

Athens & Sparta

by Columbia Games

The following rules are provided as an alternative set of rules for Columbia Games' Athens & Sparta wargame. The intent of these rules is to provide a cleaner more playable set of rules for the game. These rules are not to be considered "official" rules changes. While most of the rules are identical to the original rules from Columbia Games, not all of the rules are the same.

1.0 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.

2.0 SEQUENCE OF PLAY

Athens & Sparta is played in a sequence of turns called Olympiads. There are 7 Olympiads in a complete game. Each Olympiad is made up of a sequence of game turns which are followed in strict order. Each game turn is comprised of phases and sub-phases as indicated below.

2.1 Olympiad

An Olympiad begins with each player being dealt 6 cards. If a player's hand has less than 10 Move Points (as defined below), he may ask for a re-deal. If a player asks for a re-deal, his opponent may get a new hand also, or keep his current hand.

Each Olympiad is made up of 6 Game Turns, which are comprised of the following Phases:

Game Turns

- I) Initiative Determination and Event Phase
- II) Player 1 Phase (Turn)
 - a) Movement Phase
 - b) Combat Phase
 - i) Naval Combat Sub-phase
 - ii) Field Combat Sub-phase
 - iii) Siege Combat Sub-phase
 - c) Siege/Blockade Resolution Phase
- III) Player 2 Phase (Turn)
 - a) Movement Phase
 - b) Combat Phase
 - i) Naval Combat Sub-phase
 - ii) Field Combat Sub-phase
 - iii) Siege Combat Sub-phase
 - c) Siege/Blockade Resolution Phase
- IV) End of Game Turn Phase
 - if cards left in hands; repeat Game Turn
 - if last card has been played (i.e. end of Olympiad);
 - i) Victory Determination Sub-phase
 - ii) Replacement Sub-phase

NOTE: in these rules a "Player Phase" is also referred to as a "Player Turn"; they are one and the same.

2.2 Cards

Each card has a number on it indicating the number of Move Points (MPs) that player may expend during the current game turn. The player may expend less than the printed MPs during his turn. Each Move Point can be used to perform one of the following:

- Operational Movement (1 unit per MP)
- Strategic Movement (1 unit per MP)
- Revolt (1 step per MP)

Cards are discarded after the turn in which they are played, and the deck reshuffled with all cards at the start of each Olympiad. Each of these actions are described in detail below.

Some cards have events printed on them as well as MP values. Events generally take effect at the beginning of the player's turn who played the event card. Some events take effect at the beginning of the game turn as noted below. The MP values printed on event cards function the same as non-event cards' MP values.

During the Initiative Determination & Event Phase, players play one card, face down. When both players have made their card selection, both cards are revealed simultaneously. The player whose MP value is greater is Player 1 for the current game turn (i.e. has the initiative). If both player's MP values are the same, the Spartan player is Player 1.

Player 1 is considered the attacker and Player 2 is the defender during the Player 1 Phase, regardless of the overall or localized situation. Player 2 is considered the attacker and Player 1 is the defender during the Player 2 Phase.

If a player plays an event card, and his opponent does not play an event card, then the player playing the event card is Player 1, and the event is implemented accordingly.

If both players play an event card, then the event card with the higher MP value indicates which player is Player 1. If the MP values are the same, the Athenian player is Player 1. Player 2's event generally does not take effect until the start of his player turn.

If a player plays the Earthquake card, his opponent's card is canceled whether it is an event card or not (including the Alcibiades card). The game turn is composed of each player's a Siege/Blockade Resolution Phase only (with Player 1 being the one that played the Earthquake card).

If a player plays the Alcibiades card, and his opponent also plays an event card, the cards are swapped and the opposing player becomes Player 1. The original event card played by Player 1 (now held by Player 2) is not implemented until the beginning of Player 2's turn. This can be especially damaging if the second event card was the Storm card (i.e. Player 1 is gets 3 MPs to save some of his ships).

Event cards that are not applicable at the start of the player's game turn are disregarded (such as the Pillage card if there are no sieges). A disregarded event card still takes priority in

determining player initiative for the turn however. A player never has to impose the Plague card against himself. Playing the Betrayal card against oneself has no effect since the enemy can't storm attack during your turn.

3.0 MAPBOARD

The mapboard portrays the area of Greece, Macedonia, Thrace and Western Persia where the Peloponnesian War was fought. The terrain features of the map portray land hexes, sea hexes, coastal hexes and mountain hexes. There are 2 types of cities represented on the mapboard; major cities and minor cities. Possession of major cities is used to satisfy the victory conditions. The terrain represented between hexes, on a hex's side (hexside) effects movement as explained in the Movement section of these rules (section 6.0).

An auxiliary map is provided that highlights the terrain features and hexside definitions to make map interpretation easier for game play. Auxiliary map definitions are:

- Orange hexside: only land units may cross
- Blue hexside: only ships may cross
- Green hexside: ships and land units may cross
- Black hexside: no units may cross
- Red Slash through hexside: straits hexside limit
- Brown Slash through hexside: mountain pass hexside limit
- Mountain Hex; "M" hex
(stacking and movement restrictions)

The mapboard terrain features are described in the following sections.

3.1 Cities

There are two types of cities portrayed on the map that have an impact on play; major cities and minor cities. Major cities have numbers within their city symbol (either a circle or hexagon). Minor cities have no number inside their symbol. The number inside a major city symbol represents the Build Point value of that city. Major and minor cities are always one of 4 colors:

- Blue: owned by the Athenian player
- Red: owned by the Spartan player
- Green: neutral cities (see section 11.5)
- Orange: Persian cities (see section 11.3)

Black dot cities are insignificant to the game play.

The symbol of a major/minor city indicates whether it is a walled city (hexagon symbol), or un-walled city (circle symbol). Units that are in control of a hex at the beginning of a player's turn may withdraw to inside a walled city under combat situations (as explained below - see 7.0 Combat). Units inside the city walls are termed "garrisoned" units, and the term applies to both land units and ships. A garrison is usually associated with a siege situation (but not necessarily a blockade situation), however the terms "garrisoned" and "besieged" are **NOT** synonymous. Land units that are outside a walled city garrisoned by opposing forces are termed "encamped". Ships occupying the same hex as enemy units, and not engaged in

combat with those units, are on "sea patrol".

