





TURN SEQUENCE


 **Regional Assessment & Shuffle the battle deck**
Check each region and ally to determine control & give rewards. Take your state income.

 **Hoplite Reset**
Adjust the army strength track.
Player with zero current strength : four.
Player lower on the track (or both if tied) : five.
Player higher on the track : six.
Apply +1 per controlled 3 value city (Megapolis).
Apply -1 per friendly siege ongoing.

 **Shipbuilding**
Pay # talents shown underneath your current navy strength and increase your strength by one.


Sequence: The player lower on the track, then the higher player, and then the lower player *again if still lower*.
If initially tied, Athens and then Sparta, once.


 **Recruitment**
Pay one talent per asset returned to play.
Sparta first, then Athens, alternating.
Not mercenaries (marked with a coin).


 **Rebuilding**
Remove all raids, except from a space under siege.

 **Deal Action Cards**
6 cards each. Sparta receives the first card.



 **Action Rounds**
Sparta plays first. Six rounds (see below).

 **Olympic Games** - when neither player has cards remaining and the current round is completed. See pg. 11 if you have forces deployed or mobilised. Both players roll two dice, the player with the most successes may choose to earn a Talent and the green favour or two Talents. The other player earns the reward not chosen.

 **Advance the turn marker & receive fresh leaders.**
Check victory if end of turn 6 (most regions).

ACTION ROUND SEQUENCE

1 Resolve raids by your own Hoplites and Triremes that are already on the map and are not sieging a space. Either raid and return home or raid and start a siege. Leaders returning home are spent.

2 Play an Action Card if you have one. Ignore this step if you do not.
Or spend two favour to discard an action card instead of playing it.


3 Deploy mobilised hoplites and triremes.


4 Mobilise new hoplites and triremes.


5 Prosecute Sieges cost is two Talents each.


6 Battles – the phasing player chooses which battle to fight until all have been resolved.


CORE RULES

 **Spaces**
Can hold influence equal to their autonomy value (the number of symbols above the space).
Controlled if influence is equal to autonomy value.
Friendly if it contains any of your influence.
Enemy if it contains any enemy influence.
Neutral if it contains no influence at all.
Contested if raided or sieged.

 **Regions**
A region is controlled by the player with the highest total autonomy value of **controlled** spaces. Contested spaces (*Raided* or *Sieged*) are ignored.

 **Allies**
Do not belong to any region - they are useful for their rewards, ability to march from them and siege bonus when sieging nearby.

 **Colonies**
Do not exist until their tile is placed onto the map. Their connections likewise do not exist until the colony tile is placed onto the map.

 **Envoys** - Lesser Envoy: place one influence.
Greater Envoy: place two influence.
Always remove enemy influence before placing own. Unless specifically allowed by card play, no placement in Contested spaces (*Raided* or *Sieged*).

When sending Envoys, one may always be sent to your own non-contested (*Raided* or *Sieged*) Capital instead (if friendly or neutral).



MILITARY MATTERS



Raiding - If not already raided, set the space to controlled by the enemy, place a raid marker and gain one talent. Then, either choose to return home (leader spent) or remain and place a siege marker. If a siege was started by a trireme, replace the trireme with an available hoplite model and transfer the leader to the correct place on the player mat.



Deploy to fight the enemy - requires no path. The troop type must be the same.



Deploy a hoplite - The target space must be neutral or hostile. You must be able to trace a path along roads (never through an ally) starting at one of:

- Your friendly Capital city.
- A controlled 3 value city (Megapolis).
- A controlled ally.
- A controlled colony.
- A space with a friendly hoplite currently sieging.

The path must pass through neutral, friendly or contested (raided / sieged) spaces with no enemy force.



Deploy a trireme - Select a neutral or hostile harbour space anywhere on the map.



Mobilise - pay three Talents, select a ready leader and place into the commander section with a Hoplite or Trireme on the player mat. You *may* pay an additional two talents to draw a battle card.



Prosecute Siege - once per round, including the round that the siege begins, pay two talents and roll:



Roll one die and:

- +1 die if more adjacent unraided, unsieged, friendly-controlled spaces and allies than unraided, unsieged hostile-controlled spaces and allies.
- +1 die if besieging the Sparta space.
- +1 die if the army strength or navy strength track provides you with an extra die.
- -1 die if besieging the Athens space.

You will roll between zero and three dice at most.

Each success removes one influence on the space. Any failure reduces your army strength by one, but only once.

Successful Siege - If the final influence is removed. The besieging player gains Talents equal to the space's autonomy and places a control disc on the space. The leader is spent. Remove siege and raided markers.

Abandon a siege - After rolling the besieger may end the siege by rolling one die, eliminating the besieging leader if the roll is a failure. Otherwise, return to spent. Place a raid marker onto the space.



Battles - Calculate battle strength. The player with the higher strength marks the difference on the battle display to show which side is winning at present.

Each player with zero, one or two Battle cards in their hand may draw a battle card at the start of a battle. The attacker has the first opportunity to play a battle card. Players continue playing battle cards until both players pass consecutively. Once this happens the side with the highest battle strength is victorious.

Whenever assets change during a battle, re-check the advantage for the asset type that changed.

A battle card which cancels an advantage also reduces the battle strength of the player who had that advantage. It cannot be counted during this battle.

At the end of a battle, roll for leaders with one die. **Success:** Flip the leader over to the gold side (if already flipped, the owning player draws a battle card). **Failure:** The named leader is eliminated and removed from the game (generic leaders return to the game on their regular side next turn - place into spent).

The victorious player reduces their army/navy strength by one and gains one favour.

The defeated player reduces their army/navy strength by two.

If the battle ends in a draw both players reduce their army/navy strength by one.

Land Battle Strength

- +1 for the side with the largest combined value in the elite box. *The elite advantage.*
- +1 for the side with the largest combined value in the cavalry box. *The cavalry advantage.*
- +1 for the side with the largest combined value in the skirmisher box. *The skirmisher advantage.*
- +1 for the side higher on the army strength track. *The larger force advantage.*
- +1 for the player holding the control tile of the Battle Region. *The home ground advantage.*

Sea Battle Strength

- +1 for the side with the largest combined value in the allied fleet box. *The allied fleet advantage.*
- +1 for the side higher on the navy strength track. *The larger force advantage.*
- +1 for the player holding the control tile of the Battle Region. *The home ground advantage.*