

SOLITAIRE RULES - INTRODUCTION

These are the solitaire rules for the **Peloponnesian War** 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, the player attempts to bring a quick and decisive end to the war. The game system plays the part of the player's opposition. Unless the player can end the war promptly, they will be forced to exchange commands and continue the war from the other side. The player's performance will be evaluated according to their success in commanding either side, but the longer the conflict endures, the more they will be penalized at the game's conclusion. Thus, the player becomes their own worst enemy in this tumultuous Greek drama.

Throughout the rules you will see numerous sections in blue text such as this one. These sections are filled with examples, clarifications, play hints, design notes, historical insight and other assorted wisdom in order to help ease you along.

THE MAP

Spaces - The map contains three types of spaces:

Land space (*square*)
Coastal space (*triangle*)
Island space (*circle*)

Spaces are color coded to denote whether they begin the game controlled by the Delian League (Athens; in **green**), Peloponnesian League (Sparta; in **red**), or are neutral (**yellow**).

The land space above is initially controlled by Sparta, the Island space by Athens, and the Coastal space is neutral.

A space's type usually determines what type of unit can be placed or retained within it. In addition to the three basic types there are fortress spaces which are important in identifying and resolving sieges.

Home Spaces - **Athens** is the Home Space for the Delian League; **Sparta** is the Home Space for the Peloponnesian League.

Coalition Spaces – Coalition Spaces are specific spaces of importance (usually the major *poleis* – city-states) in each League - these are explained in more detail in [0.2].

Line of Communication (LOC) - There are three types of connections called "Lines of Communication" (LOCs) running between spaces:

Land LOC
Naval LOC
Combined LOC

LOCs determine the types of units that can move between their attached spaces. Two spaces directly connected by a LOC are considered adjacent to one another.

Victory Points Track - The Player keep tracks of their victory point total throughout the game on the Victory Points track that runs along the left edge of the map.

THE COUNTERS

There are four types of counters in the game:

- Leaders

A leader piece represents an historical personage who participated in the conflict.

Each leader includes his name, a Tactical Rating (top number) and a Strategic Rating (bottom number). Most leaders begin a game in one of two opaque containers called “draw cups” - one for each side - so that they may be drawn at random throughout play.

Important - Leaders with a vertical yellow or black band are only used in the 1st Peloponnesian War scenario or the Fall of Sparta scenario respectively - leave these in the box when playing any of the other scenarios or the Campaign Game.

- Markers

The functions of the various markers are explained in their appropriate rule sections on the pages that follow.

- Land combat units – Hoplites and Cavalry and
- Naval combat units

Strength Points (SPs)

Each side of every combat unit (hereafter just “unit”) includes an SP value ranging from 1 to 5. SPs of identical types may be exchanged at any time, like making change - for example, swapping one 3 SP Spartan Hoplite for three 1 SP Spartan Hoplites - and larger units will often be broken down (or flipped over) into one or more smaller units when taking losses in battle. **The counter mix provided is the absolute limit as to what can be in play at any given time.** Counters can be rearranged as necessary within the counter limit, but something will have to be given up once that limit is reached (e.g. if it is necessary to split a 3H counter into a 2H and 1H counter, but only a single 1H/2H counter is available, then a choice must be made to keep one - probably the 2H - and sacrifice the other).

Units are broken down into six nationalities:

Spartan - dark red
Athenian - dark green

Spartan Ally - light red
Athenian Ally - light green

Theban – light blue
Persian - yellow

Green leaders and units belong to the Delian League (Athens); red ones to the Peloponnesian League (Sparta); blue ones to Thebes; and yellow ones to Persia.

*Theban and Persian pieces are only used in the **Fall of Sparta** scenario found in the Playbook.*

A Spartan Hoplite SP represents 1000 men, while other Hoplite SPs are 2000 men. A Cavalry SP represents 2000 mounted men. A Naval SP represents 25 triremes, plus marines and rowers armed as light troops.

Units can be referred to in full as (for example) “1 Hoplite SP”, “2 Cavalry SP” or “3 Naval SP” counters, which would be shortened to “1H”, “2C”, or “3N” respectively.

Elite Units

The Spartan Home Guard (HG), Athenian Peltast and Theban Sacred Band are elite units.

Peltasts were light, mobile infantry (usually armed with multiple javelins) who specialized in skirmishing.

Elite units have several special rules associated with them:

- Elite Units are considered to be Hoplites when calculating combat losses, and have a ZOI range of 0.
- Elite Units cannot voluntarily break down into smaller (regular) Hoplite SPs.
- If an Elite Unit suffers a loss of even 1 SP in battle [6.2], it is permanently eliminated (*it cannot be rebuilt*). If its losses were less than its SP value, the remainder are replaced by regular Hoplite SPs. (i.e. the Elite unit would become a smaller normal unit).
- If involved in a skirmish [5.7], the Home Guard is immune to taking a loss (*even if acting alone*).
- The Home Guard may never move out of the Sparta space.

PLAYER AIDS

There are two (thick) Strategy Matrix sheets: one for Athens and one for Sparta. The matrices are used to determine the Non-Player Side's strategy [4.1], operation objectives [5.3], and the size of the force it must use to capture those objectives. Each side's sheet is also used to record the size of its Treasury, its Bellicosity, and its Strategy Confidence Index. There are also two double-sided Player Aids, which provide important information at a glance during play (Sequence of Play, general procedures, Random Event table, and Post-Combat Movement).

DICE

There are two six-sided dice; one red and one green. Sparta is represented by the red die, and Athens is represented by the green die - this allows you to resolve combat with a single roll and tends to speed play.

Randomness - Throughout the game the Player will be called upon to make a "random" determination. If no choice is the obvious best one (e.g. when deciding the shortest route between two spaces), assign an equal die roll range to all possible choices then roll a die to determine the actual result.

DRAW CUPS

Two opaque containers (e.g. clean, dry coffee mugs) will be required to facilitate the random drawing of leaders throughout the game.

AIM OF THE GAME

Peloponnesian War is a solitaire game in which the Player will play both sides, perhaps several times each. The objective is to shorten the war while performing well with the player-controlled side during any given turn.

Historically, even though the Spartans were victorious their manpower was depleted. When coupled with strategic overreach this led to their defeat at 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.

At the start of each game, the Player will choose to play the **Peloponnesian War Campaign Game** scenario or one of the scenarios from the accompanying Playbook (except for the Fall of Sparta scenario, which is exclusively for two players). The scenario will have the Player begin in control of one side or the other: the **Delian League** comprised of Athens and her Allies, or the **Peloponnesian League** comprised of Sparta and her Allies. A game turn represents three years of activity.

Given this time scale, map scale is irrelevant; units can easily traverse the map several times within a span of three years.

Each turn begins with a Political Phase in which Random Events for the turn are determined and the Player draws Leaders for both sides, followed by the Strategic Planning Phase in which they determine the strategy that the Non-Player Side will employ for that turn. Following this is the Operations Phase in which the Player pays (from each side's Treasury) to conduct *Operations* - alternating sides, one operation at a time - by moving *Expeditions* to objective spaces, fighting skirmishes and battles along the way. *Battles* can occur during the Combat Phase, which is also when all *Sieges* will be resolved. The success or failure of operations influences the amount of revenue received and affects 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 over.

0. IMPORTANT GAME TERMS

There are several terms that the Player should become familiar with in order to understand the rules that follow:

0.1 ARMIES, FORCES, and EXPEDITIONS

A **Force** is all friendly units and/or leaders occupying a single space.

An **Army** is any number of units *stacked with a friendly leader*, whether or not it is conducting an operation.

An **Expedition** is the active Army (leader + units) in the same space, which is conducting an operation.

This distinction is important. For instance – in Going Home II [6.4], for each *Army* still on the map, a die is rolled to see who Goes Home [0.4]. However, all *Forces* (one or more units without an attached Leader) remain on the map and do not get to Go Home.

Note that a number of Naval units with a Leader in a space is still considered to be an “Army” for this purpose, even though there are no Hoplites with them (i.e. it is referred to as an “Army” whether the units are land, sea, or mixed).

0.2 SPACES

Home Space

Athens is the Home Space for the Delian League; **Sparta** is the Home Space for the Peloponnesian League.

Coalition Space

Coalition Spaces are specific spaces of importance (usually the major *poleis* - city-states - making up the league) in each League. Among other things, they determine where units will return to when “Going Home” [0.4]:

For Athens - Amphipolis, Larisa, Corcyra, Piraeus, Chios (Samos is a coalition space if Chios is in rebellion or enemy-controlled).

For Sparta - Corinth, Thebes, Gythium.

Neutral Space

Any space not aligned with Athens or Sparta is neutral. Neutral spaces can be captured by either side to improve their strategic position. Certain “coalition” neutrals (Argos, Macedon, Syracuse and Persia) can become active and join one side or the other, bringing with them their own Forces [5.5.3].

Assembly Space

During an operation, an Assembly space is any friendly space that contains at least one friendly unit not yet activated for the turn.

Objective Space

An Objective Space is designated at the start of each operation. An Expedition must try to reach its objective.