There is a garrison stacking limit for units inside a city, as shown on the Terrain Effects Chart (TEC); see section 3.9 Stacking Limits.

Control of a city is determined at the start of a player's turn and during the End of Game Turn Phase (for Reinforcements and Victory Determination purposes), by the following priorities:

- land units occupying the hex
- ships occupying the hex
- original owner (based on city color)

A "friendly city" is any city that is controlled by a player. An "owned city" is a city originally controlled by one side (i.e. blue for Athens, red for Sparta). Green neutral cities allied to one side are treated the same as "owned" cities by that side. Green neutral cities that are occupied by a side are "friendly" to that side.

City hexes occupied by both sides are uncontrolled by either player for End of Game Turn purposes. Ungarrisoned ships that occupy a city/port at the beginning of a player's turn have sea control in that hex. This applies whether the city is jointly occupied or not, and has significance for movement and combat, in and through that hex. Sea control is maintained throughout the player turn unless and until the controlling ship(s) vacate the hex (e.g. due to retreat, attrition, combat, etc.). Sea control is lost when controlling ships vacate the hex, even though general control of the hex may be maintained by land units.

3.1.1 Build Points

The numerical value in the city symbol of a major city are the Build Points (BPs) for that city. There are a total of 48 BPs on the map. Minor cities, Athens, and Sparta do not have BPs. See section 10.0 for details on using BPs.

3.1.2 Ports

Ports are cities (major or minor) that are located on coastal hexes. The actual city symbol must be portrayed as touching a water area (e.g. the sea, a gulf, etc.) in order for a city to be considered a port. As an example; Sparta is **NOT** a port city. Cities that are not ports are considered "landlocked".

3.1.3 Corinth Diolkos

The city of Corinth is a port that touches two separate bodies of water. Ships may pass through the port of Corinth in either direction.

3.1.4 Neutral Cities

Neutral Cities are green and are not controlled by either side unless activated. See section 11.5 for specific rules governing neutrals. Persian cities (orange) are also considered neutral cities, however different rules apply to those cities as covered in section 11.3.

Either player may freely pass through neutral hexes without penalty and without causing the neutrality to be broken.

3.2 Oracles

Delos and Delphi are inviolate hexes. Both sides may occupy,

retreat to, or traverse an Oracle hex even if occupied by enemy units. There can never be combat in an Oracle hex. Blocks starting their turn in an Oracle hex may not enter an enemy occupied hex during their movement. In every other way, Oracles are treated as a friendly minor city to both sides.

3.3 Mountains

Mountain hexes are those hexes with the mountain symbol in the center of the hex, AND with at least 3 hexsides covered by the mountain symbols. For simplicity, the auxiliary map displays mountain hexes with an "M". Technically, the Mt. Ossa/Mt. Pelion hex is a mountain hex as is the hex west of Gythium, but since land units may not occupy those hexes they are not marked.

Land units must stop when entering a mountain hex, and may move no further in their current Movement Phase.

Mountain hexsides are impassable, except where crossed by a mountain pass. Mountain passes have an Operational Movement limit of 1 land unit per Movement Phase. Mountain hexsides are indicated on the auxiliary map as black hexsides. Mountain passes are indicated on the auxiliary map with a brown slash perpendicular through the mountain hexside (orange or green hexsides on the auxiliary map).

3.4 Sea

Sea hexes are blue hexes completely surrounded by sea hexsides, and without any occupiable land between them and any adjacent hex. A sea hex may contain a non-occupiable island, or part of a non-occupiable island and still be considered a sea hex. Ships may pass through sea hexes without restriction, but may not end their turn on them. Land units may pass through sea hexes using Strategic Sea Movement, but they may not end their turn on sea hexes.

3.5 Clear Terrain

Clear terrain hexes are those hexes occupiable by land units that are not mountain hexes (i.e. all hexes except sea hexes and mountain hexes are considered "clear").

3.6 Coasts

Coastal hexes are hexes that contain both sea and land, and may be occupied and traversed by land units and ships. Coastal hexsides are portrayed on the auxiliary map as green hexsides, meaning both ships and land units may cross the hexside (subject to specific geographical limits - e.g. straits).

3.7 Islands

Islands are land hexes that are completely surrounded by water (sea hexsides). Land areas that are only connected to another land hex via a straits symbol within their hex are also considered islands.

Examples:

The following ARE considered islands:

Andros, Leucas, Corcyra.

The following are NOT considered islands:

Chios, Kos, Samos.

Crete is not considered an island for game purposes. Special

rules apply to Sicily, so it is not considered an island either. Rhodes is not considered an island.

There are many islands displayed on the map that are not playable (occupiable); Tenedos, Ayios, Psara, Icaria, and Amorgos to name a few. These hexes are considered sea hexes. Icaria is unplayable for land units, but does block sea movement between it's 2 hexes.

3.8 Straits

Straits are small water passages between major (occupiable) land masses. These are portrayed on the map as being within a hex, but for practical purposes apply to the hexside connecting the 2 land masses in question. Straits hexsides are depicted on the auxiliary map as a perpendicular red slash through the applicable hexside.

The hex that contains the straits symbol is considered a straits hex, and there are specific rules governing movement and retreat into and out of a straits hex when crossing a straits hexside, especially with respect to one player having sea control of the straits hex.

For clarification purposes, 2 additional straits hexes have been added to the auxiliary map for game purposes; Phocaea and Delos.

Land units crossing a straits hexside have an Operational Movement limit of 1 unit, and the unit must stop after crossing the hexside. This limit applies to crossing the straits hexside in either direction, i.e. entering or leaving the straits hex.

3.9 Stacking Limits

Players may stack up to 4 units in a clear terrain hex, and up to 2 units in a mountain hex. Stacking limits only apply at the end of a player's turn, consequently he may move more units into a hex than that hex's stacking limit and then either retreat or regroup out of the hex to meet the stacking limits. Any hex overstacked at the end of a player's turn results in the excess units being eliminated (owner's choice).

Units may never combine strengths of several units to form a single unit (for stacking or any other purposes).

The city of Athens has a stacking limit of 6, however no more than 4 land units may be stacked in Athens.

Sea hexes have no stacking limits since units cannot end their turn in a sea hex.

