

GAME TURNS - The game is played in a series of Olympiads with 6 cards per player per Olympiad, each card is a turn.

CARD PHASE - Higher card is PLAYER 1 that Turn. The Spartan wins ties. Event cards have highest priority.

MOVE PHASE - Card values (MPs) allow a corresponding number of Moves. Each move allows: 1 Operation Move, or 1 Strategic Move, or 1 Revolt.

COMBAT PHASE - Each battle is concluded before resolving the next, in the sequence chosen by active player

- 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 Storm or Pass.

- The defender has double defense in siege combat.

- Each turn Siege Attrition rolls are made by the active player for all friendly blocks in a siege or blockade. **Each block rolls 1d6 for Siege Attrition. Rolls >= to the target number are hits, taken on the highest strength block(s) as normal.**

VICTORY & BUILDING PHASE - 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.

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

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. The Athenian player wins if the Spartan fails to win by the end of Olympiad 89.

RETREATS - Per combat round, max retreats as per Terrain Effects Chart limits to adjacent hexes.

- Attacking blocks must retreat via hexsides used to start the battle, Defending blocks via any other hexsides.

- No retreat allowed to enemy hexes, nor to an unfought battle, but can retreat to a hex besieged by the same player.

- Retreat into a straits hex requires sea control.

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

- **Pursuit fire** - If either side retreats from a battle they receive 1 more fire from enemy Peltasts or Cavalry in the battle.

REGROUPS - Siege or Battle victor may move any/all victorious ground blocks to adjacent friendly hexes. Hexside limits (2/1) apply.

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

- Blocks cannot regroup to an unfought battle, but can regroup to an existing friendly siege hex, and then (if desired) Storm.

SIEGES - Some blocks may accept battle while others accept siege.

- Besieging blocks are always left face-up. If the defender chooses to fight, blocks may later withdraw to the city instead of firing or retreating. If all defenders accept siege, the attacker can Storm or Besiege.

- Ships cannot besiege (except islands). They can blockade (6.6).

- **Whether storming or defending, Ships fight as C1 Cavalry fight as B1. They have normal firepower to Sally (5.56)**

Control - A siege hex is friendly to the attacker for movement, but friendly to the defender otherwise. Hence, the attacker can move a ground block through a besieged hex. A port is controlled by the defender unless the attacker has a ship on blockade. Ships can move (Operationally) through a friendly blockade hex.

STRAITS - Blue lines

- Ground blocks may enter if friendly sea control, have Hexside 1 and must stop if crossing strait

- If an enemy ship is present, ground blocks entering a straits hex lose one step and must retreat.

- Sea control is required to retreat or regroup to a straits

NAVAL COMBAT - ships fight a separate naval battle simultaneously with the land combat (if any). Defending ships fire first. Hits apply only to ships. No pursuit fire is involved when ships retreat. Defending ships can withdraw into a walled city, or retreating on their first Combat Turn.

- Ships that win a naval battle may blockade, or join any battle still being fought ashore. They may also blockade instead of retreating after two rounds.

SHORE COMBAT - Ships cannot move to non-port coastal hexes, but may traverse them.

- Ships may only fight ground blocks (and vice-versa) if there are no enemy ships.

- When ships declare shore combat the current combat round restarts, except no block gets two combat turns in any round.

SEA ATTACKS - A Sea Attack is an Operation Move by ships to an enemy controlled port hex (including a vacant enemy hex). Sea Attacks must originate in one or more friendly ports within 4 hexes. The following procedure applies:

1. The attacker reveals all attacking ships. The defender now accepts battle or withdraws to siege (walled cities only).

2. If the defender chooses to accept battle, the attacker may fight (normal combat) or blockade (6.6) if there are no unbesieged enemy ships present.

3. If the defender chooses siege, the attacker may storm (ships at C1) or blockade.

SEA RETREATS - Ships ignore hexsides when retreating. Ship Retreats must be made to a friendly port within four hexes (avoiding enemy hexes). Ground blocks can never Sea Retreat.