0.3 FRIENDS AND ENEMIES

Enemy

Athenian and Athenian Ally units are enemy to Sparta. Spartan and Spartan Ally units are enemy to Athens.

Friendly

Athenian units and Athenian Ally units are friendly to each other and to Athens. Spartan units and Spartan Ally units are friendly to each other and to Sparta.

Rebellion

A Delian League space that rebels [5.2] immediately becomes friendly to the Peloponnesian League, and vice versa.

A Neutral space that rebels becomes friendly to the first side that enters it.

0.4 UNIT ELIMINATION AND REMOVAL

Eliminated

If a unit is specifically “eliminated”, remove it from the board and return it to the supply - that unit is then available when building new units at a later point. Elite Units (Spartan HG, Athenian Peltast, Theban Sacred Band) are permanently removed from the board if they lose a single SP, and cannot be rebuilt.

Removed (to Going Home)

Whenever a leader or unit is removed from a space, place it in the Going Home box. Leaders are always removed to Going Home, except if the “Leader Death” Event is rolled – in this case the Leader is permanently removed from the game.

Going Home Box

All surviving SPs from the losing side in a battle are placed in the Going Home box on the map.

Post-Combat Movement Table

During the Going Home segments of both the Operations Phase and Combat Phase [5.9, 6.4], units in the Going Home box are replaced on the map according to the priorities on the Post-Combat Movement Table on the Player Aid, based on the unit’s type and nationality. The spaces that they return to are that side’s Coalition Spaces [0.2].

0.5 PLAYER AND NON-PLAYER SIDES

Player Side

The side (either Athens or Sparta) directly controlled by the Player.

Non-Player Side

The side (either Athens or Sparta) under the control of the game system as represented by the appropriate Strategy Matrix. The Player conducts the Non-Player Side’s activities as dictated by the game system, but makes no active decisions for it.

0.6 GENERAL TERMS

Activation

During an operation, when the Expedition [0.1] enters a space with a friendly SP and pays the appropriate activation cost, the SP is activated and becomes part of that Expedition, moving with it on its operation. **It costs 200 talents to activate a land SP and 400 talents to activate a naval SP.** An SP may only be activated once per turn, and its activation ends when the operation ends.

Bellicosity

Bellicosity is a measure of how determined each of Athens and Sparta are in their efforts to continue the war. Each side’s Bellicosity is tracked using a marker on the Bellicosity Track of the appropriate Strategy Matrix. If either side’s Bellicosity reaches zero, it surrenders [9.2]. Bellicosity can never rise above 12 for any reason.

Control

Control of every space is determined during the Administration Phase [8.0]. A side controls a space if:

- a) the space is occupied by a friendly unit; *or*
- b) the space is color-coded for that side and it contains no enemy units.

Operation

An Operation is an action that consists of a leader activating units - called an Expedition [0.1] - and moving them to an Objective Space [0.2] during the Operations Phase [5.0]. Players alternate taking operations during the Operations Phase - the first operation in the turn for each side is known as the **Initial Operation**, subsequent operations are known as **Continuing Operations**.

Ravage

As an Expedition moves toward its objective it can ravage enemy spaces as it enters them [5.8].

Ravaging usually involves the destruction of crops and laying waste to the land in order to demoralise the enemy and deny them resources such as food or wood.

Strategy Confidence Index (SCI)

The SCI measures how successful a side's conduct of the war has been during the turn. An SCI can never exceed +6 or fall below -6. At the end of each turn, the SCI value affects several game functions [9.0].

Strategy Matrix

In a solitaire game, the Strategy Matrices determine the Non-Player Side's strategy [4.1], operation objective [5.0], and Expedition size required to capture that objective. Each side's matrix is also used to record the size of its Treasury, its Bellicosity, and its SCI.

Treasury

Each side's money - represented by "talents" - is represented using the "000" (thousands) and "00" (hundreds) markers on their Treasury Track. If a Treasury contains more than 10,000 talents, flip the 000 marker to its +10,000 side. If a deduction or addition of 50 talents needs to be recorded, flip the 00 marker to its +50 side.

During the Peloponnesian War era, a talent corresponded to about 26 kg of silver, equivalent to roughly \$20,000 US dollars today. Put another way, 50 talents is the equivalent of about \$1,000,000 US dollars today.

Zone of Influence (ZOI)

Every Force projects a ZOI into one or more spaces, depending on its unit composition (all cumulative):

- **Hoplite** (only): its own space.
- if **Cavalry** is present: its own space and each adjacent space connected by a Land or Combined LOC.
- if **Naval** is present: its own space and every space up to (and including) two contiguous Naval and/or Combined LOCs.

Elite Units are treated as Hoplites for this purpose.

Garrisons (used in the FoS scenario) do not project a ZOI at all.

	Examples - Assume there is a Force at space "A": - If the Force consisted solely of Hoplite SPs, its ZOI would include space A only. - If the Force contained Cavalry SPs but no Naval SPs, its ZOI would include spaces A, C, E, F and G. - If the Force contained Naval SPs but no Cavalry SPs, its ZOI would include spaces A, B, C, D and G. - If the Force contained both Naval and Cavalry SPs, its ZOI would include all lettered spaces.
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GAME SETUP (Campaign Game /Archidamian War)

Board - Place the board on the table.

Player Aids - Array each **Strategy Matrix** in a prominent position within easy reach. Ready the other player aids for reference during play.

Markers - Place the Game Turn marker on the “1” space of the **Game Turn** track.

Place all three VP markers on their associated zero spaces of the **Victory Points** track.

Place the two Athenian (green) Treasury markers on the Athenian Strategy Matrix’s **Treasury Track** to indicate a starting sum of **4500 talents** (*put the “000” marker in the “4” column and the “00” marker in the “5” column*).

Similarly, on the Spartan **Treasury Track**, indicate a starting sum of **3000 talents** using the red Treasury markers.

Place each side’s SCI marker on the “0” space of their Matrix’s **Strategic Confidence Track**.

Place each side’s Bellicosity marker on the “10” space of their Matrix’s **Bellicosity Track**.

Place the red Strategy marker on the **Attack Athens** space of the Spartan Strategy Matrix.

Set aside the green Athenian Strategy marker for now.

Place a Rebellion marker in the **Potidaea** space of the map.

Place the Athenian Ally marker on the LoC between Macedon and Pela.

Macedonia is an active ally of Athens in the Campaign game.

Player’s (Athenian) Starting Forces - Place the following (green) Delian League pieces in the indicated spaces on the map. Hoplite, Cavalry and Naval counts indicate how many SPs of that type will set up in the given location. Allied units are denoted by “(A)” preceding the unit type.

*To set up the Peloponnesian War **Campaign Game** or **Archidamian War** scenario [1.4], follow the procedure outlined below. Additional scenarios and their setup procedures are presented on pages 2-15 of the Playbook.*

Athens: Pericles, 6H, 1C.

Piraeus: 8N.

Naupactus: 1N.

Corcyra: 3 (A)N, 1 (A)H.

Chios: 2 (A)N, 1 (A)H.

Larisa: 5 (A)C, 2 (A)H.

Pela: 1 (A)C.

Amphipolis: 1 (A)H.

Potidaea: Phormio, 2H, 3N and 1 (A)C - place these on top of the Rebellion marker there.

The Athenians’ historical Initial Operation has already taken place - Phormio’s Army is considered to be besieging Potidaea, which had recently gone into rebellion. The cost of the operation has already been deducted from the Athenian treasury.

Sparta Starting Forces -

Place the following (red) Peloponnesian League pieces in the indicated spaces on the map.

Sparta: Archidamus, the Home Guard, 7H, 1C.

Corinth: 5 (A)H, 5 (A)N.

Thebes: 5 (A)H, 4 (A)C.

Potidaea: 1 (A)H - place it underneath the Rebellion marker there.

Available Leaders - Place all remaining Campaign Game Athenian leader counters (those without a vertical yellow or black band) in one draw cup, and the remaining Spartan leaders (again, without a yellow or black band) in the other. Ready the dice. Set aside all other pieces for now.

Begin Play – In the Campaign game, begin the game with the Spartan Non-Player Side Initial Operation [5.3] led by Archidamus (the Athenian Player has already performed their first Operation by sending Phormio and his Army to Potidaea, so their next one will be a Continuing Operation led by Pericles).

1. DETERMINING VICTORY

1.1 VICTORY POINTS TRACK

Throughout the game the Player will keep track of their victory point total by using the “VP x1,” “VP x10” and “VP x100” markers on the Victory Points track that runs along the left edge of the board.

1.2 GAINING & LOSING VICTORY POINTS

Win Battle/Siege - Whenever the Player’s side wins a battle or conducts a successful siege, the Player gains 10 victory points.

Lose Battle/Siege - Whenever the Player’s side loses a battle **or loses a friendly space due to a siege by the Non-Player Side**, the Player loses 15 victory points.

Surrender - If a scenario ends due to surrender [9.2], the Player receives victory points equal to 200 divided by the game turn number in which the surrender took place (round fractions up).