Stacking limits are "per player", so hexes occupied by both sides may each have up to the stacking limits within the hex. Garrison stacking limits apply to the number of units inside a walled city. Garrisoned units count against the overall stacking limit of the hex.

4.0 ARMIES & NAVIES

The units represent Athenian (blue) and Spartan (red) forces and their respective allies. All units except ship units are considered "land" units, as referenced throughout these rules

(i.e. Cavalry, Hoplites, Peltasts, and Revolt units).

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

4.1 Unit Data

Units have numbers and symbols defining movement and combat abilities, as explained in the sub-sections below.

4.1.1 Strength

The current strength of a unit 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 unit in combat. A unit at strength 4 rolls 4d6 (four six-sided dice); a unit at strength 1 rolls 1d6.

Units vary in maximum strength. Some units 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 counterclockwise. When a unit loses its last strength step it is eliminated.

4.1.2 Combat Rating

The Combat Rating is indicated by a letter and number, such as A1 or B2. The letter determines when a unit attacks. All A units attack first, then all B units, then all C units. The number indicates the maximum roll that will score a hit. For example: a unit rated B1 only scores a hit for each "1" rolled, but a unit rated B3 scores one hit for each 1, 2, or 3 rolled.

4.1.3 Move Rating

A unit's Move Rating indicates how many hexes it may enter during a Movement Phase.

4.1.4 Home City

The city state where that unit originates. Existing units can be reinforced at both major and minor cities. New units must be deployed in their home city. Reserve units may be built/deployed in any major city.

4.2 Unit Types

4.2.1 Hoplites

(Hoplites have a symbol of a Hoplite on them - soldier looking left) Hoplites are heavily armored infantry bearing a long spear, heavy athenian 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.

4.2.2 Peltasts

(Peltasts have a symbol of a Peltast on them - soldier looking right) Peltasts are 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.

4.2.3 Cavalry

(Cavalry have a symbol of a horse on them) Horses required extensive pasture, available only 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.

4.2.4 Ships

(Ships have a symbol of a ship on them) 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.

5.0 INITIAL DEPLOYMENT

Set-up units on their home cities at maximum strength. The following units are not deployed:

All Reserve units

Demos/Helots/Tyrants - "Revolt" units

Spartan ships Chios, Mytilene, Corcyra and Rhodes
(all have blue stars).

NOTE: Potidaea is occupied by Sparta (inside the city), but besieged and blockaded by Athens. Potidaea is owned by Athens.

Green neutral city's forces are kept off-map and enter play only if their city is attacked or becomes an ally of one player (see section 11.5 - Neutral Cities).

6.0 MOVEMENT

During a player's Movement Phase, he may move up to as many units as allowed by the Move Points on the card he has played for the current Game Turn. A player is never required to move any units during his turn. Units may only be moved once per Movement Phase.

A unit's Move Rating represents the number of hexes that unit may enter during a Movement Phase, subject to terrain limits and the presence of enemy units. When a unit enters a hex occupied by enemy units, it must stop and move no further that turn.

All terrain effects on movement are summarized in the Terrain Effects Chart.

There are two types of movement; Operational Movement and Strategic Movement, as explained in the following sections. A unit may not use both Operational Movement and Strategic Movement in the same Movement Phase.

6.1 Operational Movement

A unit moving by Operational Movement may enter a number of hexes equal to its Move Rating. Movement is traced from one adjacent hex to another. A unit is not required to use its full Move Rating allowance.

Hexside limits only apply to Operational Movement. The restrictions on crossing straits and mountain passes apply even if not entering an enemy occupied hex; 1 unit per Movement Phase per straits or mountain pass hexside.

A land unit may not exit a hex occupied by un-garrisoned

enemy land units. A land unit may exit a hex occupied only by enemy ships provided it is not exiting a straits hex via a straits hexside, and provided it does not begin its Movement Phase garrisoned.

If a land unit enters a straits hex by crossing a straits hexside, and his opponent has sea control of the straits hex, the moving unit takes an immediate step loss and must retreat to the hex from which it crossed the strait, and may move no further that turn. If the sea controlling player fails to identify the hex as being under sea control when an opposing land unit first enters the hex, then no reduction/retreat is applied to the moving unit or subsequent units entering the hex in that turn. This should be considered an "in a timely manner" rule, i.e. before another unit is moved.

Ships are based at ports and must always end their player turn on a port hex; either friendly controlled or on sea patrol blockading an enemy controlled port. Ships may move to a non-port hex for combat and then retreat or regroup to a port hex, per the Combat rules (see section 7.0). A ship that ends its player's turn in a non-port hex is eliminated.

A ship may exit a hex occupied only by enemy land units, provided it does not begin its Movement Phase garrisoned. A ship may NOT exit a hex occupied by un-garrisoned enemy ships during its Movement Phase.

Ships cannot end their movement in a port hex by entering the hex from a direction that does not directly connect the 2 hexes by a water passage. A water passage is a contiguous blue path from the center of the exit hex to the port/city symbol in the entry hex. For example, a ship cannot end its movement in the port of Chalis by entering that hex from the northeast.

Ships cannot pass through hexes if their movement path is not connected via a water passage. For example; a ship cannot move from Amphipolis southwest 2 hexes directly to Scione, even though it may enter the hex directly southwest of Amphipolis from either Scione or Amphipolis. A ship may move directly from Carystus to Marathon since there is a small water passage crossing the hexside between those 2 hexes. There is NOT a water passage between Athens and Marathon however, so ships cannot move directly between these 2 hexes. When in doubt, consult the auxiliary map; if the hexside is green, and it's not obvious that a ship could not pass through, then it CAN pass through.

Friendly ships may pass through a hex that is only occupied by enemy land units, and land units or ships may pass through a hex occupied only by garrisoned enemy units (land units and/or ships). These are the only exception to the rule requiring units to stop when entering an enemy occupied hex. The opposing player must announce and reveal at least 1 ship if a player is attempting to move ships through a hex containing opposing ships.

6.2 Strategic Movement

Strategic Movement comes in two varieties; March Move and Sea Move. A March Move allows land units to move up to double their printed Move Rating, however units moving via

March Move may not enter an enemy occupied hex (even one besieged by friendly forces). Units moving by March Move are not limited in crossing mountain passes or straits to 1 unit per hexside (even if another unit crossed during the same Movement Phase using Operational Movement). Strategic Movement across a straits hexside or into a mountain hex does require the units to end their movement in that hex. Units moving by March Move must end their movement in a friendly hex (i.e. either occupied by friendly units or in a friendly city).

