

# ATHENS & SPARTA

## INTRODUCTION

*Athens & Sparta* is a strategic game on the war fought between the two greatest powers of Ancient Greece from 431 BC to 404 BC. Playing time is 2–3 hours.

## GAME TURNS

The game is played in a series of **Olympiads**. Each Olympiad involves six (6) Game Turns. Between Olympiads, players determine if either player has won. If not, continue into another Olympiad.

### [1] CARD PHASE

The game has 25 cards. To start each Olympiad, the cards are shuffled and **six (6)** are dealt *face-down* to each player. Each Game Turn, both players play one (1) card *face-down*. The cards are then revealed. The player with the higher card is **PLAYER 1** that Game Turn. The Spartan is **Player 1** on ties.

Event cards have the *highest* priority. They have a special action that is played *before* any moves on that card. See 4.6.

### [2] PLAYER 1 TURN

- **MOVE PHASE:** Card values (MPs) allow a corresponding number of Moves. Each move allows:
  - 1 Operation Move (4.3), or
  - 1 Strategic Move (4.5), or
  - 1 Revolt Step (7.0).
- **COMBAT PHASE:** Battles occur when opposing blocks are located in the same hex. In a sequence chosen by the active player, each battle is fought to a conclusion before resolving the next. Defending blocks can avoid a battle by withdrawing into a **walled** city and accepting siege. Combat is then optional at the discretion of the active player who can **Attack** or **Pass**. The defender has double defense in siege combat.
- **SIEGE ATTRITION:** After *all* combat is resolved, the Active Player rolls Siege Attrition for all **friendly** blocks.

### [3] PLAYER 2 TURN

Player 2 resolves his own move and combat phases. This ends the Game Turn.

### [4] VICTORY & BUILDING

If this is the **last** Game Turn of an Olympiad, do a Victory Check (10.0). If neither player has won, proceed to a **Replacement Phase (8.0)**, and then deal six more cards each for the next Olympiad.

## 1.0 MAPBOARD

### 1.1 CITIES

Cities are shown, either as hexagons (walled) or circles (unwalled).

- **Blue** cities are friendly to the Athenian player, *unless* currently occupied by *Spartan* blocks.
- **Red** cities are friendly to the Spartan player, *unless* currently occupied by *Athenian* blocks.
- **Green** cities are neutral. See 9.5.
- **Orange** cities are Persian. See: 9.3.
- **Black** cities have no significance.

### 1.2 BUILD POINTS (BPs)

**Major** cities have values from 1-4 BPs (build points). There are 48 BPs on the map. The object for either player is to control major cities worth **30+** BPs, or occupy the enemy main city (Sparta or Athens). **Minor** cities have no city points.

### 1.3 PORTS

Cities located on a **coastline** are ports. Some coastal hexes contain non-port cities such as *Elis*, *Messene*, and *Sparta*.

### 1.4 ORACLES

DELOS and DELPHI are inviolate hexes. Both sides may occupy, retreat to, or traverse an Oracle hex, even if occupied by the enemy, but no combat can occur. Blocks starting their turn in an Oracle can **never** attack enemy hexes/blocks.

### 1.5 STRAITS

Blue arrows identify hexes containing a narrow waterway. These hexes have special rules See 4.4.

### 1.6 CORINTH DIOLKOS

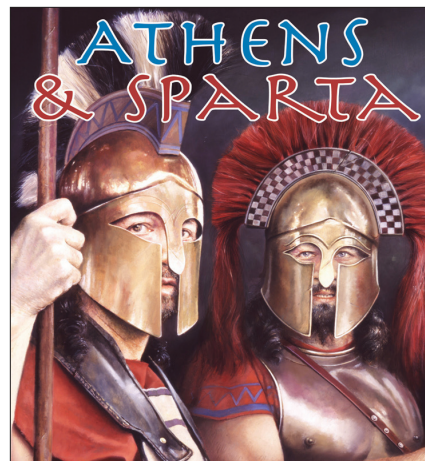
Ships located in Corinth at the **start** of a Player Turn may depart either side.

### 1.7 TWO COASTS

Several hexes have two unconnected coasts, especially on the island of Euboea. Ships cannot cross from one coast to the other. Blocks are always on the coast where the city is located. An attack on that city by sea must access that coast. Corinth is an exception to the two coast rule. This city can be attacked from both coasts. All defending ships fight all attacking ships.

### 1.8 MOUNTAINS & PASSES

Mountain hexes can only be entered via clear hexsides or passes. They have a Stacking Limit of 2 and blocks must stop after entering them. Mountain hexsides are impassable, except at passes, which have a attack limit of 1.



### Fog-of-War

Blocks generally stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

### Game Scale

The map scale is approximately thirty (30) miles per hex. Each block is about 1000 infantry per step, or 20 ships per step.

### Battle Sites

The main battles of the period are shown on the map for interest, red for Spartan victories and blue for Athenian. Naval victories are distinguished from land victories.

### Build Points

Athenian cities total 20BPs, Sparta has 18BPs, and 10BPs are neutral. Athens starts play with 19BPs because Potidaea is under Spartan control. Neither side counts besieged or blockaded BPs.

