



Peloponnesian War

Brian Mountford's Variant Rules

Revision 3



1. Introduction

This game allows players to replay the Peloponnesian War, a thirty-year conflict between the naval might of the Athenian empire and the land power of the Peloponnesian League headed by Sparta. This version of the rules covers only a two-player game, with one player controlling Athens and the other player controlling Sparta, Corinth and Thebes.

Each game turn represents three years of activity. Given this time scale, map scale is irrelevant, as forces can easily traverse the map several times in a turn.

During each turn, the players move armies, fight battles and conduct sieges. The success or failure of these operations influences the amount of revenue received at the end of the turn, and affects each side's will to continue the war (measured as **bellicosity**). Revenue is represented by tiles, which are used to conduct operations, raise troops and build new ships, and so on.

The rules are organized into numbered sections and subsections. References to related rules sections are noted in parentheses, like so (1.2).

1.1 The Map

The map depicts the center of the Greek world at the time of the Peloponnesian War. The map is divided into **spaces** connected by **paths**. There are three types of spaces: Land, Coastal and Island, and three types of paths: Land, Naval and Combined. The type of path determines the types of units that can move between adjacent spaces. **Fortresses** and **fortified harbors** are indicated by special symbols.

Much of the map is divided into **areas** representing the historical districts of ancient Greece. These areas are important when determining income. For simplicity, some non-income-producing parts of the map have not been divided into areas.

The **Athenian Empire** consists of all areas containing a green and white Athenian tribute number. This was the area from which Athens exacted annual tribute

income to fund her military power.

1.1.1 Nationalities

A number of nationalities are represented in the game: the city-states of Athens, Sparta, Corinth, Thebes, Syracuse and Argos, the Kingdom of Macedon and the Persian Empire. In addition, there are separate Athenian Allied, Spartan Allied and Corinthian Allied nationalities, representing minor allies of those city-states.

In these rules, *Peloponnesian* refers to all nationalities controlled by the Peloponnesian player.

1.1.2 Control

Every non-neutral space is controlled by a nationality. The space is friendly to the controlling nationality and its allies, and unfriendly to its enemies.

Spaces change control during the course of the game through the placement of garrisons (1.2.3). When a garrison is placed in a space, the owner of the garrison immediately gains control of the space. If the original controller recaptures the space, the garrison is removed. The presence of other SPs and leaders in a space does not affect control of that space.

Athenian Empire spaces can also change control due to rebellion. A space in rebellion is not controlled by any nationality. The space, and any unactivated Athenian Allied SPs in it, are unfriendly to Athens and Argos, and friendly to all other nationalities, even those not at war with Athens.

1.1.3 Situation Box

The Situation Box is located on the map. Tiles are placed in the Box to indicate the diplomatic status of Macedon and the allegiance of Alcibiades.

1.1.4 Tracks

Around the edge of the map are tracks for keeping note of the current game turn, Athenian and Peloponnesian bellicosity and Athenian tribute rate.

1.2 Counters

There are several types of counters in the game: strength points, garrisons and markers.

1.2.1 Strength Points

There are three types of strength point (SP) counters: hoplite, cavalry and naval. Each counter is printed with a number indicating the strength of the counter. A hoplite SP represents 2,000 men (a Spartan SP represents 1,000 men). A cavalry SP represents 2,000 mounted men, archers and slingers. A naval SP represents 25 triremes, plus marines and rowers armed as light troops. Allied SPs are distinguished by a white circle around the number.

For purposes of the rules, the term “forces” refers to any number of SPs of any type. “Land SP” refers to hoplite and cavalry SPs.

The counter mix is not intended to limit the number of SPs in play. Players are free to exchange counters of identical number and type, like change.

SPs project a **zone of influence (ZOI)** into surrounding spaces. They can intercept and battle in this ZOI.

- The ZOI of hoplite and cavalry SPs is the space they occupy, and each space within one land or combined path.
- The ZOI of a naval SP is the space it occupies, and each space within two contiguous naval or combined paths.

1.2.2 Home Guard

Several spaces have home guard SPs. These SPs may not move. The home guard does not affect control of the space (1.1.2), but does project a ZOI. The Athenian, Spartan, Corinthian and Theban home guards cannot be taken as combat losses, but those of Allied nationalities can.

1.2.3 Garrisons

A garrison represents a detachment of soldiers to guard a city or town. Garrisons are used only to mark control of spaces. A garrison is not an SP, and does not exert a ZOI, even into its own space.

1.2.4 Markers

The game also includes various other markers:

- **Ravaged** markers indicate that an area has experienced the horrors of war this turn, reducing its economic value.
- **Rebellion** markers denote a revolt against Athens.
- **Siege** markers indicate the progress of a siege.

1.3 Tiles

Tiles represent the income, manpower, leaders and diplomatic options available to each city-state. A tile can be in one of four places:

- in a player’s treasury, standing on its edge to hide its identity from the opponent,
- face up on the map or in the Situation box,
- face up in the discard pile, or
- face down in the pool from which new tiles are drawn.

Players begin the game with most of their tiles in treasury (9.1). As tiles are used, they are turned face up and placed on the map or discarded. In the economic phase, all discards are turned face down and mixed into the pool. New tiles are then drawn and added to the players’ treasuries.

Most tiles are played in the operations phase to conduct an operation. Some are played during combat to influence the battle. Others are played during the maintenance phase to bring on reinforcements.

1.3.1 Leaders

Some tiles represent leaders who participated in the conflict. A leader has three ratings:

- The land rating determines how effective the leader is in land battles.
- The naval rating determines how effective the leader is in naval battles.
- The command rating limits how many SPs the leader can lead; a crown indicates a head of state, who can lead any number of land SPs, but no naval SPs (2.2.4).