A Sea Move allows land units or ships to move from one friendly controlled port to another friendly controlled port. The path between the two ports may not enter any enemy occupied hexes, except hexes occupied only by garrisoned enemy units. Neither the starting nor ending port may be blockaded or besieged.

A unit may not combine March Move and Sea Move in the same Movement Phase.

7.0 COMBAT

Combat occurs when opposing forces occupy the same hex during a player's Combat Phase. The Combat Phase is divided into 3 sub-phases which must be followed in strict order; Naval Combat, Field Combat, Siege Combat. Combat is always mandatory for the first two sub-phases. Combat is optional for the Siege Combat Sub-Phase (except in cases of revolts - see section 9.0).

Each combat sub-phase consists of no more than 2 rounds of combat. No unit may fire more than twice during a Combat Phase (through all 3 sub-phases).

The attacker determines the sequence of battles and need not commit to any sequence in advance. The attacker first reveals all units in a selected battle. If the defender occupied a walled city hex prior to the start of the Combat Phase, and is not besieging nor blockading that city, he may elect to withdraw into the city (behind the walls) and avoid either Naval and/or Field Combat. Defending ships, that do not begin the Combat Phase inside a walled city, may elect to move out to sea, within the hex (sea patrol) instead of fighting in a field battle. Ships may not go on sea patrol to avoid naval combat.

All combat in a single hex must be fought to completion before proceeding to another battle hex.

7.1 Combat Procedure

The basic procedure for combat is the same for each of the three sub-phases; differences and exceptions to these general procedures are provided in the appropriate sections below.

The term "battle" is synonymous with "combat" in the context of these rules, and generally applies to the fighting going on within a hex during the whole Combat Phase.

Each combat sub-phase is comprised of up to 2 combat rounds. During a combat round, a unit involved in that battle may either fire, retreat, withdraw, or pass. There are limits on passing and withdrawing as explained below.

During the Combat Phase, each unit involved in combat may fire in a maximum of 2 rounds of combat; for all 3 sub-phases, e.g. a unit that fires twice in the Naval Combat Sub-Phase may not fire again in either the Field Combat Sub-Phase or the Siege Combat Sub-Phase. A unit that fires twice, may participate in subsequent rounds, but may not exercise its fire option (i.e. it may pass, withdraw, retreat - as applicable).

A unit that passes, may not exercise a different option in the same combat round; it may exercise a different option in a second combat round, or in another round in a subsequent combat sub-phase. For example; a ship that fires in round 1 of the Naval Combat Sub-Phase but not round 2, may fire in round 1 or 2 of the Field Combat Sub-Phase (but not both).

Retreat is a process by which a unit involved in a battle leaves the battle hex. Details and restrictions are given in section 7.5 - Retreat. Garrisoned units may never retreat if there are opposing units encamped in the same hex.

Withdraw is a process by which a unit involved in a battle leaves the battle, but NOT the hex. Generally this means withdrawing to inside the city walls (assuming the battle is taking place in a hex with a walled city). However, besieging units may also "withdraw" from a storm attack (Siege Combat Sub-Phase), and ships can withdraw to sea patrol to avoid combat with enemy land units (either attacker or defender).

The order of exercising combat options is dependent on the letter portion of the units' Combat Rating. All "A" units exercise their option first (fire, retreat, withdraw, or pass), then all "B" units, then all "C" units. Defending units always exercise their options first before attackers of the same Combat Rating. All defending units with the same rating go before attacking units.

If, at the end of the Combat Phase, there are un-garrisoned defending land units remaining in a battle hex, then all attacking units must retreat (land units and ships). Attacking ships that have withdrawn to sea patrol are not required to retreat. The exception to this case is when the attackers are sallying from inside the city to attack a besieging force outside the city. In this case the sallying units must withdraw back inside the city instead of retreating. Attackers that entered the battle hex during the current player turn, have the option to retreat any or all units if the only defenders in the hex are garrisoned.

It is perfectly legal for land units and opposing ships to both occupy the same hex at the end of a Combat Phase. If the hex is a port, the ships are on sea patrol and imposing a blockade on that hex. If the hex is not a port, then the ships must retreat or be eliminated at the end of their player turn. This situation may arise with either attacking or defending ships. Attacking land units that entered a battle hex in the current player turn have the option to retreat if enemy ships remain in the battle hex at the conclusion of all combat. Attacking ships that entered a battle hex in the current player turn have the option to retreat if enemy land units remain in the battle hex at the conclusion of all combat.

Attacking units that are forced to retreat at the end of the combat round are subject to pursuit fire (see section 7.8). Units that retreat (attacking or defending) as one of their combat options, are NOT subject to pursuit fire.

If, at the end of a Combat Phase, there are no defenders remaining in the battle hex (including defending ships and defending garrisoned units), the attacker may exercise a regroup option. This involves moving any attacking units involved in the battle to any adjacent hex, subject to all standard Operational Movement restrictions. Such a hex may not contain enemy units, including enemy units under siege or blockade. Attacking units may split up and move (regroup) to different hexes if desired. Regrouping is only allowed for attacking units that entered the battle hex during the current player turn (i.e. not allowed for sallying units).

It is an important aspect of the game that stacking limits only apply at the end of a player's turn. An attacker may deliberately over-stack a hex and sacrifice units to the stacking limit elimination rule, in an attempt to overwhelm a defending force.

7.1.1 Combat Fire

A unit fires by rolling as many dice as its current Strength, a hit is scored for each die roll equal or lower than the firing unit's combat rating. For 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

7.1.2 Battle Hits

Enemy units cannot be targeted. Each hit reduces the strongest enemy unit involved in the current combat sub-phase. When two or more units share the highest strength, the owner chooses which to reduce. Combat is not simultaneous; all hits are applied immediately.

7.2 Naval Combat

Naval Combat occurs first during a Combat Phase when opposing ships occupy the same hex. Naval Combat only involves ships outside a city; garrisoned ships (attacker or defender) are not engaged in battle and may not fire, nor do they take hits.