### Corinth Diolkos

*Poseidon, God of the Sea, opposed the building of a canal, but allowed ships to be portaged across the narrow neck of land from the Gulf of Corinth to the Saronic Gulf. The ships were carried on a low wagon pulled by oxen along a stone path known as the Diolkos. The four-mile journey took 8-12 hours.*

### Two Coasts Example

Chalcis cannot be attacked on its east coast – the city is located on the west coast of Euboea. A ship in Lemnos cannot attack Chalcis since this is a 6 hex move via the Carystus and Marathon hexes.

### Map Errata

The minor (unwalled) blue port of *Halicarnassus* should be added in the hex south of Miletus at the north end of the straits symbol.

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## 2.0 ARMIES

The blocks represent ATHENIAN (blue) and SPARTAN (red) forces and their respective allies. A sheet of die-cut labels is included. One label must be attached to the face of each block. Lightly position each label, ensure it is straight, and then press firmly to the block.

- Blue labels on blue blocks
- Red labels on red blocks
- Green labels on green blocks

The blocks add surprise and secrecy to the game; when standing upright, type and strength is hidden from the opponent.

### 2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

#### 2.1.1 Strength

The current strength of a block is the number of diamonds on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

Blocks vary in maximum strength. Some blocks have four steps, some three steps, some two steps. For each hit taken in combat, strength is reduced **one** step by rotating the block 90 degrees counter-clockwise. The sidebar shows a block at strength 1, 2, and 3.

#### 2.1.2 Combat Rating

The Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines when a block attacks. All **A** blocks attack first, then all **B** blocks, then all **C** blocks. The number indicates the maximum roll that will score a hit.

**EXAMPLE:** a block rated **B1** only scores a hit for each "1" rolled, but a block rated **B3** scores one hit for each 1, 2, or 3 rolled.

#### 2.1.3 Move Limit

A block's Move Limit indicates how many hexes it may move. Blocks can always move less hexes than this limit.

#### 2.1.4 Home City

The city state where that block originates. New blocks must be deployed at their home city, except *Reserve* blocks may be deployed in any Major City. Existing blocks can be reinforced at any major or minor city (see 8.0).

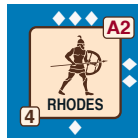
## 2.2 BLOCK TYPES



### 2.2.1 Hoplites

Heavily armored infantry bearing a long spear, heavy shield, and sword.

They mostly fought in a tight formation called a *phalanx*. Spartan hoplites have the highest combat ratings. Each step is 1000 men.



### 2.2.2 Peltasts

A variety of light missile troops, including javelin, archers, and slingers. They proved effective for pursuit

and pillaging and became more numerous than hoplites as the war progressed. Each step is 1000 men.



### 2.2.3 Cavalry

Horses required extensive pasture, available mostly in Euboea, Boeotia, and Thessaly. Greek horses were really ponies 13 to 14 hands high, and the riders were lightly armed with a spear, javelins, and a curved sword. Cavalry were effective for pursuit and harrying. Each step is 400 men.



### 2.2.4 Ships

Oar and sail powered triremes that all navies used at this time. Each ship carried 160 rowers, 20

sailors, and 20 hoplites or peltasts. Each step is 20 triremes. Athenian ships have the higher combat ratings.

## 3.0 DEPLOYMENT

Set-up blocks on their *Home Cities* at maximum strength. The following blocks are not deployed:

- All Reserve Blocks
- Demos/Helots/Tyrants
- Spartan ships *Chios*, *Mytilene*, *Corcyra* and *Rhodes* (all have blue stars).

**NOTE:** *Potidaea* is controlled by Sparta, but besieged and blockaded by Athens.



### 3.1 NEUTRALS

Neutral cities (9.5) and blocks are green. The blocks are kept off-map and enter play only if their city is attacked or becomes an ally of one player. Both players may command green blocks, but they will face in opposite directions.

## The First Peloponnesian War

*Athens & Sparta covers the Second Peloponnesian War. The First Peloponnesian War, fought 460-445 BC by the same powers, ended with a "Thirty Year Peace". But after an uneasy truce of 14 years, urged on by Corinth and Thebes, Sparta again decided to curb the Athenian Empire.*

### Potidaea

*Founded as a colony of Corinth, Potidaea came under Athenian control as a member of the Delian League. Corinth sought to recover her colony in 432, occupying the city, provoking the war. The game starts with Potidaea under siege and blockade by Athenian forces. Potidaea is located on the Gulf of Therma and has no access to the Gulf of Torona.*

### The Olympic Calender

*Pericles had no idea it was 431 BC when the war started, nor did Lysander know it was 404 BC when it ended. These are "Before Christ" dates on our Julian, solar calendar. Greek city states had their own lunar calendars, many with unique names for months and days. There was, however, one calendar on which all Greeks agreed, one that tracked the Olympic Games beginning in 756 BC. On this calendar, Olympiads were counted every four years. Olympic Games were held in 432 (83rd Olympiad), and every four years during the war. The city state of Elis managed and judged the games. Sparta was banned from the 420 games for violating the "sacred truce". In Olympic calendar terms, the war began in 1/84 and ended in 4/89.*

## STEP REDUCTION



Strength 3    Strength 2    Strength 1

## BLOCK DATA

### STRENGTH

(4)

### COMBAT

(C3)



HOME CITY  
(Athens)

### MOVE

(4)

# ATHENS & SPARTA

## 4.0 MOVEMENT

Players are not compelled to Move. They may expend all MPs on Revolts, or do nothing. Blocks can move only once per Player Turn, except to Retreat or Regroup.