TERRAIN EFFECTS

TERRAIN	STACK	HEXSIDE
Clear	4 ¹	2
Strait ²	4	1/2 ²
Pass	•	1
Mountain ³	2	0 ⁴
Rivers	No Effect	
1. ATHENS is Stack 6 (maximum 4 ground blocks) 2. Stop when entering, and Hexside 1 if crossing the strait. 3. Stop when entering. 4. Mountain hexsides are impassable.		

Status	Defender	Attacker
Half-Siege	5+	4+
Full Siege	3+	4+
<i>Blockade of an island (6.6) is a full-siege.</i> <i>Siege of a landlocked city (no port) is a full-siege.</i>		

SEA CONTROL - The defender, even if sieged, has sea control of the port unless the attacker has a ship on blockade. Hence, a port hex cannot be fully sieged unless the attacker has both a ground block and a ship.

BLOCKADES - Attacking ships have the option to declare a Blockade (half-siege) of an enemy port city. Ships cannot blockade if an enemy ship is present, unless the enemy ship has withdrawn to siege. A blockade can begin in the declaration phase (before combat), or by withdrawing to blockade in a combat turn, or after combat round 2 ends (instead of retreating). Blockading ships remain face-up and roll for Siege-Attrition (4+) at the end of the friendly Player Turn.

ISLANDS - if a hex has 6 Sea Hexsides a blockade is a full siege. If moving to an adjacent land hex requires crossing a strait, the hex is also an island.

SEA PATROLS - Ships may elect to patrol a hex instead of accepting battle or siege. Sea control is required. Ground blocks may not attack patrolling ships (and vice-versa). Patrolling ships are subject to "half-siege" (5+) attrition. Blocks on patrol are on defense if attacked by enemy ships and must be left face-up.

REVOLTS - Revolts are sponsored by spending MPs to support them. The revolt block's strength is set by the number of moves spent (Tyrant 3 costs 3 MP). Revolts are only allowed in enemy Major Cities. Deploy the DEMOS or TYRANT block in the chosen city. A revolt block always inflicts full hits (no double defense) on besieged defenders. IMPORTANT: Athens and Sparta are immune to revolts. Neutral cities are also immune until they join one player. A city is limited to one revolt by the same player per Olympiad. IMPORTANT: Revolts are automatically successful in a vacant enemy major city. Revolts are resolved as normal battles. All defending blocks (including ships) can help defeat a revolt. Other friendly blocks may participate, firing normally, but they cannot take hits until they have fired. The revolt block does not count toward stacking, hexside, or storm limits. If a revolt succeeds (city is captured) the block defends like any other block. The revolt block must disband if the city is not captured, and may disband during any Move Phase otherwise.

HELOT REVOLTS - The Spartan city of Messene (unwalled) can be targeted for revolt by the Athenian player. Instead of the DEMOS block, the HELOT (A2) attacks MESSENE, fighting a normal battle with any defenders. The Helot cannot retreat and is eliminated if any defenders remain after 2 rounds of battle. A victorious Helot remains on the map and is treated like any other ground block. Helot Revolt cannot take place more than once per Olympiad.

STRATEGICS

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 block (owner choice) from those located in Athens at the end of every Athenian Player Turn.

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 block. IMPORTANT: both players may move and attack with ground blocks by sea regardless of Sea Control. This is allowed only in Sicily. Sieges in Syracuse are fought normally. Syracuse blocks may withdraw into siege in the declaration phase, or later in any combat turn if they do not fire. Battles in Syracuse are ongoing. That is, after two rounds of combat, the attacker is not forced to retreat and there is no pursuit fire. A battle continues for unlimited player turns of two combat rounds. The active player may attack (on offense) or pass. Siege Attrition applies normally. IMPORTANT: Attacking blocks roll for attrition as a full siege if the defender of Syracuse has sea control. Neither player can regroup or retreat to/from Syracuse. Returning from Sicily to one of the four embarkation ports requires a normal move (1MP per block). 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. If Syracuse is captured, and sea control is maintained, Athens is immune to the effects of Hellepont (9.1) supply attrition.

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 but irrevocable if chosen. 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. The Persian border can be crossed by the Spartan player while the Persian alliance exists. Athens can never cross the Persian border.

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.

NEUTRAL CITIES - Neutral cities (green) 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.