There are two basic attack situations that result in Naval Combat:

- attacking ships entering the battle hex during the current player turn (Moving Attackers)
- attacking ships sallying out of a besieged city to attack blockading ships (Sallying Attackers)

In the case where there are attacking ships that both enter the hex and sally, then the following rules apply to each group individually, although all ships are mutually involved in the same battle, (i.e. rounds are resolved using all involved ships - not as separate battles).

7.2.1 Moving Attacker

Defending ships may withdraw any or all ships to inside their walled city at the beginning of the Naval Combat Sub-Phase,

provided they are not blockading that city. If all such ships are withdrawn to inside the city then there is no Naval Combat. Defending ships may retreat, or withdraw to inside the city, as one of their combat options.

Attacking ships may retreat as one of their combat options, they may not withdraw (either inside their opponent's city nor to sea patrol). If there are defending ships remaining in a hex at the end of a Naval Combat Sub-Phase (not inside the city) then all attacking ships must retreat. Retreating ships are not subjected to pursuit fire.

7.2.2 Sallying Attacker

Ships belonging to the attacker that are inside the city may sally out of the city and engage in Naval Combat with blockading defending ships. Such an attack requires no expenditure of Move Points. Sallying ships may be joined by other friendly ships against blockading enemy ships, however attacking ships that entered the battle hex during the current player turn may not withdraw inside the city.

Attacking ships that sally out of the city may not retreat, but may withdraw back into the city as one of their combat options.

If there are defending ships remaining in a hex at the end of a Naval Combat Sub-Phase then all attacking ships must withdraw back inside the city. In cases where there are both moving attackers and sallying attackers, the moving attacking ships may not withdraw into the city; they must retreat.

7.3 Field Combat

Field Combat occurs after all Naval Combat within a hex has been resolved. There is no Field Combat Sub-Phase if all units of one side (attacker or defender) are inside the city. Field Combat can involve land units and/or ships of one side against land units (only) of the other side.

There are two basic attack situations that result in Field Combat:

- attacking units entering the battle hex during the current player turn (Moving Attackers)
- attacking units sallying out of a besieged city to attack encamped units (Sallying Attackers)

In the case where there are attacking units that both enter the hex and sally, then the following rules apply to each group individually, although all units are mutually involved in the same battle, (i.e. rounds are resolved using all involved units combined - not as separate battles).

If either side has ships involved in a Field Combat, those ships may withdraw to sea patrol either at the start of the Field Combat Sub-Phase, or as one of their combat round options. Once withdrawn to sea patrol, ships may not rejoin a Field Combat, nor join in a siege attack.

Ships that are ineligible to participate in a Field Battle due to having fired twice in the Naval Combat Sub-Phase, are assumed to be on sea patrol and are immune to enemy fire during the Field Combat Sub-Phase.

Ships engage in Field Combat against non-Port hexes have a Combat Rating of "C1".

7.3.1 Moving Attackers

When attacked by moving attackers, defending units may withdraw to inside the city, subject to garrison stacking limits, at the beginning of the Field Combat Sub-Phase or as a combat option during a combat round. Some defenders may withdraw and others may remain outside the city.

Defending units (outside the city) and moving attacking units may retreat as one of their combat options during a combat round. Moving attackers must retreat if there are defending land units in the hex (outside the city) after 2 rounds of combat. Moving land unit attackers may never withdraw from Field Combat, they may only retreat. Moving ship attackers may withdraw to sea patrol.

Moving Attackers (ships and land units) that retreat after 2 rounds of Field Combat are subject to pursuit fire; see section 7.8 - Pursuit Fire. Ships that retreat prior to being forced to retreat (i.e. as one of their combat round options) are NOT subject to pursuit fire. Ships that are forced to retreat after 2 combat rounds ARE subject to pursuit fire.

7.3.2 Sallying Attackers

Units inside a city are not involved in Field Combat, however garrisoned units may sally out of the city to engage encamped defenders in Field Combat. Sallying units may join other attacking units that have entered the hex during the current player turn ("Moving Attackers"), however the rules for moving attackers and sallying attackers are maintained based on the individual units' status.

Defending units may not sally out of the city to engage in Field Combat. Ships may not sally out of a city to engage in Field Combat if there are enemy ships present in the hex (that can only be performed during the Naval Combat Sub-Phase).

Attacking units that are sallying may withdraw back inside the city as one of their options during a combat round. Sallying land units may not retreat. Sallying ships may retreat during Field Combat.

7.4 Siege Combat

Siege Combat occurs after all Field Combat within a hex has been resolved and there are no defenders left outside the city walls. Siege Combat can only occur in a hex with a walled city, and in which there are defenders inside the city. Siege Combat does not take place if there are attackers inside the city, (exception: Revolts, section 9.0).

Cavalry in Siege Combat have a Combat Rating of B1. Ships in Siege Combat have a Combat Rating of C1. Ships may NOT engage in Siege Combat against landlocked cities.

NOTE: there may be ship to ship combat during a Siege Combat Sub-Phase, which is an exception to the rule that all ship to ship action takes place during the Naval Combat Sub-Phase.

Siege Combat is always optional at the discretion of the attacker: it is basically an attempt by the attacker to take a city by storm. Siege combat may be synonymously referred to as "storm combat", or just "storming".

During Siege Combat, all defenders have double defense; meaning that it takes 2 hits to reduce a defending unit by 1 step. Hits are recorded for the entire sub-phase and applied as soon as 2 hits are scored. Odd hits remaining at the end of the Siege Combat Sub-Phase are lost. For example: in round 1, the attacker scores 3 hits; 2 hits are applied immediately to the strongest defending unit, and 1 is carried over to the second round. Assume the attacker scores 1 hit the second round, the leftover hit from round 1 is added to this second round hit to reduce a defending unit by 1 step. If the attacker had scored 2 hits in the second round, a defender would be reduced by 1 step and the leftover hit would be forfeited.

Neither attacking units nor defending units may retreat from Siege Combat. Attacking units may withdraw. Defending units may not withdraw. Attacking units that withdraw simply removed themselves from the battle (and hence do not have to absorb any further hits), but remain in the hex. Attacking units may not retreat, and there is never any form of pursuit fire in a Siege Combat.

