.) Units that enter an area diagonally must still reorient themselves to an area's side and choose the least favorable orientation for resolving the attack

**Example:** A Javelin unit entering a Hoplite-type combat unit's area via its Rear Left must re-orient itself to align with the Hoplite-type unit's Left Flank.

**8.3.2 Melee Combat Procedure:** Use the following procedure to resolve Melee Combats:

- 1.) Javelin and Bow Armed units being attacked by Mixed or Hoplite-type units may retreat before combat two areas (not one) while retaining their current facing (i.e., retreat through their Rear facing if attacked from their Front). Ignore enemy ZOCs when conducting this move. Javelin and Bow Armed units may not end their retreat in

areas that would create an overstacked situation. Instead, they continue to retreat until they come to an area that would not violate stacking restrictions.

- 2.) Each side's Melee Factors are totaled (for Melee Combat, all units in a stack add their Melee Factors). The attacker then compares his Melee Factor total to that of the defender and reduces them to an odds ratio, rounding off in the defender's favor (e.g. an attacker with 11 Melee Factors attacking a defender with 3 Melee Factors reduces the odds to a 3 to 1 ratio). Players then check the column shifts on the Melee Table, the Terrain Effects Chart, and the Unit Type Table, and alter the ratio accordingly to produce the modified combat ratio.
- 3.) A D6 is then rolled to determine the result of combat. Consult the Melee Combat Results Table (MCRT) and cross-reference the modified die-roll with the final combat ratio to find the result of the combat. Results are expressed in the number of Step Losses suffered by the attacker (left) / defender (right).
- 4.) Greek hoplite-type units defending against an enemy unit attacking through their Front facing may reduce the final number of Step Losses suffered on the Melee Combat Results Table by one.
- 5.) If a side has unit(s) in an area that take two or more Step Losses in a Melee Combat Phase, all surviving units on that side in that area must make a Morale Check (see Case 8.4.1).

**8.3.3 MCRT Modifiers for Unit Type Chart:** Different unit types clashing in Melee Combat can generate favorable or unfavorable column shifts on the MCRT. To use the chart, compare the type of unit attacking with the type of unit defending. The result is the column shift modifier for the Melee Combat.

**8.3.4 MCRT Modifiers for Situation Chart:** Attacks against the Flank and Rear Facings of enemy units generate favorable column shifts on the MCRT. To use the chart, compare the facing of the attacking units with the facing of the defending units. The result is the MCRT column shift modifier for the Melee Combat.

**8.3.5 Step Loss Results:** Step Loss effects incurred during Melee Combat are handled the same way as for Fire Combat (see Case 8.2.8).

## 8.4 Morale Segment

There are three different levels of Morale – unit, contingent, and army. Each is handled differently and has different effects in game terms.

**8.4.1 Unit Morale:** Whenever a side has unit(s) in an area that suffer two or more Step Losses in a Fire or Melee Combat, each surviving unit in that area must make an individual Morale Check. To do so, look at the side's Morale Chart. This chart lists the name of the contingent (i.e. Spartan, Immortal, etc.) and its current Morale Rating (MR) based on the number of Step Losses the unit already has suffered. To make a Morale Check, roll a D10 for each separate unit and compare it to its current MR as printed on the chart:



- 1.) If the die result is equal to or less than the number, the unit passes its Morale Check.
- 2.) If the die roll is one or two greater, it is Disordered. A Disordered marker is placed on top of the unit.
- 3.) If the die result is three or more than the number, the unit routs and is removed from play.

An already Disordered unit has a +1 die roll modifier. A Disordered unit that receives another Disordered result stays Disordered, it does not rout.

**8.4.2 Unit Morale Recovery:** Disordered units attempt to remove the Disordered marker during the Recovery Phase. To do so, each unit is rolled for using a D10. Add +1 to the die-roll. If the die-roll result is less than or equal to their current MR as printed on the chart, the Disorder marker is removed from the unit. If the die roll is greater than the current listed MR, the unit stays Disordered.

**8.4.3 Unit Disorder Penalties:** Units that are Disordered have the following restrictions:



- 1.) Disordered units have their Defensive Value reduced by 1 (-1) during Fire Combat resolution. Disordered units have a +1 die roll modifier on Morale Checks and Recovery.
- 2.) Disordered units receive a one column shift to the left modifier if attacking during Melee Combat.

**8.4.4 Contingent Morale Track:** Each contingent has a Morale Track on the map. Eliminated and routed units are placed there. Start on the farthest box to the left and continue until the contingent's "Routs Box" is reached. When this happens, all remaining units of that contingent currently on the map are considered to have "routed" and are immediately removed from play. Then from the removed units, take one with the largest Melee Factor and place it on the farthest box to the left of the appropriate Army Morale Track. When either the Spartans or Immortals reach their contingent's Routs Box remove two units and place them on the Army Morale Track.