Miscellaneous - Some scenarios in the Playbook may award victory points for meeting certain criteria.

Note the difference between winning and losing battles, and winning and losing sieges.

Also note that you do not lose victory points for failing a siege against an enemy or neutral space.

1.3 ENDGAME

1.3.1 Campaign Game - The Peloponnesian War Campaign Game scenario ends

- at the conclusion of turn 10, or
- when one side surrenders [9.2],

whichever occurs first. At the end of the game, if the Player’s victory point total is **greater than 150**, or if either side surrendered before the end of turn 3, they win a *Decisive Victory*.

Otherwise you lose hegemony to Thebes or Persia in the near future.

1.3.2 Non-Campaign Game Scenarios - Victory conditions for other scenarios can be found below as well as in the first section of the Playbook.

1.4 ARCHIDAMIAN WAR SCENARIO

The setup and rules for this foreshortened scenario are identical to that of the Campaign Game with one change - rule 1.3.1 is ignored and instead the game ends immediately when:

- a)** an armistice occurs; *or*
- b)** one side surrenders; *or*
- c)** turn 3 is complete.

If the Player’s victory point total is 40 or more at the end of the game, the Player wins the game; if not, they lose.

2. SEQUENCE OF PLAY

Each turn is conducted according to the sequence shown below, which must be followed in its entirety and in the order given. Phases and Segments are each assigned an identifying rule number for ease of reference. They are explained in detail, in sequence order, on the pages that follow.

Note that some segments within the sequence are comprised of a number of steps - Continuing Operations, for example - which are undertaken, in order, several times per turn.

Political Phase [3.0]

(not conducted on the first turn)

- Side Determination Segment [3.1]
- Event Segment [3.2]
- Delian League Rebellion Segment [3.3]
- Leader Selection Segment [3.4]

Strategic Planning Phase [4.0]

(not conducted on the first turn)

- Strategy Determination Segment [4.1]
- Confidence Reset Segment [4.2]

Operations Phase [5.0]

- Player Side Initial Operation Segment [5.1, 5.2]
- Non-Player Side Initial Operation Segment [5.3]
- Continuing Operations Segment [5.4]
- Going Home I Segment [5.9]

Combat Phase [6.0]

- Siege Determination Segment [6.1]
- Battle Resolution Segment [6.2]
- Siege Resolution Segment [6.3]
- Going Home II Segment [6.4]

Rebellion Phase [7.0]

- Continued Rebellion Segment [7.1]
- Rebellion Expansion Segment [7.2]
- Helot Rebellion Segment [7.3]

Administration Phase [8.0]

- Revenue Collection Segment [8.1]
- Unit Construction Segment [8.2]

Armistice & Surrender Phase [9.0]

- Bellicosity Adjustment Segment [9.1]
- Surrender Determination Segment [9.2]
- Armistice Determination Segment [9.3]
- End of Turn Segment [9.4]

3. POLITICAL PHASE

(Note: This phase is always skipped on the first turn).

3.1 SIDE DETERMINATION

If the Player Side's SCI is zero or higher, the Player must attempt to change sides. If so, roll a die and add the SCI value to the result. If the modified result is 6 or greater, the Player switches sides (taking control of the opposing League). Any other result has no effect.

3.2 EVENT

Roll two dice and add them together, then reference the result on the **Event Table** for the current turn [see *Player Aid or Playbook*, depending on scenario]. If the Event is impossible to implement given the current game state, roll again until a viable Event is attained. Implement the Event immediately. If the Event calls for a side's Bellicosity to be reduced, flip its Bellicosity marker to its "-2" side

This reduction will take effect in the upcoming Armistice & Surrender Phase.

3.3 DELIAN LEAGUE REBELLION

During this segment, if:

- the Athenian SCI is zero or less, or
- the Delian League lost 4 or more Naval SPs the previous turn,

the "8" Event on the Event Table occurs (Delian League Rebellion). Otherwise, there is no rebellion. The Rebellion can never occur in or spread to a space occupied by a friendly Force - if a friendly-occupied space is generated, reroll the target (with the modifier noted on the table) until a viable space is attained.

This requires that you track how many Delian League Naval units were lost in the previous turn! Note that it is possible for the "Oligarchic Rebellions in the Delian League" Event to occur during the Event segment and again during this segment.

3.4 LEADER SELECTION

Each side randomly draws a leader from its draw cup. Place the Spartan leader in Sparta and the Athenian leader in Athens. These leaders will lead their respective side's first operation [5.1, 5.2] during the ensuing Operations Phase. *In the normal Campaign game and Archidamian War scenarios, Phormio and Pericles are already on the map for the Athenians, and Archidamus is on the map for the Spartans.*

3.4.1 Nicias

If Nicias is in play, flip the Game Turn marker to its "Nicias +1" side.

This may become important if an armistice is declared later in the turn.

4. STRATEGIC PLANNING PHASE

(Note: This phase is always skipped on the first turn.)

4.1 STRATEGY DETERMINATION

During this segment, determine the type of strategy that the Non-Player Side will pursue this turn.

- If the Non-Player Side's SCI value is positive and the Player did not switch sides this turn, follow the same non-player strategy as last turn.
- Otherwise, determine a new non-player strategy by rolling a die and adding the Strategy Rating of the non-player leader occupying its Home Space. Find this modified result on the appropriate Strategy Matrix and place the Strategy marker in the matching strategy box.

A side cannot use the **Attack Sparta** or **Attack Athens** strategy if:

- 1) the opposing side has captured hostages [6.6] at any point in the game, *and*
- 2) an armistice [9.3] has not yet occurred.

If the non-player strategy would violate this rule, re-roll until a viable strategy is achieved.

4.1.1 Alcibiades

If Alcibiades is in play on the Spartan or Persian side (*possible with an Event*), add 1 to the Spartan leader's Strategy Rating.

4.1.2 Non-Player Side Defensive Strategy

At the beginning of each non-player operation, if any of the **Conditions for Defensive Strategy** listed at the top of the Strategy Matrix apply, the Non-Player Side must conduct an operation according to that condition. Once all the defensive strategy requirements are met and another operation is to be conducted, the non-player operations revert to the predetermined strategy.

Note that changing circumstances may dictate that the Non-Player Side reverts to a defensive strategy later in the course of the Operations Phase.

4.2 CONFIDENCE RESET

During this segment, reset each side's SCI to zero.

5. OPERATIONS PHASE

General Rule - The Operations Phase is conducted as a series of operations, generally beginning with the Player Side's **Initial Operation** [5.1, 5.2], followed by the Non-Player Side's Initial Operation [5.3] (some scenarios will start differently [5.0.2]), then alternating back and forth one operation at a time in **Continuing Operations** [5.4] (if the Auguries [5.4.1] will allow for this). Instead of conducting a Continuing Operation a side could Pass - passing can be mandatory or voluntary [5.4.2]. If a side passes it cannot conduct further Operations that turn. Once both sides Pass, Operations for the turn are over.

5.0.1 Operation Types

The first operation each side takes every turn is their **Initial Operation**, which is followed by **Continuing Operations**. There are two types of Operation – **Send Expedition**, and **Cause Rebellion**. Send Expedition and Cause Rebellion can be performed as Initial and Continuing Operations. Passing is only available as an option for each side once Continuing Operations begin (i.e. Passing is not possible during Initial Operations).

5.0.2 Operations in the first turn

The first turn of each scenario starts differently due to their setup:

Campaign Game and **Archidamian War**: The Player's Initial (Athenian) Operation has already been completed during setup, so the first Operation played to start the game is the Spartan Non-Player's Initial Operation.

Deceleian War: The Player's Initial (Athenian) Operation has already been completed during setup, so the first Operation played to start the game is the Spartan Non-Player's Defensive Strategy vs. the Player's Athenians at Syracuse.

The Fall of Athens: The Player's Initial (Spartan) Operation and the Non-Player's (Athenian) Operation have already been completed during setup. The Player begins the game by playing a Spartan Continuing Operation.

1st Peloponnesian War: A Side Determination roll must be made at the start of the first turn [3.1].

- If the Player **does** switch sides, the Player begins the scenario as Sparta - the Player starts the scenario with their Spartan Initial Operation, followed by the Non-Player's Athenian Initial Operation.
- If the Player **does not** switch sides, the Player begins as Athens and starts the scenario with their Athenian Initial Operation, followed by the Non-Player's Spartan Initial Operation.

The Fall of Sparta: This scenario is for two players only, and is not suitable for solitaire play.

After both sides' Initial Operations have been completed for the first turn, alternate between the Continuing Operations for each side (if allow by the Auguries) until they both Pass.

5.0.3 Operations in subsequent turns

The Side Determination roll [3.1] made at the beginning of each turn after the first determines which side the Player will control in that turn. **The Player's Side still always takes the first Initial Operation of each Turn, even if the Player has changed sides.**

Example: In the current Turn, the Player is Athens and the Non-Player is Sparta, so the Player goes first as Athens and the Non-Player follows as Sparta. If the Player switches sides in the next Turn, the Player becomes Sparta (and still goes first) and the Non-Player will then follow as Athens. If the Player does not switch sides in the next turn then the Player remains as Athens (still going first), and the Non-Player remains as Sparta (still going second).