### 4.1 TERRAIN LIMITS

Terrain affects how many **blocks** can **stack** in one hex, and how many can attack through each **hexside**. These effects are noted on the Terrain Effects table (sidebar).

**NOTE:** *Stacking Limits are ignored when moving. Hexside Limits are ignored unless attacking.*

Armies cannot cross water except where a **Strait** is shown (4.4), or by Sea Move (4.52). Ships cannot cross land hexsides, but see 1.6 (Corinth Diolkos).

### 4.2 HEX CONTROL

**Neutral** hexes have green cities.

**Friendly** hexes contain a friendly city or are occupied by friendly blocks. **Enemy** hexes are those friendly to the enemy.

**Contested** hexes have an unresolved battle pending. **Vacant** hexes contain no blocks.

**IMPORTANT:** *Hex control changes at the end of each Phase. Hence, players cannot move into a hex and then claim it is friendly for further moves in the same Move Phase. Moving through a hex does not change control. Sieges modify Hex Control (5.51).*

### 4.3 OPERATION MOVES

Operation moves apply to both armies and ships. For 1MP, **one** block can move up to its Move Limit in hexes:

**Hoplite: 3 hexes**  
**Peltast: 4 hexes**  
**Ship: 4 hexes**  
**Cavalry: 5 hexes**

**EXAMPLE:** *Assuming 3MP, a player can move a total of three blocks. These can all be in one hex or in multiple hexes. The Spartan player might, for example, move 2 hoplites from Sparta to Corinth and also 1 ship from Gytheum to Athens.*

Blocks may pass freely through friendly blocks, but must **stop** and fight a battle when they enter any hex containing enemy block(s), regardless of type.

Ships stack with armies in coastal hexes and are included in stacking and siege limits. Ships can fight in any coastal hexes, but must end their COMBAT PHASE on a friendly port (or on blockade) – retreat or regroup as necessary.

### 4.4 STRAITS

Straits have special movement and combat rules. Units located in a straits hex control the entire hex, but are located on the **city side** of the straits.

Blocks entering an enemy-occupied straits hex have attack limit 1 if they cross the straits to attack, otherwise attack limits are normal.

Blocks moving from or through a straits hex have attack limit 1 if they cross the straits to attack, otherwise attack limits are normal.

Blocks entering an enemy-occupied straits hex on the **non-city side** can stop and fight (attack limit 1) or move **through** and not fight.

Armies entering a **vacant** straits hex must stop if the straits are crossed, otherwise not. Vacant straits have no effect on moving ships.

If the defender has a **ship**, attacking armies cannot **cross** the strait to fight until the defending navy is eliminated or retreats (or withdraws into the city).

### 4.5 STRATEGIC MOVES

One strategic move costs 1MP. There are two types of strategic move:

**4.51 March Move:** armies move up to **double** their normal move. Movement **through** Neutral or Vacant hexes is allowed, but March Moves must end in **Friendly** hexes.

**4.52 Sea Move:** ships or armies may move from one **Friendly** port to any other **Friendly** port.

Strategic Movement can never be used to move to/from a siege or blockade, enter or traverse enemy hexes, retreat, or regroup. A block may never move by land and by sea in the same Player Turn.

### 4.6 CARDS

All cards contain a number of MPs (move points). Some cards **also** have a written event which is played **before** any normal moves on that card. Event cards have the higher priority for determining the sequence of player turns. Some events affect **both** players.

**EXAMPLE:** *One player plays a "5" and the other plays "2/Storm". The Storm card because it has an event is played first and (in this case) the event affects naval and ship movement for both Player Turns. The "2" allows normal land movement for Player 1.*

## TERRAIN EFFECTS

TERRAIN	STACK	HEXSIDE
Clear	4 <sup>1</sup>	2
Strait	4	1/2 <sup>2</sup>
Pass	•	1
Mountain <sup>3</sup>	2	0 <sup>4</sup>
Rivers	No Effect	

1. ATHENS is Stack 6 (maximum 4 armies).
2. Attack Limit 1 across the strait, otherwise normal.
3. Stop when entering.
4. Mountain **hexsides** are impassable. This means most mountain hexes are unplayable as they cannot be entered. Playable mountain hexes require at least one clear hexside or a mountain pass to enter. Samothrace and Thasos are NOT mountain hexes.

### Operation Movement

To preserve "fog-of-war" blocks stop enemy movement regardless of type. Hence, ships stop army movement and vice-versa. Group and Muster moves do not exist in this game. Each move applies to one block, not one group.

### Strategic Movement

Strategic sea moves allow **any** blocks to move from one side of the map to the other, provided the destination is a **friendly** port and they do not pass through enemy hexes. Strategic movement to/from sieges or blockades is prohibited.

### Mulligan

A hand that totals **less than 10MPs** (including Event Cards) constitutes a "mulligan". A player dealt such a hand may show the cards and request a redeal, once per **Olympiad**. The opponent may keep his cards or not.

### Straits

Several straits hexes are tricky to evaluate; the following examples will help:

**Naupactus:** Armies entering an enemy -occupied NAUPACTUS from SICYON, can stop and fight (attack limit 1) or move **through** to PATRAE.

**Abydos:** Armies entering an enemy -occupied ABYDOS from CARDIA, can stop and fight (attack limit 1) or move **through** to ELAEUS.