1.4 Game Turn Sequence

Each game turn is played according to the following sequence of phases. The rules for each phase are covered in the rules section indicated.

1. Operations Phase (sections 2-5)
2. Maintenance Phase (section 6)
3. Political Phase (section 7)
4. Economic Phase (section 8)



2. Operations Phase

The operations phase is the main phase of the turn, where armies move and battles are fought.

2.1 Operations

In the operations phase, the players alternate playing tiles to conduct operations, or passing. The Athenian player always conducts the first operation. The phase ends when the two players pass in immediate succession.

During an operation, a player can:

1. play a leader tile to assemble an army and move it to an objective space (a **moving operation**),
2. discard any tile to attempt to battle unfriendly forces in a space, conduct a siege and return home (a **continuing operation**), or
3. play a tile with special diplomatic effects.

The player conducting the operation is the **active player** for the duration of the operation, and the army conducting the operation is the **active army**.

2.1.1 Passing

A player may pass instead of conducting an operation. Passing does not prevent a player from conducting an operation later in the same turn. However, once both players pass in immediate succession, the operations phase ends immediately.

A player may not pass if any of the player's SPs occupy unfriendly or neutral spaces. A player may pass if some armies have not returned home, but will have to pay maintenance (6.1) if they have not returned home by the end of the turn.

2.2 Moving Operations

A **moving operation** consists of four steps:

Step 1: Play a leader tile, and place the leader in the **initial assembly space**.

Step 2: Designate the **objective space**, the destination of the leader and his army.

Step 3: Assemble the army by moving the leader to one or more **assembly spaces** and picking up any desired SPs in each assembly space.

Step 4: From the last assembly space, move the army to the objective space by the shortest legal route, ravaging unfriendly areas along the way. When the army reaches the objective space, the operation is

complete.

Example: The Spartans play the Gylippus tile, place Gylippus in Sparta, and designate Corcyra as the objective space. Gylippus activates one Spartan hoplite SP in Sparta, then moves to Corinth, where he activates four Corinthian naval SPs. From Corinth the army moves to Corcyra using naval transport. After reaching Corcyra, the operation ends. Gylippus and his army remain in Corcyra until later in the turn.

2.2.1 Playing A Leader Tile

A player selects a moving operation by playing a leader tile onto the map in any space containing friendly SPs. The presence of enemy SPs does not prevent the placement of a leader. Once on the map, the leader stays there, even into future turns, until the army returns home, at which point the leader is discarded.

2.2.2 Designating The Objective Space

Every moving operation has an **objective space**, the destination of the active army. This space must be specified before the leader begins movement. Any space on the map (except Argive spaces when neutral) may be selected as the objective space.

2.2.3 Assembling The Army

The leader assembles his army by “picking up” SPs from his initial starting space and, if desired, from any number of other spaces. Each such space, including the starting space, is called an **assembly space**. Any space containing friendly activatable SPs may be chosen as an assembly space. A space may serve as an assembly space twice in the same operation.

In the initial assembly space, and in each subsequent assembly space visited, the leader may **activate** friendly SPs. Once an SP is activated, it moves with the leader until the army returns home. Armies are kept separate from each other, and from unactivated SPs in the same space. However, all forces fight and intercept together.

SPs which are currently activated and part of an existing army may not be activated by another leader. However, SPs which were activated and moved earlier in the turn, but have since returned home, may be activated again.

Armies must move from one assembly space to the next by the shortest legal route. Armies may not ravage while moving from one assembly space to another, but are subject to interception.

2.2.4 Command Rating

A leader's command rating determines how many SPs he can lead. Most leaders can activate up to a total of five SPs of any type in the course of the operation.

Some leaders are **heads of state**, as indicated by a crown symbol as the command rating. Heads of state may activate any number of friendly land SPs, but no naval SPs. If more than five SPs are activated, the player may not conduct sieges until the head of state and his army return home or are eliminated.

Some leaders have limits on which SPs they may activate. There are also restrictions on where SPs may be moved (9.3.1). The leader is not required to activate any SPs in an assembly space.

2.2.5 Moving To The Objective Space

Once the army has been assembled, it moves by the shortest legal route to the objective space. In each space entered (including the objective space), the following things can happen, in order:

1. If the army is moving in unfamiliar country (3.4), it must roll for losses.
2. Interception may be attempted (3.5), possibly resulting in an immediate battle. If the active army loses an interception battle, it must immediately return home, ending the operation.
3. If the space is unfriendly and not in the ZOI of unfriendly forces, the army may ravage the area (2.4.1).

2.2.6 Combined Attack

A player may play multiple leaders in the same operation, to assemble a larger force. All leaders must be placed at the start of the operation. The leaders may start in different spaces, but must have a common objective space. Each leader is moved independently, and assembles an army according to the normal rules. The armies must be intercepted independently, except in the objective space itself, where all armies must be intercepted as if they entered the space at the same time, at the conclusion of all movement. The armies are kept separate in the objective space, and return home independently.

2.2.7 Doing Nothing

After selecting a leader and placing him on the map, a player can designate the leader's space as the objective, not activate any SPs, and declare the operation complete. This might happen if the leader is arriving to lead existing forces, or the player simply wants to play a leader to avoid passing. The leader must still be "brought home" using a continuing operation, but the leader is simply discarded, since there are no SPs to be dropped off.

2.3 Continuing Operations

Continuing operations are used to conduct battles and sieges and return armies home. A continuing operation consists of the following steps:

Step 1: Designate an objective space containing existing friendly armies, and discard a tile (2.3.1).