5.1 OPERATION - SEND EXPEDITION

Expeditions are Armies that are sent to ravage enemy spaces, battle enemy Forces and/or besiege enemy or neutral spaces. The **Send Expedition** Operation is conducted by performing the following activities in the listed order:

1. Designate an Objective Space by placing the Operation Objective marker there.
2. Designate the Operation's Expedition Leader. The chosen Leader must be in that side's Home Space (*Athens or Sparta*).
3. Move the Expedition Leader by the shortest route to Assembly Spaces [5.1.1-5.1.6] to increase the size of the Expedition (*the Home Space may be an Assembly Space*).
4. Add any number of SPs in each Assembly Space to the Expedition by paying talents from that side's Treasury to activate them [5.1.5]. Once activated, SPs are part of the Expedition and are moved with it to the next Assembly Space, until the desired Expedition is built.
An Assembly space may be visited multiple times in order to activate additional SPs there.
5. The final Expedition is moved by the shortest route to the designated objective, where it ends its movement and is deactivated. Every enemy (not neutral) space entered during this move might be ravaged [5.8].

5.1.1 Building and Moving an Expedition

Units can move only when activated by, and stacked with, a friendly leader: this is termed an **Expedition**. An Expedition can move an unlimited number of spaces. When an Expedition leader finds himself in an Assembly space (including the starting home space), he can add any number of SPs to his Expedition by paying their activation costs [5.1.5].

Movement Rules & Restrictions:

- Only land units can move along Land LOCs.
- Only naval units can move along Naval LOCs, though each Naval SP may carry one land SP across a Naval LOC [5.1.4].
- Any type of unit can move along Combined LOCs.
- Leaders can move along any type of LOC.
- The Spartan Home Guard unit cannot leave Sparta.
- An Expedition may move in and out of spaces containing an enemy Force (**exception:** see 5.1.6), fortress or ZOI, though it is subject to interception [5.6] when doing so.

And if successfully intercepted, an Expedition may have to fight and win a battle in order to continue moving.

- An Expedition always follows the shortest legal route (depending on its composition) when moving to an objective or Assembly space. If more than one legal path is available, randomly determine which path it will take.

An Expedition cannot take a longer path to avoid an enemy Force, for example.

Two Notable Exceptions -

- Neither side can use the Syracuse or Argos space to determine the shortest legal route to another space if Syracuse or Argos, respectively, is still neutral [5.5.3].
- Neither side can enter Naupactus, Amphipolis, or Byzantium, or use them to determine the shortest legal route to another space, unless that side controls the space or it is the objective space.

5.1.2 Corinthian Isthmus

Naval units can move across the Isthmus of Corinth (*between Corinth and Cenchrae*) if the moving side controls both spaces. Naval ZOIs never extend across this LOC, however, even though it is counted when determining the shortest possible route for movement purposes. Any Force in Corinth containing at least one land unit automatically succeeds in intercepting [5.6] an Expedition entering Cenchrae, and vice versa.

The Diolkos was a 6 km long paved trackway across the thinnest part of the isthmus across which ships could be physically dragged from one shore to the other, in order to avoid circumnavigating the Peloponnese peninsula to the south.

5.1.3 Cape Taenarum to Syracuse

An Expedition can move directly from Syracuse to Cape Taenarum, and vice versa, as if it were traveling along a Naval LOC. Before entering the other space, however, roll a die:

1-4: The Expedition arrives in the other space safely.

5-6: A violent storm eliminates all units in the Expedition; place its leader in the Going Home box.

The Corcyra-Taras route is a risk-free alternative route to Italy and Sicily.

5.1.4 Naval Transport

An Expedition may move along a Naval LOC as long as the total number of land SPs in the Expedition is less than or equal to the total number of naval SPs. *In other words, each naval SP is able to ferry one land SP.*

If an Expedition has more land SPs than naval SPs, it cannot use Naval LOCs for movement nor can it use Naval LOCs for assessing the shortest possible route to its next destination.

Insufficient Portage

If an Expedition fights a skirmish [5.7], is left with fewer naval SPs than land SPs, and the only possible route to its objective must still cross at least one Naval LOC (*that is, no Combined LOCs are available*), the excess land SPs are left in the last space along the route that they can enter so that the remaining Expedition can continue moving toward the objective.

Remember that Combined LOCs allow for both types of movement, so ignore the naval-to-land SP ratio when an Expedition is able to cross them.

5.1.5 Activation Costs

When building up an Expedition in an Assembly space, pay an activation cost the instant the active leader activates an SP. **Each land SP (Hoplite or Cavalry) costs 200 talents to activate; each Naval SP costs 400 talents.**

There is no refund if an activated SP is later eliminated, removed to the Going Home box, or left behind.

Athenian Exception - The Athenian side cannot normally pay to activate units if it would cause its Treasury to drop below 1000 talents [see 8.1.6 for exceptions].

Spartan Exception - Spartan Hoplite and Spartan Cavalry SPs (not Spartan Allied) always cost 0 talents to activate.

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 to 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.

5.1.6 Leaders Moving Alone

A leader moving alone cannot enter enemy-occupied spaces, and cannot enter an enemy-colored space unless it is an Assembly space.

If a leader moving alone is Intercepted [5.6], he is immediately removed and placed in the Going Home box (*there's no skirmish*). The operation is canceled with no further effect. If a leader loses the last SP from his Expedition, he is immediately removed and placed in the Going Home box, even if other friendly but unactivated SPs remain in his space.

The leader lost his protective forces before being able to link up with the new forces there.

5.2 OPERATION - CAUSE REBELLION

The Player may alternatively choose to **Cause Rebellion** as an Operation. The Non-Player Side may also Cause Rebellion if that Strategy was assigned to it [4.1]. A Cause Rebellion operation works exactly like a Send Expedition operation, except that the active side must first determine if the objective space rebels – if it does, the Expedition goes ahead, and if not it is cancelled. The chosen objective for a Cause Rebellion cannot have an enemy Force within it nor can it be an enemy coalition space or the enemy home space.

Note: Coalition spaces can only go into rebellion via Event or Rebellion Expansion [7.2] so long as they are not occupied by a friendly Force.

Exception - The Argos, Syracuse and Pela spaces cannot be the objective of a Cause Rebellion operation if Argos, Syracuse and Macedon, respectively, are still neutral [5.5]; but other neutral spaces can.

Cause Rebellion Procedure

After designating an Objective Space but prior to assembling an Expedition, pay **100 talents** from that side's Treasury and roll a die (+2 to the roll if this is a Non-Player Side Operation):

1-5: Rebellion fails. The operation is immediately canceled with no further effect, ending the player's current operation. *(This does not count as a Pass.)*

6: Rebellion succeeds. Place a Rebellion marker in the objective space and the operation continues as normal – the Expedition can then be sent to the (now rebelling) Objective Space to take control of it.

Remember: If the Objective Space rebels, it is now friendly to the active Expedition's side. Note that the Expedition may still fail to reach its objective if it is defeated in Battle along the way. If the Expedition reaches its Objective then it can occupy the space without besieging or ravaging it.

5.3 NON-PLAYER SIDE OPERATIONS

At the conclusion of the Player's Operation each turn, the Non-Player Side conducts its Operation. The leader occupying the Non-Player Side's Home Space is always this operation's Expedition leader. Referring to the appropriate Strategy Matrix, conduct this Operation by performing the following activities in the order given.

1. Determine if the Non-Player Side must employ a Defensive Strategy. If any of the conditions apply, assign the objective given for that condition. More than one condition or objective may apply. If so, conduct an operation for the highest priority condition that applies - highest priority being at the top of the list; lowest priority at the bottom.

Example: At the beginning of the Non-Player Side's Initial Operation, an Athenian Force occupies the Argos space (within 2 spaces of Sparta), and another Athenian Force occupies Thebes. Both conditions dictate a Spartan Defensive Strategy but the Athenian Force at Argos takes priority, therefore an Expedition of 10 Hoplites and 1 Cavalry must conduct an Operation against it.

2. If conditions for a Defensive Strategy **do not** apply, determine the operation's objective based on the Non-Player Side's current strategy (determined in [4.1]) as follows:

- a.**
 - If the current strategy is Attack Athens or Attack Sparta, roll a die. In the associated **red** box, the die result will give you the name of the space that will be the Objective Space.
 - If the current strategy is **not** Attack Athens or Attack Sparta, roll a die. In the **blue** box below the current strategy, the die result will give you the name of an area on the map. Then roll the die again - in the **red** box associated with that area, the second die result will give you the name of the space that will be the Objective Space.

Or, put more simply, you only roll one die to determine the Objective for Attack Athens/Sparta, but two die rolls are required to determine the Objective for the other strategies.

- b.** If the resulting Objective Space is already controlled by the Non-Player Side, or If the Non-Player Side's strategy is Cause Rebellion [5.4], and the resulting Objective Space is:
 - occupied by an enemy Force, or
 - an enemy coalition space, or
 - an enemy home space,then repeat step **a.** to determine a new Objective Space.