**Ephesus:** Armies can attack SAMOS from EPHEBUS (Attack Limit 1), or move to NOTIUM or MILETUS (Attack Limit 2). Blocks from SAMOS must stop in a vacant EPHEBUS (they cross the strait). Blocks from NOTIUM can move through a vacant EPHEBUS to MILETUS, but cannot cross the strait to SAMOS without first stopping in EPHEBUS.

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## 5.0 BATTLES

Battles are fought after all movement is completed. They last one or two Combat Rounds. The first round of combat is always **mandatory**; neither player can retreat until after round 1.

Each battle must be completed before fighting the next. The active player determines the sequence of battles and need not commit to any sequence in advance. The attacker first reveals all blocks in a selected battle. The defender then **declares** whether to accept battle (reveal blocks by tipping them forward) or withdraw into siege (**walled** cities only).

### 5.1 COMBAT TURNS

Each block has one fire per combat round. The sequence of fires depends on combat ratings. All **"A"** blocks go before all **"B"** blocks, which go before all **"C"** blocks. All defending blocks with the same rating go before attacking blocks.

**EXAMPLE:** *Hoplite B2 and Peltast A1 attack a Hoplite B2 and Ship C3. The sequence for each combat round is Peltast A1, defending Hoplite B2, attacking Hoplite B2, then Ship C3.*

### 5.2 COMBAT HITS

A block fires by rolling dice equal to its current *Strength*. A hit is scored for each roll equal or lower than its combat rating.

**EXAMPLE:** *Hoplite at strength 4 rolls 4 dice. It has B3 combat, meaning all rolls of 1, 2, & 3 are hits. Rolls of 4, 5, & 6 are misses. If the rolls are 1, 2, 4, & 5, the Hoplite scores two hits and two misses.*

Enemy blocks cannot be targeted. **Each hit** reduces the *strongest* enemy block at that instant. When two or more blocks share the highest strength, the owner chooses which to reduce.

**NOTE:** *Combat is not simultaneous. All hits are applied immediately.*

### 5.3 RETREATS

After combat round 1, blocks may retreat or continue the fight. The attacker declares first. After Combat Round 2, unless the defender is eliminated, retreats, or withdraws into a walled city, the attacker **must** retreat taking one extra fire from defending Peltasts and Cavalry.

A maximum of **two (2)** blocks may retreat per clear hexside, and **one (1)** block via other passable hexsides. Blocks that cannot retreat when required are **eliminated**.

**Attacking** armies must retreat to **adjacent** hexes via hexsides used to start the battle. **Defending** armies retreat to **adjacent** hexes via any **other** hexsides. Players can retreat to any **friendly** or **vacant** hex, but never to enemy-occupied hexes, nor to a contested hex. Retreat into a straits hex requires sea control (6.41).

**Ships** must retreat (not via enemy hexes) to a **friendly port** within four hexes. Attack limits are ignored.

### 5.4 REGROUPS

The victor of a battle (but not a siege) may immediately move any/all **victorious armies** to **adjacent friendly** hexes. Attack limits (2/1) apply.

Victorious **ships** may regroup up to 4 hexes to a friendly port (not via enemy hexes). Attack limits are ignored.

Blocks cannot regroup to a **contested** hex. They can regroup to an existing and friendly siege/blockade hex, but cannot attack on the same COMBAT PHASE.

### 5.5 SIEGES

Sieges can occur only in *walled cities*. Unlike battles, sieges may last multiple Game Turns. Battles and sieges are fought in any order desired by the Active Player.

**IMPORTANT:** *Ships cannot besiege (except islands); they blockade (6.4).*

#### 5.51 Siege Control

A siege hex is friendly to the besieger for movement, but friendly to the defender otherwise. Only the attacker can move an **army** into/through a besieged hex.

#### 5.52 Siege Declarations

When first attacked, the defender has the option to fight a **field battle** outside the city, or accept siege. Some defending blocks can fight while others accept siege.

With a field battle, both players reveal their blocks and one or two rounds of combat are fought normally. Defending field units cannot **withdraw** into the city until their combat turn in **Round 2**.

**Besieged** blocks are not revealed until they are Stormed or Sally. **Besieging** blocks are always kept face-up. Each existing or new siege requires a siege declaration from the Active Player:

**Attacker:** STORM OR PASS

**Defender:** SALLY OR PASS

**NOTE:** *unlike field battles, it is possible for the Active Player to be the Defender in some sieges, and the Attacker in others.*

### BATTLE (Example)

SPARTA attacks *Amphipolis* with a Hoplite 4B4 and Peltast 4A1. ATHENS defends with a Hoplite 3B2 and Peltast 2A1.

**Declaration:** Sparta reveals blocks. Athens chooses to accept battle, hoping to survive two combat rounds and force Sparta to retreat.

#### Round 1

1. Athenian peltast 2A1 misses.
2. Spartan peltast 4A1 scores one hit, which must be taken on the Athenian hoplite.
3. Athenian hoplite 2B2 scores one hit, taken on the Spartan peltast.
4. Spartan hoplite 4B4 scores two hits, leaving a peltast 1A1 and hoplite 1B2.

#### Round 2

1. Athenian peltast withdraws into city.
2. Spartan peltast 3A1 misses.
3. Athenian hoplite withdraws into city.
4. Spartan hoplite 4B4 storms the city and scores two hits, which counts as one hit (double defense). Athenian peltast is eliminated.

Athens now holds the city with a hoplite 1. Each Spartan block has the option to Besiege or Retreat. Sparta elects to Besiege with both blocks and rolls Siege Attrition (4+) for them.