Step 2: If desired, initiate combat in the objective space (4.).

Step 3: Under certain conditions, ravage the area (2.4.2).

Step 4: If desired, conduct a siege in the space (5.).

Step 5: Return any desired friendly armies in the objective space home (2.3.2).

Step 6: The opposing player may then return any desired armies in the objective space home (2.3.3).

2.3.1 Discarding A Tile

A tile must be discarded to conduct a continuing operation. The tile must be of the same nationality as an SP in the space, except that the Peloponnesian player may use Syracusan and Persian tiles as discards in any space if those states are at war with Athens (9.3.2, 9.3.3). Any kind of tile can be discarded, even ones normally played only in combat or during the maintenance phase, and even if it can normally only be played if the nation is at war.

2.3.2 Returning Armies Home

After any combat, ravaging and sieges, the active player may return home any or all of the player's armies in the objective space. If the active player initiated combat and lost, the opposing player may, if desired, require that all the active player's armies in the space return home.

An army returns home by visiting in any order the home spaces of the various SPs in the army and dropping them off. When the last SP is dropped off, the leader is discarded. If an SP must be dropped off in an unfriendly space, it is eliminated.

As always, the army must move to each destination space by the shortest legal route. Armies may not ravage while returning home, but are subject to interception. However, forces which participated in a battle during the operation may not intercept the returning force, nor participate in a resulting interception combat.

More than one army may be returned home in the same operation. Each army moves independently.

2.3.3 Opposing Armies Return Home

After the active player has returned any desired armies home, the opposing player may do the same with any of his or her armies in the objective space, using the

same rules. The opposing player need not discard a tile to do this.

2.4 Ravaging

An income-producing area can be ravaged by enemy forces during the operations phase to prevent the area from producing income during the subsequent economic phase. When ravaging occurs, place a Ravaged marker on the area's income square(s) to indicate that the income will be lost this turn.

Ravaging a non-income-producing area, or ravaging an area twice in the same turn, has no effect.

Areas are ravaged in one of two ways:

- during movement
- during a continuing operation, after any combat

2.4.1 Ravaging During Movement

If, as an army is moving from the final assembly space to the objective space, it enters an unfriendly space which is not in the ZOI of unfriendly forces, it may ravage the area containing the space. Ravaging does not occur when moving to an assembly space, nor when returning home.

2.4.2 Ravaging During A Continuing Operation

During a continuing operation, the active player can ravage the area containing the objective space if either:

- the space contains naval SPs of the active player and no unfriendly or neutral land SPs, and, if the space is in the ZOI of unfriendly naval SPs, the active player wins a naval battle, or
- the space contains land SPs of the active player, and, if the space is in the ZOI of unfriendly land SPs, the active player wins a land battle.

Example: There is a Spartan naval SP in Gythium. Phormio and three Athenian naval SPs sail to Gythium. He cannot ravage Laconia during the move, because each space in Laconia is in the ZOI of either the Spartan naval SP at Gythium or the home guard in Sparta. Later, the Athenians conduct a continuing operation in Gythium and win a naval battle. Because there are no Spartan land SPs in Gythium, the Athenians may ravage Laconia.

2.5 Special Diplomatic Tiles

Some tiles have special diplomatic effects. These tiles are described in section 9. They are played instead of a regular operation, and count as having conducted an operation.



3. Movement

SPs move only when activated by a friendly leader. A leader and his accompanying forces, collectively called an **army**, may move an unlimited number of spaces by travelling from one space to another along paths. An army must follow a route which is legal for all SPs in the army:

- An army containing hoplite and cavalry SPs may only move along land and combined paths, unless the army uses naval transport (3.1).
- An army containing naval SPs may only move along naval and combined paths.

Given these restrictions, an army must follow the shortest legal route to its destination (except to avoid passes (3.4.2)). It may not detour to avoid enemy forces in its path. If more than one equally short legal route is available, the player may choose among them.

An army may generally move into, out of or through any neutral space. If Argos neutral, Argive spaces may not be entered, and are avoided when computing the shortest legal route. An army may move into, out of or through spaces containing unfriendly forces and/or fortresses without stopping. However, the army may be subject to interception (3.5).

A leader may not move without accompanying SPs. If left in a space containing no friendly SPs, the leader is discarded.

3.1 Naval Transport

As long as an army contains **more** naval SPs than land SPs (an equal number is insufficient), the army is eligible to use naval transport, and may move along naval paths.

If an army loses naval SPs during the course of an operation, it may be left with too few naval SPs to transport the land SPs. In this case, the active player must eliminate enough land SPs to allow naval transport to continue.

If, at the time the naval SPs are lost, an alternate legal route to the destination is available that does not require naval transport, the active player may elect to follow that route instead, avoiding the loss of land SPs.

3.2 Corinthian Isthmus

Naval SPs may move across the Isthmus of Corinth (between the Corinth and Cenchræ spaces) if both

spaces are friendly to the moving force and do not contain unfriendly SPs. This path is used to determine the shortest legal route for movement purposes. Naval ZOIs never extend along this path.

3.3 Cape Taenarum To Syracuse

An army may, if the active player chooses, move directly from Cape Taenarum to Syracuse and vice versa as if the two spaces were connected by a naval path. However, when the army travels along the path, roll a die. On a 5 or 6, a violent storm occurs. All SPs are eliminated, and the leader is discarded. Other die rolls have no effect.

The path between Cape Taenarum and Syracuse does not exist for any other purpose (interception, trade routes, etc.).