Proceed to Step 3 once the Non-Player Side has a viable Objective Space, or if the conditions for a Defensive Strategy **do** apply.

***Example:** The Spartans' current strategy is **Attack Athenian Ally**. In step 2a the first die is a '2,' indicating that the operation will be directed against a space in Ionia. The second die roll is a '4'- consulting the red "Ionia" box, the final Objective Space will be **Erythrae**. If the Spartans' current strategy was instead **Attack Athens**, the second die would not have been rolled and the first '2' would have assigned Athens as the objective.*

3. Determine the Non-Player Side's required Expedition size. If a Defensive Strategy is in effect, its condition dictates the size of the Expedition to be assembled. Otherwise, the size and composition of the Expedition to be assembled varies depending upon whether the Objective Space is a coastal, island, or land space, indicated by the letter listed after the word "**Force:**" in the associated blue box of the Strategy Matrix -

C = coastal objective space

I = island objective space

L = land objective space

***Example:** Continuing the previous example, Erythrae is a coastal space, and the Attack Athenian Ally box says **Force: (C,I) 3H, 3N** - so the final Expedition assembled for the operation will need to consist of 3 Hoplite SPs and 3 Naval SPs .*

If the minimum Expedition size is not available on the map, the Expedition is canceled and the Non-Player Side will Pass [5.4.2]. *This can happen even during the initial operation.*

4. Move the Non-Player Side's Expedition leader in order to assemble an Expedition of the required size. Once assembled, move the Expedition to its Objective, where it ends its movement and is deactivated. Movement and assembly of the non-player side's Expedition follows the same rules and restrictions assigned to the Player's Expedition [5.1] except as outlined in rule [5.3.1], below.

5.3.1 Non-Player Expedition Building Priorities

When a non-player Expedition is being assembled, certain restrictions apply to both the choice of assembly spaces and to the number of SPs that may be activated. Use common sense to resolve unusual situations in a manner consistent with the intentions stated below.

When assembling a non-player Expedition, adhere to the following priority scheme:

- Activate the maximum number of SPs both required and allowed from the home space before proceeding to other Assembly spaces.
- Activate SPs in Assembly spaces closest to the home space before moving to more distant assembly spaces.
- Do not activate the last SP of a particular type (Hoplite, Cavalry, or Naval) in a space unless it cannot be avoided to assemble the Expedition required for the operation.
- Do not activate the last SP (of any type) in an Assembly space unless it cannot be avoided to assemble the required Expedition. If unavoidable, denude all possible friendly-colored spaces first; enemy-colored spaces (captured in previous turns) last.

***Remember:** The removal of the last friendly SP from an enemy-colored space will cause control of the space to revert back to its original owner.*

5.3.2 Non-Player Movement Restrictions

When computing the shortest legal route to a space, a non-player Expedition must ignore the Argos or Syracuse spaces if Argos or Syracuse, respectively, are still neutral [5.5.3].

5.4 CONTINUING OPERATIONS

After both sides have completed their Initial Operations each turn, subsequent (Continuing) Operations may follow - each side alternates taking one Operation at a time until both sides Pass [5.4.2]. Send Expedition and Cause Rebellion are available as Continuing Operations as before, and they follow all of the rules and restrictions set out in sections 5.1 and 5.2 – the only differences are that each side must now consult Auguries [5.4.1] to determine if they can continue to perform any Operations, and each side may opt to Pass [5.4.2] instead of performing a Send Expedition or Cause Rebellion Operation.

The Non-Player Side's Objective in each Continuing Operation is determined by repeating the process described in [5.3], using the same strategy as determined for that turn in [4.1].

Critical Note - Units previously activated during a turn are not available to be activated for further operations that turn. *Rotating those units at a 45-degree angle is a good reminder.*

5.4.1 Auguries

At the start of every Continuing Operation, the acting side must consult the gods to determine if the auguries favor the enterprise. Conduct an "Auguries" check by rolling a die and adding one of the following two modifiers:

- +1 if this is a Non-Player Side operation;
- If this is a Player's Side Operation, + half the number of the Player's Leaders on the map (including any in the Going Home box), rounded down.

1-5: The operation proceeds as normal. If the active side's home space does not contain a friendly leader, draw a new one to lead the operation, placing him in the home space.

Since Pericles begins the Campaign Game scenario already set up in Athens, do not draw a new leader at this point as he will lead that side's first Continuing Operation.

6+: The operation is canceled and the side must **Pass** instead [5.4.2].

5.4.2 Passing

During the Continuing Operations Segment, the Player may always choose to Pass instead of conducting another operation. Otherwise, either side *must* pass if:

- A modified Auguries roll is '6+.'
- No friendly leaders are available in its draw cup.
- There are insufficient unactivated units available. *This could also happen during the non-player side's initial operation.*
- There are insufficient funds available for activation of units.
- Paying for the operation would violate the Athenian Emergency Fund rule [8.1.6].

Once a side has Passed, it cannot conduct further operations that turn.

5.5 NEUTRALS

5.5.1 Neutral Spaces & Movement

If an Expedition enters a neutral space that is not its objective, it continues moving without ravaging the space, though interception [5.6], skirmishes [5.7], and battles [6.0] can still occur there.

5.5.2 Neutral Spaces & Rebellion

If a Neutral space is in rebellion, it becomes friendly to whichever side enters it first (with the space automatically captured, without requiring a siege) - this ends the Rebellion there. The space reverts back to Neutral if the space is no longer occupied by any units.

5.2.2.1 Expeditions to Neutral Spaces

If an Expedition enters a neutral objective space that is not in rebellion, the space must be captured by the Expedition – if a fortress is present then the space will be besieged.

5.5.3 Coalition Neutrals

Sometimes a scenario will assign certain neutral spaces [5.5.3.1-5.5.3.4] as actively allied with one side or the other. These spaces can also begin a game neutral with the possibility of later becoming active as the result of aggression or an Event.

Macedon, Syracuse, Argos and Persia are termed **Coalition neutrals** – these are neutral powers that are not members of the Delian and Peloponnesian Leagues. When a coalition neutral becomes active, immediately place its Allied SPs on the map as instructed below or in the scenario special rules. Other neutral spaces have no forces associated with them. Coalition spaces are friendly to the side they join. Once active, if an enemy unit occupies Syracuse, Argos or Pela, that space is ignored for Post-Combat Movement purposes [5.9] until no longer occupied.

5.5.3.1 Macedon

Macedon (*the Pela and Macedonia spaces*) begins the Campaign Game as an Athenian ally. In any scenario, once it is active Macedon will remain allied with that same side unless an Event changes its allegiance. In non-Campaign scenarios, Pela cannot be the objective of a Cause Rebellion strategy [5.2] until Macedon becomes an active ally.

5.5.3.2 Syracuse

Until Syracuse becomes an active ally:

- **Spartan units cannot enter the Syracuse space.**
- The Syracuse space cannot be counted for shortest route calculation.
- The Syracuse space cannot be the objective of a Cause Rebellion strategy [5.2].

If Athens declares the Syracuse space as an objective, Syracuse immediately becomes an active ally of Sparta.

When Syracuse becomes active, immediately place 2H (Spartan Ally), 2C (Spartan Ally) and 2N (Spartan Ally) SP in the Syracuse space.

5.5.3.3 Argos

Until Argos becomes an active ally:

- **Athenian units cannot enter the Argos space.**
- The Argos space cannot be counted for shortest route calculation.
- The Argos space cannot be the objective of a Cause Rebellion strategy [5.2].

If Sparta declares the Argos space as an objective, Argos immediately becomes an active ally of Athens. When Argos becomes active, place 4H (Athenian Ally) SP in the Argos space.

5.5.3.4 Persia

Persia (the Sardis space) can only ever become active due to an Event roll of “5”. Persia has no initial forces. Sardis cannot be designated an objective space until Persia is active.

5.6 INTERCEPTION

The mere presence of an enemy Force presents no obstacle to the movement of an assembled Expedition. In other words, an Expedition Army can move through a space occupied by an enemy Force of any size. An enemy Force impedes an Expedition's movement only if the Force conducts a successful interception against it. Leaders moving alone can also be intercepted prior to acquiring a protective Army.

5.6.1 General Rules

In the solitaire game, interception is **mandatory** for both sides. An interception attempt **must** be made immediately whenever an Expedition (*remember: this includes a leader moving alone*) enters a space that is within an enemy ZOI.

Reminder: Hoplite ZOI range is 0 spaces (their own space only), Cavalry ZOI range is 0-1 Land/Combined space, and Naval ZOI range is 0-2 Naval/Combined spaces.

An Expedition may be intercepted an unlimited number of times during the course of its operation, but never more than once each time it enters a space. A Force can intercept any number of times during a turn, and can do so whether or not it had been previously activated that turn. If two or more enemy Forces are eligible to intercept, randomly determine which Force will make the attempt. *Enemy Forces never coordinate or combine their strengths.*

An interception is considered to occur in the space entered by the moving Expedition, though the intercepting Force does not physically leave the space it occupies. Note that **all** of the units in a space take part in the interception, and all of them will contribute to any subsequent Skirmish and/or Battle.