### Battle Sequence

The sequence to resolve multiple battles is an important part of play. The result of one battle can affect regroups and retreats in later battles.

### Athens' Long Walls

Athens had two parallel walls, three miles long, linking the walled city to its fortified port. Provided control of the sea was kept, the walls ensured that no enemy army could starve Athens from her critical grain imports.

### Spartan Walls

Athens, Corinth, and Thebes were all fortified with high, thick walls. Spartans considered such defences "unmanly" and their cities were unwalled.

### Earthquakes

This event cancels the Game Turn for both players except for Siege Attrition. Player 1 rolls for each Siege Attrition first. Player 2 need not roll for a siege that ends because of a Player 1 roll.

### Combat Rounds

Note that there are only two combat rounds in this game, not three.

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## 5.53 Siege Limits

City size (1.2) restricts the number of blocks that can accept a siege:

**Major:** 4 blocks **Minor:** 2 blocks

Extra defending blocks must fight a normal battle and/or retreat on a later combat turn. Extra attacking blocks are reserves that cannot fire or take hits, but must roll for Siege Attrition normally.

**ATHENS:** has a stacking, siege, and storm limit of six blocks, with a maximum of four ground blocks.

## 5.54 Siege Attacks

The Active Player can activate a siege for combat. Defending blocks have Double Defense (D2); two hits are required to lose one step. Each hit is treated as a *half-hit* and the next hit **must** be taken on that *same* block. A half-hit remaining at the end of a Siege Attack is recovered.

Attacking blocks fire and take hits normally. After the first siege round, the attacker may retreat (no pursuit), continue the attack for a second round, or "pass" and remain on siege. After the second siege round, the attacker may retreat (no pursuit) or remain on siege.

## 5.55 Sallying

The Active Player, if the Defender, can activate a siege for combat by **Sallying**. Such blocks fire normally but are on **offense** and do **not** have double defense. The Defender has the option to Sally for one or two combat rounds, perhaps aided by Relief Forces (5.56). Unless all besiegers are eliminated, Sally forces must withdraw back to the city after Round 2 ends.

## 5.56 Relief Forces

Subject to hex stacking, the defender may attempt to relieve a siege by attacking the besiegers in his MOVE PHASE. A normal siege battle is fought with the **besieging player on defense**, and the relief force on offense. Relief forces (including ships) cannot **withdraw** into the city.

## 5.57 Cavalry in Siege Combat

Attacking or defending, cavalry fight in siege combat with reduced firepower of B1. They have normal firepower to Sally.

## 5.58 Pillage

When a major city is captured, the victor receives pillage BPs equal to the city's BP value. These BPs must be spent on victorious blocks that do **not** regroup.

## 5.59 Siege Attrition

The **Active** Player makes Siege Attrition rolls after the COMBAT PHASE for all **friendly** blocks in a siege or blockade. Roll 1d6 per block. Rolls that **equal or exceed** a target number (below) are hits, taken on the highest strength block(s) as normal.

The target number is always 4+ for Attacker rolls. Target numbers for Defender rolls depend on siege status.

Status	Defender	Attacker
Half-Siege	5+	4+
Full Siege	3+	4+

**Half-Siege:** siege **or** blockade.  
**Full-Siege:** siege **and** blockade.  
*Blockade* of an island (6.7) is a full-siege.  
*Siege* of a landlocked city (no port) is a full-siege.

## 6.0 SHIP COMBAT

### 6.1 SHIP ATTACKS

An **Operation Move** by ships to an enemy-occupied hex must originate in one or more friendly ports within 4 hexes. Ship attacks can be **combined** with army attacks, keeping in mind that armies cannot cross sea hexsides and ships cannot cross land hexsides.

### 6.2 NAVAL BATTLES

When ships attack, the defender either accepts battle (reveal blocks) or withdraws to siege (walled cities only). Some defending blocks can fight while others accept siege.

If the defender reveals no ships, the Attacker can either declare SHORE COMBAT (6.3) or BLOCKADE (6.4).

If both players have one or more ships, a naval battle takes place. These are fought like any other battle. The naval battle must be resolved before SHORE COMBAT or BLOCKADE can be declared. Combat turns resolving a naval battle **do** count as part of the normal two round battle length.

If both players have ships and armies in the same battle, armies fight a land battle while ships fight a **simultaneous** naval battle.

### 6.3 SHORE COMBAT

Ships may attack enemy armies when no enemy ships are present, or if all enemy ships are besieged. Combat is fought normally and ships retain their normal firepower.

## Siegecraft

*Few sieges during the Peloponnesian War ended with the attacker taking the city by assault. Siegecraft was primitive, consisting mainly of scaling ladders, battering rams, earth ramps, and mining. The lack of good local timber and rocky soils made none of that easy. Siege towers, catapults, and ballistae were inventions for the next century. Most cities surrendered on terms (sometimes after several years of investment), or because of internal revolt and treachery. Sieges always meant significant losses from disease, desertion, and exposure for both sides.*

## Sieges

Unlike field battles, which end after two combat rounds, sieges may continue over multiple Game Turns. The besieger has the option to continue the siege into the next game turn, but both sides are subject to Siege Attrition.

## Siege Attrition

At the start of play, Athens has Potidaea under siege and blockade. This is a full siege. Sparta rolls at 3+ for each block at the end of each Spartan turn. Athens rolls at 4+ at the end of each Athenian turn. If either the Athenian ship or hoplite leaves or is eliminated, this is now a "Half-Siege" and the Spartan roll is at 5+.