3.4 Unfamiliar Country

When an army enters a neutral or unfriendly space which is more than two spaces away by land and/or combined paths from a friendly fortress space, roll a die and subtract the leader's land rating.

- On a modified roll of 2 or less, the army is unaffected.
- On a 3 or 4, one SP of the active player's choice is eliminated.
- On a 5 or 6, two SPs are eliminated.

Losses occur before any interception attempt.

Example: If Megara is friendly to Corinth, a Corinthian army entering the Athens space would not need to roll, because Athens is two spaces away from Megara by land. However, if the army entered the Piraeus space, it would need to roll a die and take any resulting losses. Megara is two spaces away from Piraeus along naval paths, but three by land.

3.4.1 Fleet Support

If an army is eligible to use naval transport (3.1), it does not roll for unfamiliar country losses, regardless of which spaces are friendly.

3.4.2 Passes

The mountainous terrain of Greece made passage along some routes, most famously the pass of Thermopylae, difficult when opposed. Certain paths are marked as passes on the map. Even if it is within two spaces of a friendly fortress, an army moving through a pass must roll for losses if the space moved *to* is neutral or unfriendly, unless eligible to use naval transport. Control of the space moved *from* is unimportant.

When determining an army's route to its destination, the player may, if desired, choose a longer path if it involves crossing fewer passes than any shorter path.

Example: The shortest route from Thebes to northern Greece is via Charonea, Delphi and either Heraclea or Amphisa, involving at least two passes. However, an army could choose instead to move via Charonea, Cytinium, Thermopylae and Heraclea. Although this route is longer, only one pass is involved.

3.5 Interception

Whenever a moving army enters a space containing unfriendly forces, or an unfriendly space in the ZOI of unfriendly SPs, any or all unfriendly forces may, if desired, attempt to intercept.

Example: A Spartan fleet attempts to sneak past Piraeus to Naxos. Athenian naval SPs in Piraeus cannot intercept in Methana, because the space is friendly to Sparta. They may attempt interception in Aegina, and again in Kithnos.

To attempt interception, roll a die; on a roll of 4 or more, the interception is successful.

If the interception attempt fails, the army continues moving. If the attempt succeeds, a battle takes place immediately. The moving army may avoid battle only by putting to sea (4.2.3). The battle is resolved using the normal battle rules, and takes place in the space where the interception occurred. Intercepting forces do not move from the spaces they occupy. Any forces, friendly or unfriendly, whose ZOI includes the interception space may participate in the combat.

If the moving army loses the battle, it must immediately return home, if not already on its way home. If the moving army wins the battle, or no battle occurs, it may continue moving. Intercepting forces do not move even if they lose.

During a moving operation, the initial space where the leader is placed does not count as an "entered space"; interception may not be attempted until the army moves.

Unfriendly forces are eligible to intercept whether or not they have been activated, and may attempt to intercept an unlimited number of times, but only once each time an army enters a space. Forces must combine to make a single interception attempt in each space. Forces which have already participated in a battle during this operation may not attempt to intercept.



4. Combat

Combat occurs during the operations phase, either in a continuing operation or as a result of a successful interception. Combat consists of two steps:

1. first, if both sides have naval SPs, a naval battle
2. then, if both sides have land SPs, a land battle

The space where combat takes place (usually, the point of interception or the objective space of a continuing operation) is known as the **combat space**. Combat may also involve forces in neighboring spaces. Such forces do not move to the combat space, but participate from a distance. Neutral forces are ignored during combat.

4.1 Naval Battles

Naval battles are fought between the naval SPs of the opposing sides. All naval SPs in the combat space must participate. Any naval SPs in nearby spaces whose ZOI includes the combat space may also participate, but are not required to do so. Only participating SPs are counted in the battle and affected by losses.

Example: Athen naval SPs in Siphae attack a Spartan Allied fleet in the space. Any Athenian naval SPs at Naupactus may participate in the battle, but are not required to do so. If Corinth is at war with Athens, naval SPs at Corinth may also participate. Naval SPs in Siphae, the combat space, must participate .

4.1.1 Fortified Harbors

Naval SPs in the combat space may avoid battle if the space is friendly and contains a fortified harbor, unless they are intercepted while moving through the space.

4.1.2 Conducting A Naval Battle

If naval SPs from both sides choose to or must participate, at battle occurs. Roll one die for each side, and modify the die rolls as follows (all cumulative):

- Each side adds the number of participating naval SPs.
- In interception combat, the intercepting side adds one to its roll; in a continuing operation, the attacking side adds one.
- If a side has a leader in the same space as any of its participating SPs, add the leader's naval rating. If more than one leader is present on a side, use the lowest naval rating.
- Certain tiles can be played during combat to modify the die roll.

The higher modified die roll wins. If there is a tie, the side with the higher leader naval rating wins (a leader

naval rating of “0” beats no leader). If there is still a tie, the intercepting side (in a moving operation) or active side (in a continuing operation) wins.

The winning side loses no SPs. The losing side loses a number of naval SPs depending on the losing side's unmodified combat die roll (the same roll used to determine the winner of the battle):

- if the roll was 1 or 2, one SP is lost
- if the roll was 3 or 4, two SPs are lost
- if the roll was 5 or 6, three SPs are lost

The loser never loses more SPs than the size of the winning force.

Losses may be allocated among nationalities as desired, except that at least one Athenian SP must be lost, if any are present in the losing force.

4.1.3 Bellicosity

Bellicosity is affected by naval battles as follows:

- Athenian bellicosity is increased by one, and Peloponnesian bellicosity is decreased by one, if at least **three** Peloponnesian naval SPs are lost.
- Athenian bellicosity is decreased by one, and Peloponnesian bellicosity is increased by one, if **any** Athenian (as opposed to Athenian Allied) naval SPs are lost.