5.6.2 Interception Procedure

A Force that projects a ZOI into the space that an enemy Expedition enters must attempt to intercept that Expedition. **The entire Force projecting the ZOI will take part in the Interception (and possible Skirmish and Battle)** – this means the Spartan Home Guard must also take part in an interception (if initiated by Spartan Cavalry in Sparta), even if the Expedition is not entering Sparta.

Note: This may produce some unusual results, such as Naval units intercepting over Land LOCs if Cavalry is also projecting the ZOI from that space, or more Hoplites being carried over Naval LOCs than can be carried by the Naval Units taking part in the interception. Nevertheless, this is how the rule is intended to work.

To attempt an interception, roll a die:

1-3: The interception fails.

4-6: The interception succeeds.

Failed Interception - If an interception attempt fails, the Expedition continues moving (if not already at its Objective).

Successful Interception - If an interception attempt succeeds **against a leader moving alone**, remove him to the Going Home box; the operation is canceled with no further effect. If an interception attempt succeeds **against an Expedition containing one or more units**, perform an immediate Skirmish [5.7.1] and possible follow-on Battle [5.7.2], the outcomes of which will determine whether the Expedition may continue with its operation.

5.6.3 Assembly Space Interception

Interception in an Assembly space occurs before the active leader may activate any SPs in that space. Unactivated units there cannot be taken as skirmish losses [5.7.1] and do not help determine if the skirmish will turn into a battle [5.7.2].

5.7 SKIRMISHES

5.7.1 Skirmish Procedure

A successful Interception against an Expedition Army (*not a leader moving alone*) results in a Skirmish. In a Skirmish, roll a die for each side. If the result is “1”, eliminate 1 participating SP on that side:

- If the Expedition occupies a Coastal or Land space, the loss must come from a Hoplite unit if possible; if not, a Cavalry unit; if not, a Naval unit.
- If the Expedition occupies an Island space, the loss must come from a Naval unit if possible; if not, a Cavalry unit; if not, a Hoplite unit.

NOTES: Land Units may eliminate Naval Units in Skirmishes, and vice versa. In this case it is assumed the skirmish happens when the Naval unit has landed (to set up camp, forage for supplies, attempt to ravage etc).

A Skirmish may result in a Hoplite unit being left behind in an Island space because a Naval unit that was carrying them to their Objective was eliminated. For example, if a 2N+2H+leader Expedition is intercepted by a 1N in another space and the Skirmish eliminates a unit, the Expedition would be left with 1N+2H+leader so 1H would have to be left behind in that space [5.1.4]. Per the rules as written, this Hoplite unit would then control the island space if no other units were present there since it is a Force without a leader – no battle or siege would ensue. This is how the rule is intended to work.

5.7.2 Battle Check

A skirmish then results in an immediate battle if any of the following conditions apply:

- The sum total of both skirmish rolls was 11 or greater; *or*
- The space is Land or Coastal, the sum total of participating **land SPs** (belonging to both sides) is 8 or greater, and at least half of those SPs belong to the intercepting side; *or*
- The space is Island or Coastal, the sum total of participating **naval SPs** (belonging to both sides) is 8 or greater, and at least half of those SPs belong to the intercepting side.

If no battle occurs, the Expedition continues with its operation.

If a battle occurs, immediately resolve a Battle as described in **6.2 Battle Resolution**. If the Expedition wins the ensuing battle, it continues with its operation. If the Expedition loses the ensuing battle, its leader and units are placed in the Going Home box and the operation is canceled with no further effect.

Note: If a Skirmish occurred previously, the total of “participating SPs” used for the Battle Check is the sum of what remains after any skirmish losses.

5.8 RAVAGING

Whenever an Expedition enters an enemy-controlled space while moving toward its Objective Space (**not toward an Assembly Space**), place a Ravaged marker in that space **unless**:

- it is occupied by an enemy Force; *or*
- an enemy Force successfully intercepts the Expedition in that space (even if there are no Skirmish losses or Battles).

This means that Ravaging is only possible between the final Assembly Space and the Objective Space. If the Expedition is successfully Intercepted in a space, it was prevented from ravaging that space.

The Expedition also ravages the Objective Space itself, unless the Objective Space is occupied by an Enemy Force when they arrive there, or they are successfully intercepted by enemy units. Even if an Enemy Army arrives at the Objective Space later in the Operations Phase, the space is still ravaged first.

5.9 GOING HOME I

During this segment, relocate all **units** (not leaders) in the Going Home box to their home and coalition spaces according to the Post-Combat Movement Table on the Players Aid.

6. COMBAT PHASE

During every Combat Phase there are four segments which must be conducted one at a time in the following order:

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

6.1 SIEGE DETERMINATION

The purpose of this segment is to identify every siege situation on the map that will need to be resolved after battle resolution.

Examine every fortress space currently occupied by an Army that is enemy to that space. Place a Siege marker there if any of the following conditions apply (that space will be *besieged*):

- No opposing units are present - place a Siege marker underneath the Army.
- If an Expedition enters a neutral *non-rebelling* Objective Space with a fortress, that space will be besieged - place a Siege marker underneath the Army.
- An opposing Force without a leader is present and the Army is at least 5 SPs larger than that opposing Force - place a Siege marker atop the opposing Force, then place the besieging Army on the Siege marker.

6.1.1 Long Wall of Athens

During Siege Determination, if Athens and/or Piraeus have been designated as an Objective and are occupied by a Spartan Army then that space is besieged *unless* there are at least 3 more Athenian land SPs there than Spartan land SPs.

During Siege Resolution, if a contiguous line of spaces not controlled by Peloponnesian League Forces can be traced from Athens to the Euxine LOC Source (in the northeast corner of the map), then any siege in Athens or Piraeus **automatically fails**. This line can be traced through a space even if a Spartan Army is besieging within it.

Long Wall ZOI - During the Combat Phase only, Athenian Cavalry ZOIs do not extend out of Athens or Piraeus. No enemy ZOI of any type extends into Athens or Piraeus during any phase.

6.2 BATTLE RESOLUTION

During this segment, all battles on the map are resolved in the following order:

1. All **home spaces**, without Siege markers, occupied by units of both sides.
2. All **coalition spaces**, without Siege markers, occupied by units of both sides.
3. All **other spaces**, without Siege markers, occupied by units of both sides.
4. All **friendly ZOI spaces** occupied by at least one enemy unit not under a Siege marker.

Note that a battle will not occur merely because opposing ZOIs overlap in a common space. A unit must actually be within the other side's ZOI. Note also that a Force may be obliged to fight more than one battle in a single Combat Phase.

Battle is always mandatory. All units in a battle space participate in that battle. If there are multiple battles within one of the four categories above, determine the order of resolution randomly.

6.2.1 Determine Battle Type

To resolve a battle, first determine what type of battle it will be, in the following order:

- **Null Battle:** If one side is exclusively naval units and the other exclusively land units, proceed with a null battle [6.2.2].
- **Naval Battle:** If both sides contain naval units, proceed with a naval battle [6.2.3].
- **Land Battle:** Otherwise, proceed with a land battle [6.2.4].

6.2.2 Conducting a Null Battle

- If a null battle occurs and the opposing units occupy different spaces, both sides remain where they are with no further effect.
- If a null battle occurs where units of opposing sides occupy the same **neutral** space, remove all naval SPs there to the Going Home box.
- If a null battle occurs where an Army opposes a non-Army Force in the same **non-neutral** space, remove the Army to the Going Home box.
- If a null battle occurs where Armies of opposing sides occupy the same **non-neutral** space, remove the Army that is enemy to that space to the Going Home box.

Remember that a space in rebellion is enemy to its original (friendly) controlling side.

If a null battle occurred as a result of an interception and skirmish, the moving Expedition continues with its operation.

6.2.3 Conducting a Naval Battle

Roll one die for each side, modifying each result as follows (all cumulative):

- +2 to the Athenian side if it is comprised of at least half Athenian (not Allied) naval SPs.
- +X to the side with more naval SPs, where X equals the difference.
- +X to each side, where X equals its leader's Tactical Rating.

If more than one leader is present on a side, use the lowest Tactical Rating.

The side with the higher modified roll wins [6.2.3.1]. In case of a tie, the side that contributed the highest positive (non-zero) Tactical Rating wins. If still a tie, the battle is a draw [6.2.3.2].

6.2.3.1 Won Naval Battle

There is no effect on the winner. The loser must eliminate a number of its naval SPs equal to whichever is less of:

- the difference in the modified rolls, *or*
- the number of naval SPs on the winning side.

NOTE: Keep any units lost by the Non-Player Side close to hand so that you know what they can rebuild in [8.2]!

Check for Combined Battle

If the winner of a naval battle has a number of Hoplite SPs equal to or greater than the loser's Hoplite SPs (minimum 1), both surviving Forces immediately conduct a Land Battle [6.2.4].