Half-siege means a city still has supply either by sea (no blockade) or by land (no siege). Athens could survive a Spartan siege by maintaining her sea supply. Sparta won only when she was able to blockade Athens and mount a full-siege.

## Shore Combat

Ships in a port or beached were often attacked by armies and destroyed, most notably at *Aegospotami*, the war-winning Spartan victory in 405. In walled cities, the defender can avoid this fate by accepting siege in the declaration phase.

## Fortified Ports

Most walled port cities had fortified harbors where ships could be protected from enemy naval action. These were typically beaches with flanking defensive towers and a floating barrier or chain to seal access.

## Landlocked Cities

Cities like *Elis*, *Messene*, *Sparta*, and *Thebes* are not ports. These hexes cannot be blockaded by ships, but also cannot benefit from supply by sea. They are subject to full-siege when besieged only by armies.

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**EXCEPTION:** Ships under siege, or ships attacking a walled city, fight with reduced firepower of **C1**.

**NOTE:** Unless they have accepted siege, defending ships must fight one round of combat as normal.

## 6.4 BLOCKADES

Attacking ships have the option to BLOCKADE an enemy **port** city. Ships cannot blockade if an enemy ship is present, unless that ship withdraws to siege. Blockading ships remain face-up and roll for Siege-Attrition (4+) at the end of each friendly Player Turn.

### 6.41 Sea Control

Defending armies or ships have sea control of a hex unless blockaded. Blockading ships exert sea control of their hex. Neither player has sea control of a **vacant** hex, unless the hex is friendly (4.2).

The **blockading** player can move **ships** (but not armies) into/through a blockade hex, or retreat/regroup there. The **blockaded** player can move **armies** into/through a blockade hex, or retreat/regroup there, but not ships.

Strategic Moves cannot enter or leave Blockade hexes. The **blockading** player can use Operation Moves to move ships **into/through** blockade hexes. Ships can Retreat/Regroup to/from blockade hexes.

### 6.42 Blockade Combat

As with sieges, blockades can be activated for combat by the Active Player:

**Attacker:** PASS or STORM for one or two rounds of Shore Combat. Besieging friendly armies may participate normally.

**Defender:** PASS or SALLY for one or two rounds of Naval Combat. Defending armies may not attack Blockading ships.

A player may try to break a blockade with Relief Forces (5.56). This creates a naval battle that can be supported by sallying ships. The relief (and sallying) ships are on offense; the blockading player is on defense. Relief ships **cannot** withdraw into the city; sallying ships may only withdraw to the city.

## 6.5 SEA RETREATS

Ships may retreat on Round 2 normally, but ignore hexsides. Ship Retreats must be made to a friendly port within four hexes (avoiding enemy hexes). Armies can never Sea Retreat.

**Defending** ships, even if besieged, may retreat from the hex normally, or to the **sea area** of their hex, but not if enemy ships are present.

## 6.6 ISLAND BLOCKADES

Blockades of ports on islands with **six** sea hexsides (eg. NAXOS), islands with only one port (eg. CEPHALLENIA), or islands that can only be reached via one strait (eg. CORCYRA) are **Full Sieges**. This does not apply to ports on larger islands like EUBOIA where land supply is also possible.

## 7.0 REVOLTS



Revolts are sponsored by spending move points (MPs) to deploy a Tyrant or Demos block in an enemy major city. The block's strength is set by the number of MPs spent (Tyrant 3 costs 3 MP).

**IMPORTANT:** Athens and Sparta are immune to revolts. Neutral cities are also immune until they join one player. Revolts are **not** allowed in minor cities.

Revolts are automatically successful in a **vacant** enemy major city. Otherwise, they are resolved as normal siege battles.

The revolt block does **not** count toward stacking, hexside, or siege attack limits. All defending blocks (including ships) can help defeat a revolt. The Revolt block delivers **full hits** in walled cities, not half-hits like other attackers. The revolt block takes hits normally.

When a revolt succeeds, the block can be disbanded or exchanged (now or later) for a **peltast** of the **same** strength from the replacement pool. If the revolt fails, the revolt block is eliminated. When disbanded or exchanged, the revolt block can be reused as desired, but never against the same city in the same Olympiad.

### 7.1 HELOT REVOLTS

The Spartan city of MESSENE can be targeted for revolt. Instead of the DEMOS block, the HELOT is deployed at its desired strength (1MP per step) at MESSENE for a normal battle, assisted by friendly blocks.

**EXCEPTION:** the HELOT cannot retreat and is eliminated if any defenders remain after two rounds of battle.

A victorious HELOT remains on the map and functions like any **Peltast** for the rest of the game. If eliminated, the HELOT **cannot** revolt again in the **same** Olympiad.

## SEA ATTACK (Example)

**Sparta** attacks NAUPACTUS with ship 3C2 from LEUCAS, peltast 3A1 from CORINTH, and hoplite 3B3 from THEBES. **Athens** has peltast 3A1 and ship 3C3.

**Declaration:** Sparta reveals blocks. Athens chooses to accept battle. Corinth peltast must cross strait to attack Naupactus. Since both sides have ships, a separate ship battle occurs.