4.2 Land Battles

Land battles are fought between the land SPs of the opposing sides. All land SPs in the combat space must participate. Any land SPs in adjacent spaces whose ZOI includes the combat space may also participate, but are not required to do so. Only participating SPs are counted in the battle and affected by losses.

4.2.1 Command Of The Sea

If a naval battle has just occurred, the winner of the battle may choose not to have a land battle. In a continuing operation, this prevents ravaging.

If there was no naval battle, the land battle always takes place.

4.2.2 Fortresses

SPs in the combat space may avoid a land battle if the space is friendly and contains a fortress, unless the SPs are intercepted while moving through the space.

4.2.3 Putting To Sea

If a moving army is eligible to use naval transport (3.1)

and is intercepted, it may avoid a land battle by putting to sea. The army may continue to move.

4.2.4 Conducting A Land Battle

To resolve a land battle, roll one die for each side, and modify the die rolls as follows (all cumulative):

- Each side adds the number of participating hoplite SPs.
- If one side has more cavalry SPs than the other, add one to that side's roll (exception: 4.2.5).
- In interception combat, the intercepting side adds one to its roll; in a continuing operation, the attacking side adds one.
- If a side has a leader in the same space as any of its participating SPs, add the leader's land rating. If more than one leader is present on a side, use the lowest land rating.
- Certain tiles can be played during combat to modify the die roll.

The side that has the higher modified die roll wins. If there is a tie, the side with the higher leader land rating wins (a leader land rating of "0" beats no leader). If there is still a tie, the intercepting side (in a moving operation) or attacking side (in a continuing operation) wins.

The winning side loses no SPs. The losing side loses a number of land SPs depending on the losing side's unmodified combat die roll (the same roll used to determine the winner of the battle):

- if the roll was 1 or 2, one SP is lost
- if the roll was 3 or 4, two SPs are lost
- if the roll was 5 or 6, three SPs are lost

The loser never loses more SPs than the size of the winning force. Reduce the losses by one SP for each cavalry SP the loser has in excess of the number of cavalry SPs on the winning side (although losses cannot be reduced below one in this way). At least one SP of the losses must be a hoplite SP, if possible.

Losses may be allocated among nationalities as desired, except that at least one Spartan SP must be lost, if any are present in the losing force.

4.2.5 Cavalry Battles

If the combat space is a land (as opposed to coastal or island) space, the side to which the space is friendly may, if desired, force a battle in terrain more favorable to cavalry. Instead of adding one for cavalry superiority, add each side's number of cavalry SPs to its die roll, just as with hoplites.

4.2.6 Bellicosity

Bellicosity is affected by land battles as follows:

- Peloponnesian bellicosity is increased by one, and Athenian bellicosity is decreased by one, if at least **three** Athenian and/or Athenian Allied land SPs are lost.
- Peloponnesian bellicosity is decreased by one, and Athenian bellicosity is increased by one, if **any** Peloponnesian land SPs are lost. If any Spartan SPs are lost, bellicosity is instead adjusted by **two**.

4.2.7 Hostages

If the Athenian player wins a land battle at which Athenian hoplite SPs are present, and any Spartan hoplite SPs are lost, the Athenian player takes Spartan hostages. As long as the hostages are held, Spartan SPs may not participate in an operation with an objective space in Attica, nor ravage or participate in combat there.

Likewise, if the Spartan player wins a land battle at which Spartan hoplite SPs are present, and any Athenian hoplite SPs are lost, the Spartan player takes Athenian hostages, and Athenian SPs may not participate in an operation with an objective space in Laconia, nor ravage or participate in combat there.

If Athens and Sparta sign an armistice, all hostages are released.

4.3 No Battle

No battle occurs if:

- only the active player has SPs eligible to fight, or
- one side has only land SPs and the other side has only naval SPs, or
- one side has only land SPs and the other side is intercepted, is eligible to use naval transport, and puts to sea (4.2.3).

If an army is intercepted and no battle occurs, it may continue moving. A "no battle" **does count** as having offered battle for purposes of tiles such as Rebellion (9.6.6), but does not count as a victory or loss. Bellicosity is unaffected.



5. Sieges

If, during a continuing operation, active armies occupy an unfriendly or neutral space, they may attempt to besiege and gain control of the space. Siege attempts are made after resolution of combat, and only if, during this operation:

- the active player attempts to battle all unfriendly forces, and does not lose any battles,
- the active player has at least one land SP in the space, and
- if the space is a fortress and contains unfriendly naval SPs, the active player has at least one naval SP in the space.

A successful siege requires the accumulation of four siege points in a fortress space, or two siege points in a non-fortress space. To make a siege attempt, roll a die.

- On a die roll of 1 through 3, one siege point is added to the total.
- On a die roll of 4 through 6, two siege points are added to the total.

If the siege point total reaches the required number, the siege is successful. All unfriendly SPs are eliminated, any defending leader is discarded, and any rebellion marker is removed. The victor places a garrison in the space, of the same nationality as one of the SPs

involved in the siege. If the SP is Allied, use a garrison of the associated major city-state (e.g. Athenian garrisons for Athenian Allied SPs and so on). As an exception, Argos and Syracuse have their own garrisons. If the space is being recaptured, simply remove the existing garrison. If the space is a fortress, the victor gains one bellicosity (if the siege merely recaptures a rebellious space, no bellicosity is gained).