**8.4.5 Army Morale:** The Army Morale Track determines Victory Points and automatic victory. Whenever enough boxes are filled to reach the Army Rout box, the game may end and the other side may win. If the Greek Army Routs the Persian player earns an automatic victory. The first time the Persian Army fills up it has a "morale crisis." All of the units that filled up the Persian Army Morale Track are removed from the track and permanently out of the game. These units will be counted for Victory Points as per Module 10.0. If the Persian Army Morale Track fills up for a second time the Persian Army does indeed Rout and the Greek player earns an automatic victory. If both sides reach this point at the same time, the Persians are the victors. Units placed on the Army Morale Track never return to play.

## 9.0 END OF DAY CHECK

During this Phase, the player rolls a die and compares it to the current day column on the Persian Main Contingent Commitment Table. If the result calls for a contingent that has already been used that day, the day ends. If it is a different contingent, then the contingent's troops are deployed and another series of Action Rounds commence. This deployment depends upon the current map situation and the following is listed in the order of priority:

- 1.) If/when the current Persian contingent on the map routs (see Case 8.4.4) any remaining units are immediately removed from play. New Persian units, and the remaining Greek units, are deployed as if it were the first Action Rounds Phase of a Day.
- 2.) If the current Persian contingent on the map has not routed, both the Greek and Persian contingents remain where they are on the map, and the new Persian troop units enter at rows A and B.

## 10.0 VICTORY CONDITIONS

If at the end of the last Action Round of the third day, neither side has reached an automatic victory, the player counts up the victory points. The Greeks win if they have more VPs. In case of a tie, or the Persian side has more VPs, the Persian side wins. Award VPs as follows:

**Greek Victory Points:**

3 Points: for each Persian contingent with a unit on the Army Morale Track, or were permanently eliminated if the Persian Army experienced a "morale crisis, except for the Immortals, and;

5 Points: for the Immortals if they have been routed or were permanently eliminated in a Persian Army "morale crisis."

**Persian Victory Points:**

6 Points: for each Greek contingent with a unit on the Army Morale Track, except for the Spartans, and;

10 Points: for the Spartans if they have been routed.

## 11.0 OPTIONAL RULES

Optional rules are just that, optional. Players should use them only when all players agree.

### 11.1 Two Player Game

When playing the two-player game, the players should choose sides, one each for the Greeks and Persians. In the two player version, the second player controls the Persian contingents using the same rules and restrictions as with the solitaire version except where as noted below. In the two player game, the Persian player decides which contingent enters the first Action Round each day. After that, he must roll on the Persian Main Troop Commitment Table. Persian units are not restricted in movement or combat as they are in the solitaire game. So in the two player game, Case 8.1.6 dealing with Persian Movement Restrictions does not apply. Similarly, the Persian player is free to engage targets as he best sees fit so long as the LOS restrictions are met. The priorities of Case 8.2.7 do not apply. Victory conditions remain the same.

### 11.2 Three Or More Player Games

While *Go Tell the Spartans* is principally a solitaire, or even a two-player game, the Greek challenge and overall dilemma can be best simulated by assigning a separate player to each Greek contingent playing against the Persian system. The Spartan player is the nominal commander in all cases regarding the deployment of contingents on the mapsheet. The rules are modified for the Greek conference on the third day in that while the die is rolled to determine how many contingents are sent away, the actual choice of whose contingent is allowed to go is made in open debate between the Greek players. As per the standard game rules, the Spartans can never be put in the Ephialtes Box or sent away, and only the Spartan player can authorize the Peloponnesian contingent player to these actions. A non-Spartan Greek contingent player automatically "wins" if his force is chosen on the third day to guard the Ephialtes Box or be sent away (thus there can be multiple winners). Those remaining determine victory in the usual way. Naturally, those having to stay at the pass will want to retain the strongest contingents from among the Greek survivors so fighting bravely on Day 1 and Day 2 could be your ticket out....

### 11.3 Spartan Feigned Retreat Option

Herotodus records the Spartans employed a sort of "feigned retreat" at Thermopylae, pretending to run away and then suddenly turning on their Persian pursuers. Modern commentators differ if this was really possible in the heat of battle but to simulate this feature use the following rule. Spartan hoplite-type units (only) may retreat before combat one area through their Rear facing, while retaining their current facing. Ignore enemy ZOCs when conducting this move. Spartans may not end their retreat in areas that would create an overstacked situation. Otherwise they cannot retreat before combat. All Spartan units must do this together and one overall Morale Check is required before being permitted this option (average any Step Losses to determine column used). A Morale Check failure means the feigned retreat is not allowed. If the feint succeeds, the Spartan units receive one more favorable MCRT column shift in the next combat phase (whether they are the defenders or attackers).

### 11.4 Nothing But Spartans...

The Spartan high council only sent 300 picked men along with Leonidas to guard the pass. A more opportune time of year (or perhaps less bribes of Persian gold...?) might have seen as many as 7,000 Spartans marching north to Thermopylae (some would still have had to stay behind to watch the *helots*). To simulate an army of Spartans, consider every Greek unit on the map to be a Spartan hoplite-type unit instead. To simplify matters, assume they are internally sub-divided to match the existing Greek contingents on the Morale Track, but ignore the printed "X" for each contingent, each Spartan contingent now is considered to have their "X" in the last box possible. Play proceeds normally, and the Ephialtes Segment still occurs, but no Spartans are removed to guard the Ephialtes Box, it is assumed other Greek forces present at Thermopylae do this (and of course, fail to stop the Persians). Count VPs as usual but each Spartan contingent is now worth 10 VPs to the Persian side.