### Round 1

1. Athenian peltast (3A1) misses.
2. Corinth peltast cannot fire because the straits are under Athenian sea control.
3. Thebes hoplite (3B3) scores two hits, which must be taken on the Athenian peltast.
4. Athenian ship (3C3) could fire, retreat, or withdraw to siege. It chooses to fire, scoring two hits, which must be taken on the Spartan ship.
5. Spartan ship (1C2) retreats to Corinth.

### Round 2

1. Athenian peltast (1A1) withdraws into city. Since all Athenian armies have accepted siege, the Spartan can storm.
2. Corinth peltast (3A1) still cannot fire.
3. Spartan hoplite (3B3) storms and scores two hits, eliminating the Athenian peltast and capturing the city.
4. Athenian ship (3C3) could now fight in shore combat, retreat, or blockade. She elects to blockade, ending the battle and forcing the Spartans to make a half-siege roll. Athenian ship does not roll for blockade until the end of its **own** turn.

**NOTE:** What if the Athenian peltast and ship accepted siege in the declaration phase? The Spartan ship would then have sea control and the Corinth peltast would have been able to cross the strait to attack. The ship could also attack, but only at C1 for siege combat. With double defense, the defending peltast and ship would likely have survived the battle. Sparta could have ended with a siege and blockade of NAUPACTUS, but could also elect to retreat to avoid Siege Attrition.

### Revolts

Throughout the war there was an internal struggle between the Tyrants and the Democrats in most city states. The Democrats favored Athens, the Tyrants favored Sparta. Assassinations and executions dominated the civic scene throughout the war. Both sides faced revolts, especially Sparta after the Peace of Nicias, and Athens after the Syracuse disaster. The Athenian Empire was more vulnerable to revolts, and this difference is reflected in the higher combat rating of the Tyrant block.

Note that revolts in a vacant major city are automatic. Worse, the rebel city may be used as a destination for enemy strategic movement on the following Game Turn. Leaving any major city unguarded is unwise.

# ATHENS & SPARTA

## 8.0 REPLACEMENTS

At the end of each *Olympiad*, both players have a simultaneous **Replacement Phase**. Steps can be added to existing blocks, and new blocks can be built.

### 8.1 BUILD POINTS (BP)

Both players total the value of cities under their control, including Neutral cities. These points are then expended as desired except the maximum BPs that may be spent per major city is 2x the city value, and the maximum per minor city is 1BP. Athens & Sparta have build limits of 8BPs.

**IMPORTANT:** *Besieged or Blockaded cities do not provide BPs for either player.*

### 8.2 REINFORCEMENTS

Reinforcing is adding one or more steps to **existing** blocks on the map. Blocks in a non-city hex cannot be reinforced. Only **attacking** blocks in a siege can be reinforced.

### 8.3 NEW BLOCKS

New blocks are chosen from a player's **Replacement Pool** where they stand upright, off-map, facing their owner. They must be built in their **Home City**, but not if enemy-held. **Reserve** blocks are built in **any** friendly city, subject to BP limits (8.1).

### 8.4 BLOCK COSTS

Cost per **step** varies with type.

**1BP Peltasts & Hoplites**

**2BP Cavalry & Ships**

### 8.5 ELIMINATED BLOCKS

Blocks are not permanently eliminated. Place them in the **Replacement Pool** where they can be built again normally.

### 8.6 DISBANDING

Players may disband any block to their **Replacement Pool**. Steps on disbanded blocks are **forfeit**, but they can be rebuilt **immediately** at normal BPs. Players cannot **merge** blocks on the map.

## 9.0 STRATEGICS

### 9.1 HELLESPONT

Athens imported grain from Black Sea colonies to feed her large population. ABYDOS was a choke point for this trade. **Spartan** sea-control (6.5) of ABYDOS requires *Athens* to remove any one block from those located in **ATHENS** at the end of every Athenian Player Turn.

### 9.2 SICILY

If SYRACUSE is captured by *Athens*, and sea control is maintained, she is immune to the effects of **Hellespont (9.1)** attrition.

SYRACUSE was an important food source for CORINTH. If SYRACUSE is **blockaded** or captured by **ATHENS**, **all** enemy blocks located in CORINTH roll for Siege Attrition (5+) at the end of each **Spartan** turn.

SYRACUSE is one "off-board" area (ignore hexes). Movement to/from SYRACUSE must be made via a friendly (unblockaded) CORCYRA, LEUCAS, CEPHALLENIA, or CYLLENE. Each of these embarkation ports has a black ship labeled "Sicily".

Both ships and armies can sea move to **Syracuse**. This is the only time blocks can sea move to a **Besieged** or **Blockaded** port. One (1) MP is required to move each block.

After each round of combat, **defending** ships and armies may withdraw into SYRACUSE, and must do so after the second round. **Attacking** blocks may then **BLOCKADE** (ships) or **BESIEGE**. Siege Attrition is normal.

**IMPORTANT:** *If a Player Turn ends with the Defender having sea control of Syracuse (no attacking ships) the Attacker rolls for Siege Attrition at +1 (3+ = 1 hit).*

Battles are ongoing. In future Game Turns the Defender may **PASS** or **SALLY**, while the Attacker may **PASS** or **STORM**. Either option requires the active player to make Siege Attrition rolls.

Blocks wishing to retreat must do so in the **MOVE PHASE** back to the four Sicily **embarkation** hexes. Each retreat costs 1MP per block. Only the player with Sea Control can retreat.