If the siege point total is insufficient, the siege must be continued in a subsequent operation. If at any point the conditions for the siege no longer apply (for instance, the besieging forces move away, or avoid or lose a battle), all accumulated siege points are lost, and the siege must be restarted from scratch. Siege points can be carried over from one turn to the next. Accumulated siege points have no effect on the besieged force; they may move away or fight normally.

5.1 Long Walls Of Athens

For siege purposes, any naval SPs in Piraeus count as being in Athens as well, so that Athens can only be taken by siege if the besieging side has at least one naval SP in Piraeus. In this special case, the besieging player can and must offer a naval battle in Piraeus as well as a land battle in Athens in the same operation in order to besiege Athens.



6. Maintenance Phase

In the maintenance phase, players pay for the maintenance of forces in the field and upkeep of their fleets, and may bring reinforcements into the game.

6.1 Field Maintenance

Players must discard a tile of the correct nationality for *each* SP of any type which is not at home during the maintenance phase. If the player cannot or chooses not to pay the cost, any excess SPs are removed.

A space in rebellion will maintain one Spartan or Spartan Allied SP for free, even if Sparta is not at war with Athens. Additional SPs must be maintained normally.

If Persia is at war with Athens, Spartan and Spartan Allied SPs in Persia do not require maintenance.

6.2 Naval Upkeep

Players must discard a tile of the correct nationality for every five naval SPs (or fraction thereof) at home in a space. The first five SPs in a space do not require upkeep. The player may remove any number of naval

SPs to avoid paying for upkeep.

Example: If Athens has 11 naval SPs in Piraeus and 1 in Naupactus, the Athenian player must discard one tile to maintain the SP in Naupactus, and two tiles for upkeep in Piraeus. The player could eliminate one SP in Piraeus (leaving 10), reducing the cost by one.

6.3 Reinforcements

After paying for upkeep, players may play any of their reinforcement tiles. Each tile brings one additional SP of the pictured type into the game in the space named on the tile. The space must be friendly to the new SP. Use an SP of the appropriate nationality (for example, Athenian in Piraeus, Athenian Allied in Samos).

Hoplite reinforcement tiles may not be played unless the area where the reinforcement will be placed is completely controlled and unravaged. In the case of Syracusan and Leontine reinforcements, only the space itself need be friendly, since Sicily cannot be ravaged. Cavalry and naval reinforcements are not restricted in this way.



7. Political Phase

In the political phase, the two sides' bellicosity levels are adjusted, potentially resulting in surrender or an armistice.

7.1 Bellicosity Adjustment

Each side has a Bellicosity level representing that side's willingness to fight. Bellicosity can never fall below 0 or rise above 12. When a side's bellicosity drops to 0, it may surrender. Bellicosity is affected by battles, successful sieges, income (8.1, 8.2), plague (9.7.6) and helot rebellion (9.3.5).

In addition, the following adjustments are made at the start of the political phase:

- If Laconia has been ravaged, Peloponnesian bellicosity is reduced by one.
- Peloponnesian bellicosity is increased by one if Sparta currently has an armistice with Athens.
- If Attica has been ravaged, Athenian bellicosity is reduced by one.
- Athenian bellicosity is reduced by one for every two Athenian empire areas containing spaces in rebellion (round fractions down).
- Athenian bellicosity is increased by one for each Peloponnesian power (Sparta, Corinth and/or Thebes) with which Athens currently has an armistice.

7.2 Surrender

If Athenian bellicosity is zero, and Spartan bellicosity is greater than 0, or if Athens is enemy-controlled, Athens surrenders, and the Peloponnesian player wins.

If Spartan bellicosity is zero, and Athenian bellicosity is greater than 0, or if Sparta is enemy-controlled, Sparta surrenders, and Athens wins.

7.3 Armistice

During the political phase, armistices may be signed. At any given time, Athens may have up to three armistices, with Sparta, Corinth and/or Thebes. Athens may have an armistice with some Peloponnesian states and be at war with others.

- Sparta may force Athens to sign an armistice if the Athenian player holds 6 or fewer Athenian tiles, or Athenian bellicosity is 6 or less.
- Athens may force Sparta to sign an armistice if the Peloponnesian player holds 4 or fewer Spartan

tiles, or Peloponnesian bellicosity is 4 or less.

- Athens may force Corinth to sign an armistice if the Peloponnesian player holds 2 or fewer Corinthian tiles, or the Corinth space is Athenian controlled. If Corinth is Athenian controlled, it reverts to Corinthian control, but all Corinthian SPs (other than the home guard) in excess of one SP of each type are lost.
- Athens may force Thebes to sign an armistice if Thebes is Athenian controlled. Thebes reverts to Theban control, but all Theban SPs (other than the home guard) in excess of one SP of each type are lost.

An armistice lasts for three full turns. During this time, SPs and allied SPs of the two parties are ordinarily considered neutral to each other, with certain exceptions:

- During an Athenian operation, Athens may, if desired, consider neutral SPs and spaces in Attica, the Athenian Empire and the Megarid to be unfriendly.
- During a Spartan operation, Sparta may, if desired, consider neutral SPs and spaces in the Epidaurus, Argolid, Arcadia, Elis, Messenia and Laconia areas to be unfriendly.
- During a Corinthian operation, Corinth may, if desired, consider neutral SPs and spaces in Corinthia or Acarnania to be unfriendly.
- During a Theban operation, Thebes may, if desired, consider neutral SPs and spaces in Boeotia to be unfriendly.

When Sparta, Corinth or Thebes are not at war with Athens, they are neutral to each other. For instance, if Sparta has signed an armistice with Athens, Theban and Corinthian SPs and spaces are neutral to Sparta, whether or not they are at war with Athens.