Otherwise:

- All surviving SPs (land and naval) and leaders belonging to the losing side are placed in the Going Home box.
- Increase the winner's SCI by 1.
- If the winner began the battle with 3 or more Naval SPs than the loser, do not reduce the loser's SCI. Otherwise, reduce the loser's SCI by 1.
- if the Player won the battle, they gain 10 VP; if they lost the battle, they lose 15 VP.

(NOTE: this only applies if the Battle was purely Naval. If a Combined Battle, VPs and SCI are determined after the ensuing Land Battle is concluded.)

6.2.3.2 Drawn Naval Battle

Each side must eliminate 1 naval SP unless both sides have only one naval SP present, in which case neither side loses any. The remainder of both Forces are then placed in the Going Home box (neither side gains or loses VPs).

6.2.4 Conducting a Land Battle

First, if the battle is taking place in the Sparta space, draw a random Spartan leader (if still available in the cup, and even if one is already present) and place him in Sparta. Then roll one die for each side, modifying each result as follows (all cumulative):

- +2 to the Spartan roll if the battle is taking place in **Sparta**.
- +2 to the Spartan side if it is comprised of at least half Spartan (not Allied) Hoplite SPs.
- +1 to the side with more Cavalry SPs than the other.
- +X to the side with the most Hoplite SPs, where X equals the difference.
- +X to each side, where X equals its leader's Tactical Rating.

If more than one leader is present on a side, use the lowest Tactical Rating.

The side with the higher modified roll wins [6.2.4.1]. In case of a tie, the side that contributed the highest positive (non-zero) Tactical Rating wins. If still a tie, the battle is a draw [6.2.4.2].

6.2.4.1 Won Land Battle

There is no effect on the winner. The loser must eliminate a number of land SPs (Hoplites first, then Cavalry) equal to whichever is less of:

- the difference in the modified rolls, or
- the number of Hoplite SPs on the winning side.

Hostages may also be taken by the victor [6.6].

NOTE: Keep any units lost by the Non-Player Side close to hand so that you know what they can rebuild in [8.2]!

If the losing side had more Cavalry SP than the winning side, reduce these losses by 1 land SP for each point of difference, to a minimum of 1 loss.

Example: if the losing side had 3C and the winning side had 1C and 3 land SPs were to be eliminated, 2 SP of those losses would be negated by the loser's cavalry.

Then:

- All surviving SPs (land and naval) and leaders belonging to the losing side are placed in the Going Home box.
- Increase the winner's SCI by 1.
- If the winner began the battle with 3 or more Hoplite SPs than the loser, do not reduce the loser's SCI. Otherwise, reduce the loser's SCI by 1.
- If the Player won the battle, they gain 10 VP; if they lost the battle, they lose 15 VP.

6.2.4.2 Drawn Land Battle

Each side must eliminate 1 land SP unless both sides have only one land SP present, in which case neither side loses any. The remainder of both Forces are then placed in the Going Home box (neither side gains or loses VPs).

6.3 SIEGE RESOLUTION

First remove any Army that is in an enemy space with a fortress without a Siege Marker to the Going Home box.

This removes Armies that had insufficient SP to besiege a space and fought and won a battle there instead (i.e. the defenders fought them outside the city). Even though they won that battle, the attackers are still not strong enough to besiege the space so they must now Go Home.

Next, remove the Siege marker from any space that no longer contains a besieging Army. Then resolve a siege for each space still containing a Siege marker. Sieges are conducted in the following order:

1. All home spaces.
2. All coalition spaces.
3. All other spaces.

If there are multiple sieges within one of the three categories above determine the order of resolution randomly.

Sieges are resolved as follows:

Besieger Disadvantage - If the besieging Army has **less** Naval SPs than the besieged Force, the siege automatically fails:

- remove the besieging Army to the Going Home box; *then*
- replace the Siege marker with a Ravaged marker (*if not already present*); *then*
- reduce the besieging side's SCI by 1.

Besieger Advantage - If the number of naval SPs in the besieging Army is **greater than or equal to** that of the besieged Force, roll a die, adding the besieging leader's Tactical Rating, then subtracting 2 if the besieged space is Syracuse: (*If both sides have 0 Naval SP, this means the besieger will automatically have the advantage*).

1-3: The siege fails:

- remove the besieging Army to the Going Home box; *then*
- replace the Siege marker with a Ravaged marker (*if not already present*); *then*
- reduce the besieging side's SCI by 1.

4-6: The siege succeeds:

- eliminate the besieged Force; *then*
- replace the Siege marker with a Ravaged marker (*if not already present*); *then*
- reduce the besieged side's SCI by 1 unless the fortress was neutral or in rebellion; *then*
- increase the besieging side's SCI by 1; *then*
- increase the besieging side's Treasury by 300 talents. *Revenue from the sale of the enslaved population.*

If the Player conducts a successful siege, the Player gains 10 victory points.

If the Player **loses a friendly space due to a siege by the Non-Player Side**, the Player loses 15 victory points.

Remember that if a siege fails, neither side gains or loses any Victory Points.

NOTE: *Keep any units lost by the non-player side close to hand so that you know what they can rebuild in [8.2]!*

6.3.1 Syracuse

If Syracuse is being besieged, subtract 2 from the besieging Army's siege roll.

6.4 GOING HOME II

During this segment, for each Army still on the map, roll a die and add its leader's Strategic (not Tactical) Rating:

1-5: Leave 1 SP in the space and remove any remaining SPs and leaders to the Going Home box. In a Land or Coastal space, leave a Hoplite SP if possible; if not, a Cavalry SP; if not, a Naval SP. In an Island space, leave a Naval SP if possible; if not, leave either land SP. You must also leave a Spartan or Athenian SP rather than an Allied SP, if possible.

6+: Leave all SPs in place but remove the leader to the Going Home box.

Any leaders on their own in a space will be removed to the Going Home box at this point.

6.4.1 Post-Combat Movement

Players then relocate all remaining units (**not Leaders**) in the Going Home box to their home and coalition spaces according to the Post-Combat Movement Table on the Player Aid.

6.5 END OF COMBAT

The Combat Phase ends when all of the following conditions apply:

- There are no Siege markers on the map.
- There are no Leaders in any spaces on the map.
- No space is occupied by units of both sides.
- The Going Home box is empty of units (though Leaders will likely be present).

6.6 HOSTAGES

Acquiring Hostages - The winning side captures hostages in any land battle [6.2.4] in which any Athenian or Spartan (not Allied) Hoplite SPs were eliminated. When this occurs, place the opposite side's Hostages marker on the Attack Athens or Attack Sparta strategy box of the victorious side's Strategy Matrix sheet as a reminder.

Effect of Holding Hostages -

- If the Player Side has hostages, the Non-Player Side cannot use the Attack Athens or Attack Sparta strategy.
- If the Non-Player Side has hostages, the Player is prohibited from choosing the Non-Player Side's Home Space or any space adjacent to it as an Objective.

Hostage Return - Whenever an armistice is declared [9.3], remove any Hostage markers from the Strategy Matrices.

Example: If (Player) Athens wins a land battle and one or more Spartan Hoplite SPs are lost, then Sparta can no longer use the Attack Athens strategy until after an Armistice occurs.

6.7 LEADERS IN BATTLE

Leaders are never killed in battle unless the "Leader Death" Event was rolled that turn and its conditions are met. Otherwise, whenever a leader has his Army's last SP eliminated or removed, place the leader in the Going Home box. *At the end of the turn he will be placed back in the draw cup [9.4], available for the following turn.*

6.8 COALITION NEUTRALS AND POSTCOMBAT MOVEMENT

When certain neutrals - Argos, Macedon and Syracuse - are active on a side, they gain precedence with regard to priorities on the Post-Combat Movement Table.

In other words, the post-combat movement requirements for these spaces preempt some of the usual post-combat priorities for Athenian Allied or Spartan Allied SPs.

Once these requirements have been met - that is, each neutral has the specified number of SPs in its space - no further SPs are sent there and the normal post-combat priorities are in effect for all remaining Allied SPs.

Example: Before Post-Combat Movement begins, two Spartan Allied Hoplite SPs are present in Syracuse. The Post-Combat Movement Table indicates that if Syracuse is a Spartan Ally, the first two Spartan Allied Hoplite SPs are sent there. Since two already reside there, no more will be sent, and play proceeds to the next priority.

6.9 CHIOS AND SAMOS AS COALITION SPACES

If the Athenian Chios coalition space is in rebellion or is enemy-controlled, Samos becomes an Athenian coalition space. Athenian Allied SPs that would be placed at Chios during Post-Combat Movement are placed at Samos instead.

If both Chios and Samos are in rebellion and/or enemy-controlled, the regular post-combat movement rules apply, sending these forces to Piraeus. If Chios is once again a friendly Delian League space at the end of any Rebellion Expansion Phase [7.0], all Athenian Allied Forces at Samos are removed and placed at Chios.