There is no such thing as Blockade Combat. Ships may attempt to "storm" a port that they are blockading, however such a battle is still referred to as Siege Combat. In such an unlikely event, any enemy land units are assumed to be garrisoned (and hence double defense if the city is walled). Ships blockading an unwall city may only be used in a Field Combat against any defending land units in such a hex.

Attacking units in Siege Combat must be committed to the Siege attack at the beginning of the Siege Combat Sub-Phase. New attacking units cannot be added to the attack after round 1 begins. Not all attacking units in a hex are required to be committed. There is no Siege Attack stacking limit; as many attackers as can be brought to bear against a city may be used. However, since attacking units may not retreat, and a regroup move is only allowed if all defenders have been eliminated, over-stacking attackers runs the risk of units being eliminated after Siege Combat due to the normal stacking rules (see section 3.9 - Stacking Limits).

7.5 Retreats

Retreat is a combat option that may be exercised by units during a combat round. Moving attackers must retreat if there are defenders remaining in the battle hex (outside the city) after all combat sub-phases have been completed. Sallying attackers must withdraw back inside the city if there are encamped defenders remaining in the battle hex.

Moving attackers may only retreat to a hex from which attacking units directly entered the battle hex (i.e. an adjacent hex). This applies to the first hex entered for ships. Sallying ships may retreat to any friendly port within range (4 hexes). Defending units may retreat across any hexside not used by attackers during that player turn. All land units retreat only 1

hex; to an adjacent hex.

Land units may not retreat across prohibited hexsides, nor in excess of a hexside's Operational Movement limit (per combat round, or during a forced retreat at the end of the Field Combat Sub-Phase). Land units that retreat across a strait hexside from a strait hex, when the enemy has a ship in that straits hex, suffer an additional 1 point step reduction. Land units may not retreat to a hex occupied by any enemy units (including garrisoned enemy units). Units may not retreat to a hex if their entry into that hex would violate that hex's stacking limit. Land units unable to make a legal retreat are eliminated.

Ships retreat by moving up to 4 hexes to a friendly controlled port. Retreating ships may not enter a hex prohibited during Operational Movement, nor cross a prohibited hexside. A retreating ship may not enter or retreat through a hex occupied by enemy ships. A retreating ship may pass through a hex occupied by enemy land units only. In no case may a retreating ship end its retreat in a hex occupied by enemy land units or ships.

Retreating ships are not bound by Operational Movement hexside limits; any number of retreating ships may cross a legally traversible hexside. Ships that cannot make a legal retreat are eliminated.

Units that retreat may not participate in any further combat in the same Combat Phase.

7.6 Regrouping

If the attackers eliminate all defending units in a battle hex, the victorious units may immediately move any/all land units to any adjacent hex or hexes unoccupied by enemy units. Such a move is subject to Operational Movement restrictions and hexside limits.

Victorious ships may regroup up to 4 hexes to a friendly port, again with all Operational Movement restrictions in effect.

Units may not regroup to an unfought battle.

NOTE, this is different from the standard rules: regrouping units may not participate in Siege Combat against another hex in the same player turn.

7.7 Pillage

Whenever a side captures an enemy owned city (under any circumstances), the capturing player receives reinforcements equal to the Build Points of that city. Those BPs must be used immediately to reinforce only those units involved in capturing the city. Units storming a besieged city may only pillage if they were committed to the siege attack. Attacking units that withdraw in the combat sub-phase where a city is captured are not eligible to receive pillage BPs. All besieging units are eligible for pillage BPs on the turn a besieged city falls due to siege attrition (see section 8.2)

A player may not pillage his own cities, nor the cities of allied neutrals, even if those cities were captured by his opponent and then re-captured by the original owner.

Any Peltast units eligible to receive reinforcements from pillage always claim the first pillage BPs; i.e. a Peltast unit must be reinforced by 1 step from the pillage BPs, before any other qualifying unit receives any BPs.

7.8 Pursuit Fire

When attacking units are forced to retreat at the end of a Field Combat Sub-Phase due to ungarrisoned defenders remaining in the hex, those remaining defender may use pursuit fire against the retreating attackers.

Only Peltasts and Cavalry may use pursuit fire. Pursuit fire is simply a third round of combat fire by the defenders against the attackers. Attacking units may not fire back in this extra round. Defending units may not use this extra round to retreat or withdraw - only fire.

Sallying units (land units and ships) that are withdrawing back inside their city after 2 rounds of combat are also subject to pursuit fire.

8.0 SIEGES & BLOCKADES

A siege is a situation where one player's forces (land or ships) are garrisoned and opposing land units are encamped outside the city. A siege begins in a Combat Phase and can last several game turns until one side's forces are removed from the hex.

A blockade is a situation where one player's land units are on a hex also occupied by opposing ships on sea patrol. The land forces do not necessarily have to be inside a city; a blockade can occur in a non-walled city hex. The only requirement for a blockade to be active is that one side has ships in the same hex as enemy land units, and the hex contains a city. Opposing ships can never co-exist in the same hex at the end of a player turn, unless one side's ships are all inside a walled city, (exception: Oracle hexes).

A siege or blockade is never in effect in an Oracle hex.

A city under siege or blockade is not counted by either side for Victory Points and neither side may use those city Build Points for replacements while the siege/blockade is in effect.

A unit that is inside a walled city is termed "besieged". Units outside a walled city in a siege are called the "besiegers". A unit that occupies a hex with enemy ship(s) is called "blockaded" (whether inside the city or not). Ships that are blockading are called "blockaders".

It is possible to have both a siege and a blockade against an opposing force in the same hex; the effects are cumulative, however the 2 events are independent.

It is possible to have a siege and a blockade in the same hex, by opposite forces (i.e. Player A is blockading Player B who is besieging Player A).

Also note that only walled cities may be besieged, but any city may be blockaded.

8.1 Garrison Stacking Limits

The stacking limit for besieged units is given in the Terrain Effects Chart and only applies to units that are garrisoned. Units may never exceed the garrison stacking limit; those are in effect at all times. The stacking limit for a hex with a city is a combined stacking limit for units inside and outside the city. Units may overstack outside the city provided the stacking limit for the hex is obtained by the end of the player's turn.

8.2 Siege/Blockade Attrition

During the Siege/Blockade Resolution Phase, the active player resolves all attrition involving cities in which his units are besieged or blockaded. NOTE: this is VERY different than the standard rules procedure.