Some Spartan leaders can be played as leaders of another nationality (9.6.1). During a Spartan-Athenian armistice, these leaders may still be used to lead other nationalities in battle against Athens. They are considered unfriendly to Athens.

Some Spartan and Corinthian tiles, marked with a "W" in the corner and noted in the tile description, may only be played if Sparta or Corinth is at war with Athens.

All hostages (4.2.7) are released when an armistice between Sparta and Athens is signed.



8. Economic Phase

In the economic phase, discarded tiles are mixed back into their respective draw piles. Then players draw tiles, representing revenue for the game-turn. Finally, all Ravaged markers are removed from the map and the game turn marker is advanced to the next space on the turn track.

8.1 Athenian Player Income

The Athenian player draws Athenian tiles, and may also draw Argive tiles if Argos is at war with Sparta.

Athens receives:

- a base income of two tiles
- two tiles if Attica is wholly controlled and unravaged
- three tiles if Athens has a trade route from Piraeus to Byzantium (8.3)
- a tile for every two (rounding down) Athenian tribute numbers less than or equal to the current tribute rate in areas which are unravaged and contain no unfriendly spaces (see below for details)
- one tile for every two Athenian-controlled spaces in Sicily (round fractions down)

If Athenian income is greater than the number of tiles available to be drawn, Athenian bellicosity is increased by two.

Starting on turn four, **Argos** receives base income of one tile and, if the Argolid is wholly controlled by Argos and unravaged, an additional two tiles.

8.1.1 Tribute

Athens receives tribute income from her empire, which consists of the fifteen areas containing tribute numbers. Attica is not part of the empire.

The tribute rate is either 1, 2 or 3; it begins the game at 1. The higher the rate, the more tribute is received. During the economic phase, the Athenian player may increase the rate by one. If the rate is increased, the Peloponnesian player may immediately place rebellion markers in any two spaces in the Athenian empire not containing Athenian SPs. The new rate is immediately used in computing tribute income.

Tribute income is equal to half a tile (rounding the total down) for every tribute number less than or equal to the tribute rate, and in an unravaged area with no unfriendly spaces. Some areas have more than one tribute number. They can provide double value if the tribute rate is high enough.

There are six possible tribute numbers if the tribute rate is 1, twelve possible numbers if the rate is 2, and

eighteen numbers if the rate is 3. Dividing by two, this results in maximum income of 3, 6 or 9. Rebellions, ravaging and Spartan control of spaces will reduce this number.

Example: At the beginning of the game, Potidaea is in rebellion, Melos is Spartan-controlled, and Sardis is neutral, resulting in five “1” tribute numbers, five “2” tribute numbers, and four “3” tribute numbers in wholly Athenian-controlled areas.

This would yield an income of two tiles (five numbers, divided by two, rounded down) with a tribute rate of 1, five tiles (ten numbers) with a rate of 2, and seven tiles (fourteen numbers) with a rate of 3.

8.1.2 Athenian Emergency Fund

If Piraeus or Decelea are unfriendly to Athens, or five or more Athenian empire areas contain spaces in rebellion, the Athenian player may look through the Athenian draw pool and take any four tiles, reshuffling afterward. This may happen only once per game.

8.2 Peloponnesian Income

The Peloponnesian player draws tiles for Sparta, Corinth, Thebes and Syracuse, and may also draw tiles for Persia if it is at war with Athens.

Sparta receives:

- base income of one tile
- two tiles for each of the following areas if wholly controlled and unravaged: Laconia and Messenia
- one tile for each of the following areas if wholly controlled and unravaged: Elis, Arcadia and the Argolid

If Spartan income is greater than the number of tiles available to be drawn, Spartan bellicosity is increased by two.

Corinth receives:

- no base income
- two tiles for each of the following areas if wholly controlled and unravaged: Corinthia and Acarnania
- two tiles if Corinth has a trade route from Corinth to Astacus (8.3)
- one tile if Corinth has a trade route from Corinth to Epidamnos (8.3)

Thebes receives base income of one tile. If Boeotia is wholly controlled by Thebes and unravaged, Thebes receives an additional two tiles.

If **Persia** allied with Sparta in the political phase, Persia receives all Persian tiles. Otherwise, all Persian

tiles are discarded.

Syracuse receives one tile for every two Syracusan-controlled spaces in Sicily (round fractions down), even if not at war with Athens.

8.3 Trade Routes

Each turn, Athens and Corinth can gain revenue for **trade routes**. A trade route between two points is any chain of spaces from one point to the other which passes only over naval or combined paths. The starting space must be friendly. The endpoint and any intervening spaces may be neutral or unfriendly, and

may contain neutral or unfriendly land forces, but all spaces, including both endpoints, must be free of unfriendly naval ZOI. Trade routes are checked only during the revenue collection segment.

Example: There are unfriendly naval SPs at Corcyra, and unfriendly land SPs at Naupactus. The Corinthians have a trade route from Corinth to Astacus, because Corinth, Astacus and all intervening spaces are free of unfriendly naval ZOI. However, there is no trade route from Corinth to Epidamnos because of the naval ZOI exerted by the unfriendly naval SPs at Corcyra. If Corcyra were neutral or allied to Corinth, the trade route would not be blocked.



9. Peloponnesian War Scenario

The Peloponnesian War scenario covers the thirty years of conflict starting in 431 BC. One player controls Athens and Argos. The other player controls Sparta, Corinth, Thebes, Syracuse and Persia.