7. REBELLION PHASE

This phase consists of three segments, which must be conducted one at a time in the order shown:

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

7.1 CONTINUED REBELLION

Remove the Rebellion marker if the rebelling space is within the ZOI of a unit of the same color as the space, *and* that space is not within the ZOI of an opposing unit. All other rebel spaces remain in rebellion.

Rebelling spaces are now friendly to the side inciting the rebellion, and are enemies of their former owners.

Example: Potidaea is a Delian League space in rebellion. It is not within the ZOI of any Delian units, but it is within the ZOI of at least one Peloponnesian unit, so it remains in rebellion.

Example: Heraclea is a Peloponnesian League space in rebellion. It is within the ZOI of a Peloponnesian unit, and it is not within the ZOI of any Delian units, so the rebellion is put down (the Rebellion marker is removed).

A Neutral space in rebellion become friendly to whichever side enters it first, at which point the space is captured. Until that happens, it remains Neutral and so remains in rebellion (which cannot expand from there [7.2]).

7.2 REBELLION EXPANSION

Existing rebellion may spread to adjacent spaces that are friendly to the same League - Delian or Peloponnesian; **never neutral**. A rebellion can spread along any type of LOC. To check for spread, roll a die for every space that:

- is adjacent to a space that began this segment in rebellion, and
- does not contain a unit of the same color as the rebellious space.

There is a +2 modifier to the roll if the target space is within the ZOI of an opposing unit.

If the modified result is 6 or greater, the space rebels: place a Rebellion marker there.

Example: the Potidaean rebellion may spread to Methone, Olynthus, or Scione (not Pydna, since that is Neutral) if those spaces do not contain any Delian units. If any of those spaces are within the ZOI of a Peloponnesian unit then the roll will have a +2 modifier.

7.3 HELOT REBELLION

During this segment check the following criteria in the order shown:

1. If any of Pylos, Asine, Corone, Prasiae or Epidauros Limera are controlled by Sparta, this segment ends with no effect - skip steps 2 and 3.

2. If Pylos, Asine, Corone, Prasiae and Epidauros Limera are all occupied by Delian League units and the Helot Rebellion marker is not on the map, a new Helot Rebellion occurs with the following immediate effects:

- Reduce Spartan Bellicosity by 2.
- Eliminate 2 Spartan Hoplites in Sparta.
- Reduce the Spartan revenue this turn by 500 talents.
- Place the Helot Rebellion marker near one of the spaces.
- Skip step 3.

3. If Pylos, Asine, Corone, Prasiae and Epidauros Limera are all occupied by Delian League units and the Helot Rebellion marker is on the map, the Helot Rebellion continues with the following immediate effects:

- Reduce Spartan Bellicosity by 2.
- Reduce the Spartan revenue this turn by 1000 talents.

7.3.1 Quashing the Rebellion

If a Helot Rebellion is in effect and the Spartan side recaptures any of the five spaces listed above, remove the Helot Rebellion marker from the map.

8. ADMINISTRATIVE PHASE

This phase consists of two segments, which must be conducted one at a time in the order shown:

- Revenue Collection Segment
- SP Construction Segment

8.1 REVENUE COLLECTION

During this segment each side receives a fixed amount of revenue from its League:

- Athens receives 3500 talents.
- Sparta receives 2500 talents.

For each friendly-colored space that is ravaged, in rebellion, or enemy-controlled, reduce revenue gained by that side by 50 talents. Net revenue gained is added to each side's Treasury.

8.1.1 Thebes & Corinth

For each of Thebes or Corinth that is controlled by the Delian League, reduce Spartan revenue by an additional 200 talents (*so 400 for both*).

8.1.2 Sicilian Revenue

If Syracuse is an active ally of Sparta and Athens does not control the Syracuse space, add 500 talents to the Spartan revenue.

If Delian League units control Syracuse and exert ZOIs into every space of Sicily, add 1000 talents to the Athenian revenue.

8.1.3 Athenian Sea LOC

If Athens cannot trace a path **free of enemy-controlled** spaces from Athens to the Euxine LOC Source, deduct 1500 talents from its revenue.

8.1.4 Epidamnos LOC

If a side controls Epidamnos and can trace a path **free of enemy units** from Epidamnos to its home space, add 1000 talents to that side's revenue.

8.1.5 Eisphora

If Athens, Piraeus, Panactum and Decelea are all free of Peloponnesian League units and none are ravaged, add 1000 talents to Athenian revenue.

The Athenians can levee the wealthier sections of their population by implementing direct taxation.

8.1.6 Athenian Emergency Fund

The Athenian side may never expend funds if it would cause its Treasury to drop below 1000 talents.

Exception - This restriction is ignored if either of Piraeus or Decelea is under enemy control, or if there are 10 or more Delian League spaces in rebellion.

8.2 SP CONSTRUCTION

- The Player Side may spend up to 600 talents constructing new SPs. These may be Spartan, Athenian, or Allied units (as appropriate to the side).
- The Non-Player Side may only construct up to 3 new units of the same kind, and in the same number, as those which were eliminated during the turn (these should have been tracked in Combats and Sieges). If more than 3 non-player SPs were eliminated, choose randomly to determine which will be rebuilt. Further, the non-player side's Treasury can never be reduced below 1000 talents due to SP construction.

For both Player and Non-Player Sides, **each SP costs 200 talents to construct, no matter its type**. When constructed, place the units on the map according to the Post-Combat Movement Table priorities.

9. ARMISTICE & SURRENDER PHASE

In this phase you evaluate how the events and activities of the foregoing game turn affected each side's determination to continue the war, measured as "Bellicosity." The greater the Bellicosity, the more determined the side is, and vice versa.

This phase consists of four segments, which must be conducted one at a time in the order shown:

- Bellicosity Adjustment Segment
- Surrender Determination Segment
- Armistice Determination Segment
- End of Turn Segment

9.1 BELLICOSITY ADJUSTMENT

In this segment, each side's Bellicosity is adjusted as follows:

- If a side's SCI is negative, subtract the value from that side's Bellicosity.
- If a side's SCI is positive, add half the value (rounded down) to that side's Bellicosity.
- Divide the number of League and coalition spaces belonging to a side that are currently **captured**, **ravaged**, or **in rebellion** by 10 (rounded down to the nearest whole number) and subtract this value from that side's Bellicosity.

Note that Bellicosity can also be reduced during the course of a turn due to a Helot Rebellion [7.3] or certain events [3.2]. If from an Event, you can remind yourself of this by flipping the Bellicosity marker over to its "-2" side. Flip it back to its front side after implementing the reduction.

9.2 SURRENDER DETERMINATION

During this segment, a side surrenders if:

- its home space is enemy-controlled; or
- its Bellicosity is 0.

When a side surrenders, the game ends. Victory points are totaled [1.2] to determine whether the Player has won or lost the scenario [1.3].

9.3 ARMISTICE DETERMINATION

During this segment, if each side meets either of the following conditions:

- a Bellicosity of 6 or less, or
- a Treasury below 1000 talents,

an armistice occurs. If so, roll a die, adding 1 if Nicias was an Athenian leader this turn, then divide the modified result by 2 (rounding up). The final result is the number of turns the armistice will last. An armistice can occur only once per game.

Armistice Effects

- Remove all Athenian and Spartan SPs (not Allied SPs) occupying captured spaces to their home or coalition spaces according to the two-player Post-Combat Movement Table on the Player Aid. Allied units remain where they are. Spaces entirely vacated in this way revert to the control of their original owner (or revert to neutral). **Also remove all Ravaged markers from the map.**
- Remove all Hostages markers from the board. Hostage restrictions on attacking enemy home (and adjacent) spaces are lifted for the remainder of the game.
- Roll one Event for each turn of the armistice. If an Event cannot occur due to the current game state, do not re-roll it.
- No Operations are performed by either side during the Armistice.
- All Rebellions remain in play, but do not spread (except possibly via Event). During Revenue Collection calculations, reduce a side's revenue for each space in Rebellion [8.1].
- Calculate revenue for both sides but ignore the Eisphora [8.1.5]. Multiply the totals by the number of turns of the armistice, then adjust each side's Treasury accordingly.

- Each side constructs a total of up to 5 SPs (any unit types, at 200 talents per SP), though in doing so a Treasury cannot drop below 1000 talents. These are placed according to the Post-Combat Movement Table on the Player Aid. Build whatever units you choose for the Player Side. The Non-Player Side builds all naval SPs if Sparta, or all Hoplite SPs if Athens.

***Design Note:** This last sentence is not backwards and is quite intentional. After the Peace of Nicias, Sparta in particular discovered that the only way to win the war was to win the naval war. This rule has the non-player side make a war-winning choice. On the flip side, Athens needed to win a land war to defeat Sparta. Alcibiades' failed Battle of Mantinea campaign is what is being attempted here.*

- Reset both sides' Bellicosity to 10 minus the number of turns of war that were fought prior to the armistice.

9.4 END OF TURN

If the game did not end [1.3, 9.2]:

- Remove all Ravaged markers from the map.
- Place all leaders in the Going Home box back into their draw cups.
- Advance the Game Turn marker 1 space.
- Begin the next turn.

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