Each unit involved in a siege or blockade, whether the besieger/blockader or besieged/blockaded, rolls a die an consults the appropriate Attrition Table below. The tables are organized based on the type of city being besieged/blockaded. Each involved unit rolls once per Siege/Blockade Resolution Phase. If the the die roll result is within the indicated range, the unit is reduced by one step, (e.g., "2-" means 1 or 2, "5+", means 5 or 6).

An "involved" unit is any unit occupying the hex where a siege or blockade is taking place.

No unit may suffer more than 1 step loss during a Siege/Blockade Resolution Phase (exception Optional Cavalry Attrition, see section 8.3). Units that are both besieged and blockaded only roll one die for their attrition, but are subject to both the blockaded and besieged attrition range. For example, a unit in a port city (non-island) that is both besieged and blockaded loses 1 step on a die roll of 1,2,5 or 6.

All Siege/Blockade Attrition is simultaneous for both sides; therefore the order of rolling doesn't matter. Pillage BPs may only be awarded to a conquering force after they have rolled for attrition.

Besieged/Blockaded Attrition

	Port	Landlocked	Island
Besieged	5+	3+	4+
Blockaded	2-	n/a	3-

Besieger/Blockader Attrition

Besieger	4+
Blockader	1

These tables are also displayed on the TEC sheet.

Besiegers that are themselves blockaded resolve their blockaded attrition during their turn and their siege attrition during their opponent's turn.

During the End of Game Turn Phase of the 6th Game Turn of an Olympiad, all sieges and blockades which were initiated during the 6th Game Turn (of the current Olympiad) are subjected to an

additional Siege/Blockade Resolution Phase, with all besiegers and blockaders suffering double losses.

8.3 Cavalry Attrition (Optional)

During the Siege/Blockade Resolution Sub-phase, after all Siege/Blockade attrition die rolls are made, each Cavalry unit belonging to the player whose turn is in progress suffers additional attrition based on the following:

- any Cavalry unit besieged suffers a 1 step reduction
- any Cavalry unit not in or adjacent to Larisae, Heraclea, Thebes, Megara, or Chalcis, suffers a 1 step strength reduction.

Cavalry occupying an unblockaded and unbesieged major port is exempt from these Cavalry attrition rules. Thracian Cavalry is exempt from these attrition rules if within 2 hexes of Abdera or Amphipolis, and not on an island.

Cavalry attrition can never remove the last strength point of a Cavalry unit. Cavalry units only suffer one of the above listed attrition reductions; never both in the same turn.

9.0 REVOLTS

Revolts are sponsored by spending Move Points to build and create revolt units in an opponents city. The revolt unit's strength is set by the number of MPs spent (e.g. Tyrant 3 costs 3 MP). Revolts are only allowed in enemy major cities. Athens may create a Demos revolt in any red city, green city controlled by Sparta, or any city occupied by Sparta. Sparta may create a Tyrant revolt in any blue city, green city controlled by Athens, or any city occupied by Athens. When created, simply deploy the Demos or Tyrant unit in the chosen city.

IMPORTANT: The cities of Athens and Sparta are immune to revolts. Neutral cities are also immune until they join one player. Persian cities are always immune to revolt.

A city is limited to 1 revolt per side per Olympiad.

It is the purpose of a revolt to seize control of an enemy city, not necessarily the hex that contains the city. As such, a revolt succeeds if there are no defenders inside the city (walled) at the conclusion of the player turn in which the revolt was initiated. For revolts in a non-walled city, the revolt succeeds if there are no defenders remaining in the hex at the end of the turn.

A player may not sponsor a revolt in a city occupied by an enemy revolt unit.

9.1 Revolt Combat

When a revolt is sponsored in an enemy occupied city, a combat situation is immediately created, however it is not resolved until the Combat Phase. The revolt unit is treated as a normal land unit, and the normal combat rules and procedures are applied, except the revolt unit is assumed to be inside the city (if walled).

If the defending enemy units are garrisoned at the start of the

player's turn that created the revolt, then the revolt initiates and requires a Siege Combat Sub-Phase. A revolt unit may be supported by other friendly units during the Siege Combat Sub-Phase if those units choose to storm the city. In Siege Combat, all hits generated from revolt unit fire are counted as double (hence negating the double defense of garrisoned units).

If the defending enemy units are not garrisoned at the instant the revolt is created, the defender may immediately withdraw units inside the city (up to the garrison stacking limit). Such withdrawn defenders may not participate in Field Combat during the turn, should that situation be created by other attackers entering the hex. Defending units may still withdraw to inside the city in a Field Combat or Naval Combat situation normally (as if no revolt was taking place).

A revolt that occurs in a non-walled city does not trigger a Siege Combat situation, but instead a Field Combat battle is fought and resolved as if the revolt unit is a normal land units.

If a revolt unit is present with other attacking units, it always absorbs the first hit from the defending units' fire (regardless of which unit may be the strongest).

A revolt unit does not count toward stacking limits. Revolt units may never withdraw or retreat.

A revolt unit is eliminated at the end of the turn it was created if there are enemy units remaining inside the city (walled city) or in its hex (un-walled city). If the revolt succeeds the revolt unit may remain in play as a normal land unit (except that it cannot move - Operationally or Strategically).

It is possible for a revolt to succeed in a walled city, with enemy units encamped outside the city. In this case, the revolt unit is under siege, but still exists. A garrisoned revolt unit gets double defense itself if storm attacked under these circumstances.

A revolt unit may be disbanded (removed) at any time during the owning player's Movement Phase. A revolt unit may be disbanded and rebuilt in another city in the same turn.

Revolt units may never be reinforced, however they may receive up to 1 BP from pillage if they take control of their attacked city in the turn of creation. This does not apply if they are besieged at the end of the turn of their creation.

9.2 Helot Revolts

The Spartan city of Messene (unwalled) can be targeted for revolt by the Athenian player. Instead of the Demos unit, the Helot unit attacks Messene, fighting a normal field battle with any defenders. The Helot cannot retreat and is eliminated if any defenders remain after 2 rounds of battle. The Helot revolt unit may be supported by other friendly units in the Field Combat.

A Helot revolt may only occur once per Olympiad. A victorious Helot remains on the map and is treated like any other land unit (except it cannot move). The Helot revolt unit may not be disbanded, and may not receive reinforcements. A Helot revolt may receive up to 1 BP from pillage if it succeeds

in the turn it was created.