**Note:** Special thanks to Geoff Noble, Elias Nordling, and all those who posted on Consimworld, for their help in revising the rules to *Go Tell the Spartans*.

## MELEE COMBAT RESULTS TABLE (MCRT)

ODDS COLUMN							
Die Roll	1 : 3 or less	1 : 2	1 : 1	3 : 2	2 : 1	3 : 1	4 : 1 or more
≤1	4/0	3/0	2/1	2/1	2/1	2/2	2/3
2	3/0	3/1	2/2	1/1	1/1	2/2	2/4
3	3/1	3/2	2/2	2/2	2/2	2/3	1/4
4	3/1	3/2	2/2	2/2	2/3	1/3	1/4
5	3/1	2/1	1/1	1/2	2/3	1/3	0/4
6+	2/1	2/2	1/2	1/2	1/3	0/3	0/4

Results are expressed in terms of Step Losses. Attacker/Defender.

Disordered units attacking suffer a 1 column shift left penalty.

Hoplites reduce Step Losses by 1 if attacked through their Front facing.

## GREEK MORALE TABLE (D10)

CONTINGENT	HOPLITES				BOW & JAVELIN
	No Step Losses	1 Step Loss	2 Step Losses	3 Step Losses	No Step Losses
Spartans	8	8	7	7	•
Thespians	8	7	6	6	•
Thebans	8	7	6	6	•
Phocians	6	6	5	4	•
Maliars	7	7	6	6	•
Locrians	7	6	6	5	•
Peloponnans.	7	6	6	5	7

## PERSIAN MORALE TABLE (D10)

CONTINGENT	MIXED				BOW & JAVELIN
	No Step Losses	1 Step Loss	2 Step Losses	3 Step Losses	No Step Losses
Immortals	8	7	7	6	•
Dahae	7	6	•	•	7
Medes	8	6	•	•	8
Scythians	7	5	•	•	6
Susa	6	5	•	•	6

On both Morale Tables above:

Roll ≤ to the Morale Rating listed = No Effect (Disordered units recover).

Roll +1, +2 greater than the Morale Rating listed = Disorder.

Roll 3 or more than the Morale Rating listed = Rout.

Add +1 to roll if the unit checking is currently Disordered.

## TERRAIN EFFECT CHART (TEC)

AREA TYPE	MOVEMENT COSTS	FIRE COMBAT MODIFIER	MELEE COMBAT MODIFIER
Level 1	1	•	•
Level 2	1 (+1 if moving from Level 1)	•	Shift 1 column left if attacking from level 1
Wall	+1 to cross	-1 to die roll if target in Wall area and firing across Wall	Shift 1 column left if attacking across
Road	No Effect	•	•
Coastal	Not permitted	Not permitted	•

## MCRT MODIFIERS FOR UNIT TYPE

DEFENDING UNIT TYPE				
ATTACKING UNIT TYPE	Hoplite	Mixed	Javelin	Bow
Hoplite	•	2R	3R	3R
Mixed	1L	•	2R	2R
Javelin	3L	2L	•	1R
Bow	3L	2L	1L	•

Result is the number of column shifts on the Melee Combat Result Table, either left (L) or right (R).

## MCRT MODS FOR SITUATION

SITUATION	COLUMN SHIFT
Defender's Flank Attacked:	1 col. shift right (if Hoplitcs attacking, gain 2 col. shifts right).
Defender's Rear Attacked:	1 col. shift right (if Hoplitcs attacking, gain 2 col. shifts right).

## FIRE RESULTS TABLE (FRT)

Unit Type	Range	Die Used	Miss	One Hit	Two Hits
Bow	Same	D6	1-3	4	5-6
	1	D6	1-4	5	6
	2-3	D10	1-6	7-8	9-10
	4	D6	1-5	6	•
Jav.	Same	D10	1-6	7-8	9-10
	1	D6	1-4	5	6
	2	D6	1-5	6	•
Mix.	Same	D6	1-3	4-5	6
	1	D6	1-4	5	6
	2	D10	1-7	8-9	10
	3	D6	1-5	6	•

Disordered unit's DV is -1 when assessing hits.

## PERSIAN MAIN CONTINGENT COMMITMENT TABLE (D10)

CONTINGENT	DAY 1	DAY 2	DAY 3
Dahae	1	1-2	1-3
Medes	2-5	3	4
Scythians	6	4	5-7
Susa	7-8	5	8-10
Immortals	9-10	6-10	•

## EPHIALTES TABLE (D6)

Die Roll	Action Round of Entry
1-2	3
3	4
4	5
5-6	6

## GR. CONFERENCE TABLE (D6)

Die Roll	Number of Contingents Remaining
1-3	3
4-5	4
6	5