### 9.3 PERSIA

Persian cities (orange) are neutral. If Sparta gains control of **MILETUS** Persian support becomes available. Persian support lowers the cost of **all** Spartan (and allied) ships to 1BP per step.

Persian support is optional for Sparta but irrevocable. The price for Persian support is that **MILETUS** becomes Persian **after the war** and its 2BP cannot be counted by the Spartan player for victory purposes. Persian support ceases (permanently) should Athens regain control of **MILETUS**.

While the Persian alliance exists all Persian hexes and ports are **friendly to Sparta**. Spartan forces can enter or traverse Persian territory; Athenian forces can never cross the Persian border.

### The Peace of Nicias

*In 421, after ten years of fighting, Athens and Sparta made a "50 year peace", but the war essentially continued in proxy form. Sparta first declined to return Amphipolis to Athens, which then refused to give back Pylos. In 418, Sparta took exception to a defense alliance of Argos, Elis, and Megara. Sparta invaded and defeated Argos at the Battle of Mantinea. Athens had sent 1000 hoplites to Argos honoring a previous treaty obligation and just 300 survived the battle. Athens then launched her disastrous attack on Syracuse. The "peace" ended in 413 when Sparta secured Persian aid and openly resumed the war.*

### Syracuse

*Syracuse, founded by Corinth, was the most powerful city on Sicily, and second only to Athens in wealth. Although Syracuse was neutral, she effectively supported Sparta by exporting grain to Corinth – a staunch Spartan ally. Athens sent a small force to Sicily in 427 BC to support her allies, but left one year later, unable to continue a war against both Sparta and Syracuse. During the Peace of Nicias the issue of Syracuse again arose and, in 415, a fateful decision was taken to mount a major attack. Due to poor Athenian generalship and logistics, and good defense by Syracuse with Spartan aid, the expedition turned into a disaster. Athens lost over 200 ships, 40,000 crew, 10,000 hoplites, and 10,000 peltasts, crippling her for the remainder of the war.*

### Syracuse BP (Optional)

After the first deal, both players allocate **one** card **face-down** at Sicily, leaving only five cards for the first *Olympiad*. The sum of the two cards becomes the Build Points for SYRACUSE (instead of the standard 4BP). The cards are not revealed until Syracuse is attacked. Once revealed, the cards remain face-up for the remainder of the game.

### Persia

*Athens' attempt to restore her finances and navy after the Sicilian disaster led to higher tax and tribute assessments on her allies. Most of those allies had also suffered huge losses in Sicily. Revolts festered everywhere. In 412, Chios revolted with Spartan help, gaining Sparta 80 ships. The revolt then spread to Ephesus and Miletus (the jewel of Ionia). This chain of events brought Tissaphernes, Satrap of Caria, to Miletus to negotiate a treaty between Persia and Sparta.*

*The Persians had an existing non-aggression treaty with Athens, but the new Great King saw an opportunity to recover the Ionian cities lost after Persian defeats in 480 (Marathon and Salamis) and 479 B.C (Plataea).*

*Athens is prohibited from crossing the Persian border because large Persian armies are not represented in the game. The two Persian cities shown on the map were strongly garrisoned.*


# ATHENS & SPARTA

## 9.4 REBEL SHIPS

Four Athenian cities (Chios, Corcyra, Mytilene, and Rhodes) have their own ships. If these cities are controlled by the Spartan player, the relevant ship **immediately** moves to the city (free move) and is converted to the Spartan ship of the same name at the same strength. If the rebel ship is in the Replacement Pool at the time, it becomes available to be built by the Spartan player in its home city.

Hence, if Rhodes falls to the Spartan (by revolt or conquest), the Rhodes ship moves to Rhodes and converts to the Spartan ship. The ships convert back to Athens if she retakes the rebel city.

## 9.5 NEUTRAL CITIES

 Neutral cities are **potential** allies for either player. Players can move *through* a neutral city hex, but cannot stop there unless attacking. Players **cannot** retreat, regroup, or move strategically to neutral cities.

If a neutral city is attacked, it immediately joins the other side. Applicable forces are deployed at full strength to defend the city. All normal rules for battles and sieges are then followed.

Once activated, neutral cities, their BPs, and blocks belong to their ally for the duration of the game, unless they change sides by conquest or revolt. All rules pertaining to friendly cities apply to allied neutral cities.

Neutral blocks **immediately** change sides, at current strength, if their home city is occupied by the enemy player. If the neutral blocks are deployed with other blocks at this time, they change sides and a normal battle is fought with the neutral blocks on offense. Neutral city BPs must be spent on neutral blocks of that city when possible, but can otherwise be used to reinforce and/or rebuild any friendly blocks.

## 10.0 VICTORY

### 10.1 SUDDEN DEATH

If Athens or Sparta are occupied by one or more enemy blocks at the end of any **Game Turn**, the game ends immediately.

### 10.2 VICTORY POINTS

After each *Olympiad*, add up the values of all cities controlled. To win a player must control **30 BPs** (or more) that are not besieged or blockaded.

If neither side wins by the end of **Olympiad 89**, the player with the **higher** BPs wins. If tied, Athens wins.

### 10.3 TOURNEY BIDDING

Players should always bid for sides in Tourney games. Flip a coin to determine who has first bid. Bids should be made in increments of 1 (a first bid of 0 is OK). The highest bid plays the named side and removes steps equal to the bid. That is, a winning bid of "Athens 3" plays Athens but removes three steps (total) from any desired starting units. No unit can take more than one step loss.

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