The Athens player is only allowed to sponsor 1 Helot Revolt per Olympiad and only if Messene is not occupied by Athens at the time of the revolt.

10.0 REPLACEMENTS

During the Replacement Sub-Phase of the End of Game Turn Phase (i.e. at the end of each Olympiad). Steps can be added to existing units, and new units can be built. Procedurally, players should alternate spending their BPs one unit at a time (build/create or reinforce).

10.1 Build Points (BP)

Both players total the value of cities under their control, including neutral cities (allied or captured). These points are then expended as desired to build new units or reinforce existing units. 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 a build limit of 8BPs each.

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

10.2 Reinforcements

Reinforcing is adding one or more steps to existing units on the map. Units in a non-city hex cannot be reinforced. Units involved in a siege or blockade cannot be reinforced (besieged or besieger, blockaded or blockader).

10.3 New Units

New units are built from the replacement pool. Units must be built in their home city. If their home city is occupied by their opponent the unit cannot be built. Reserve units are built in any friendly owned and controlled city, subject to BP limits, i.e. blue cities for Athens, red cities for Sparta, green cities for either side (if allied with or captured).

New units cannot be built in a city that is besieged or blockaded.

10.4 Unit Costs

Cost per step varies with type:
1BP Peltasts & Hoplites
2BP Cavalry & Ships

These costs are the same for reinforcements and building new units.

10.5 Eliminated Units

Units are not permanently eliminated. Place them in the replacement pool where they can be built again normally.

10.6 Disbanding

During the Replacement Sub-Phase, players may disband any unit and return it to their replacement pool. Steps on disbanded units are forfeited. Disbanded units can be rebuilt immediately for their normal BPs costs. Players cannot merge units - i.e. combine 2 or more into 1.

11.0 STRATEGICS

11.1 Hellespont

Athens imported grain from Black Sea colonies to feed her large population. Abydos was a choke point for this trade. Spartan sea-control of the Abydos hex causes Athens to remove one unit (owner choice) from those located in Athens at the end of every Athenian player turn.

11.2 Sicily

Sicily and Syracuse are represented by 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 is marked by a black ship labeled "Sicily". One MP is required to move each unit. This type of move is considered an Operational Movement.

Both players may move to Sicily with land units or ships regardless of the presence of enemy ships at Syracuse. Those moving units may attack normally once at Syracuse, i.e. there is no restrictions imposed on the units due to the presence of enemy ships.

All units in Sicily are only ever located in the city of Syracuse; occupation of any other hex in Sicily is prohibited (even though the auxiliary map show the hexsides as traversible).

For battles in Sicily/Syracuse, all standard Combat Phase rules apply, except that attacking land units are never required to retreat, and units may not regroup after combat. Attacking ships ARE required to retreat (if not sallying) back to a friendly embarkation port if defending ships are not eliminated or driven inside the city walls.

Standard siege and blockade attrition rules apply to Sicily as well. Syracuse is treated as a port city, not an island.

If Syracuse is captured by Athens, and a blockade is not imposed by Sparta on Syracuse, then Athens is immune to the effects of Hellespont (11.1) supply attrition.

11.3 Persia

Persian cities (orange) are neutral. The Persian border is delineated on the game board by a red dashed line. Spartan units may pass through Persian hexes (cross the border) but may not end their turn in a Persian hex unless they have formed an alliance with Persia (see below). Athenian units may never cross the Persian border. For game purposes, the entire hex is considered in Persian territory (i.e. Athenian units may never enter, Spartan units may pass through if neutral and end there if allied).

If Sparta gains control of Miletus, Persia becomes an ally to Sparta. A Persian alliance lowers the replacement/build cost of all Spartan (and allied) ships to 1BP per step. The Persian alliance is optional but irrevocable if chosen. The price for the Persian alliance is that Miletus becomes Persian after the war and its 2BP cannot be counted by the Spartan player for victory purposes.

11.4 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.

11.5 Neutral Cities

This section applies to green neutral cities only. Persian cities (orange) are covered in section 11.3. Green 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 opposing side as an ally. That city's units are deployed at full strength to defend their city. All normal rules for battles and sieges are then followed. A neutral city may become an ally of one side by the play of an Alliance event card.

Once activated, neutral cities, their BPs, and units belong to their ally for the duration of the game. Once allied to one side, these forces and their city are no longer considered neutral and hence the restrictions of moving, regrouping or retreating into a neutral city are no longer applicable. Once activated, the once neutral city is termed an "allied" city.

If an allied city becomes occupied by the opposing side, its units and BPs immediately change hands to the occupying side, however it is not an ally of that occupying side (per se). Ownership of the units and BPs will revert to the original ally if the opposing side vacates the once-neutral city hex. That is, the once neutral city must be occupied by its non-allied side in order for that non-allied side to have use of that city's forces. Occupation of a non-allied city must be accomplished with a natural unit of the occupying side (not another city's green unit). If the allied units are deployed with other friendly units when their allegiance changes due to their city being occupied by the opposing side, a normal battle situation is created and the combat is resolved normally.

All rules pertaining to friendly cities apply to allied cities, other than as restricted by the rules within this section.

Neutral city BPs must be spent on neutral units of that city when possible, but can otherwise be used to reinforce and/or rebuild any friendly units.

12.0 VICTORY CONDITIONS

The objective of both players is to control at least 30 BPs worth of cities, or control their opponent's capital (Athens or Sparta) during the Victory Determination Sub-Phase. If during the Victory Determination Sub-Phase either side has achieved these victory condition the game is over and the winning side declared.

If neither side has achieved the victory conditions at the end of the 7th Olympiad, then count the total number of BPs under each side's control and determine victory based on the following:

If Athens has captured and controls Sicily at the end of the 7th Olympiad, and the Spartan player has less than a 5 BP advantage under his control, then Athens wins. If the Spartan player has a 5BP or greater advantage under his control then the Spartan player wins.

If Athens is not in control of Sicily at the end of the 7th Olympiad, the victor is the side with the most Build Points under their control.

Prior to counting BP totals at the end of the game, all active blockades and sieges are subjected to one additional round of Siege/Blockade Resolution with all besiegers and blockaders suffering double losses.

Athens & Sparta

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