9.1 Initial Setup

Athenian

Athens: 3H home guard, 7H, 1C
Piraeus: 12N

Athenian Allied

Mytilene: 2N home guard
Chios: 2N home guard
Corcyra: 1H home guard, 3N home guard
Stratus: 3C home guard
Plataea: 1H home guard
Larisa: 5C
Argos: 4H

Spartan

Sparta: 3H home guard, 7H
Gythium: 1N

Spartan Allied

Phlius: 5H
Elis: 1H home guard
Cyllene: 1N

Corinthian

Corinth: 3H home guard, 2H, 3N

Corinthian Allied

Potidaea: rebellion marker, 1H home guard
Leucas: 1N home guard
Ambracia: 2H
Syracuse: 2H home guard, 2C

Theban

Thebes: 3H home guard, 3H, 3C

Initial bellicosity: 10 for both Athens and Sparta

Place the Athenian “Perdiccas” tile and the Corinthian Alcibiades Betrays Athens tile in the Situation box. The Athenian player begins with all other Athenian tiles. The Peloponnesian player begins with all other Spartan, Corinthian and Theban tiles.

9.2 Victory Conditions

The Peloponnesian player wins if Athens surrenders. The Athenian player wins if:

- Sparta surrenders, or
- Sparta, Corinth and Thebes are all at peace with Athens at the same time, or
- Athens has not surrendered by the end of turn 10.

9.3 Diplomatic Rules

9.3.1 Movement Restrictions

Theban forces may only enter spaces within two spaces of either Boeotia or Pharsalus (in Thessaly).

Corinthian land SPs may only enter spaces within three spaces of Corinthia, unless using naval transport. Corinthian Allied SPs in Ambracia may move up to four spaces away from Ambracia.

An army may not activate an SP if its route will take it into or through spaces the SP cannot enter.

9.3.2 Syracuse

Syracuse starts the game neutral. At the start of turn six, or if an Athenian army ends its movement in a Syracusan controlled space, Syracuse declares war on Athens. If the Athenians capture Syracuse, all Syracusan SPs, garrisons and tiles are removed from the game.

If Syracuse is at war with Athens, Syracusan tiles may

be used as discards to conduct Peloponnesian continuing operations or maintain forces, even if Syracusan SPs are not present in the space.

Use Corinthian Allied SPs for Syracuse. Syracuse has its own garrison markers, to indicate that spaces are controlled by Syracuse, not Corinth.

Only Hermocrates may activate Syracusan SPs, though leaders of other nationalities may be placed in Syracuse to aid the unactivated SPs in battle.

Ravaging does not take place in Sicily, because income is based on the number of controlled spaces, not on the area as a whole.

9.3.3 Persia

For purposes of the game, Persia consists of all coastal and land spaces in Asia Minor, from Cyzicus in the north to Loryma in the south.

The Great King of Persia enters the war on the Spartan side during any political phase if Sparta is at war with Athens and there is a Spartan or Spartan Allied hoplite SP in Persia. The Persian alliance is effective until the next political phase. Persia can enter and leave the war any number of times.

When Persia is at war with Athens:

- The Peloponnesian player receives all Persian tiles during the economic phase. The Persian reinforcement tiles, as well as the Spartan Gythium naval reinforcement tile, may be used to add a Spartan naval SP in any space in Persia. These SPs may be activated normally. Persian tiles may be used as discards to conduct Peloponnesian continuing operations or maintain forces.
- Peloponnesian armies do not roll for Unfamiliar Country losses (3.4) when entering spaces in Persia.
- Peloponnesian SPs may end the turn in any space in Persia without requiring maintenance, and may “return home” to these spaces.
- In any battle in Persia involving Spartan land SPs, Sparta is considered to have an additional two SPs of cavalry. These SPs cannot be used to take losses in battle. They exist only for purposes of battle only.

9.3.4 Argos

Argos begins the game neutral. At the start of turn four, Argos enters the game on the Athenian side. The Athenian player receives all Argive tiles, and Argos and Sparta become unfriendly to each other. Argos is friendly to Athens if Athens and Sparta are at war, and neutral otherwise.

If the Peloponnesian side gains control of Argos, all Argive SPs, garrisons and tiles are removed from the

game, and the Spartans may place a garrison in all Argive-colored spaces.

Use Athenian Allied SPs for Argos. Argos has its own garrison markers, to indicate that spaces are controlled by Argos, not Athens.

Athenian leaders may activate Argive SPs if Athens and Sparta are at war.

While Argos is unfriendly to Sparta, Spartan Allied SPs may not move into the Argolid, nor participate in combat there.

9.3.5 Helot Rebellion

If, at the end of any Peloponnesian operation (even if the Peloponnesian player passes), there are any Spartan hoplite SPs outside Laconia and Messenia, and the total of all SPs unfriendly to Sparta in Laconia and Messenia exceeds the total of all Spartan SPs in Laconia and Messenia (including the Spartan home guard), a helot rebellion occurs. One Spartan hoplite SP of the Peloponnesian player’s choice is immediately lost, Spartan bellicosity is reduced by two, and the Peloponnesian player must discard two Spartan tiles. A helot rebellion can occur any number of times in the same turn.

9.4 Athenian Tiles (22 Tiles)

9.4.1 Leaders (Eight Tiles)

- Pericles (1/1, head of state)
- Alcibiades (2/1)
- Cleon (*/*)
- Demosthenes (2/1)
- Nicias (0/0)
- Phormio (1/2)
- Thasyllus (1/1)
- Thrasybulus (2/2)

Pericles is a head of state (2.2.4).

Cleon has no leadership ratings. If he is present at a battle with one or more other leaders, use the other leaders’ ratings. If he is present at a battle by himself, use a leadership of 0.

9.4.2 Reinforcements (Six Tiles)

- 1N Athenian in Piraeus
- 1N Athenian in Piraeus
- 1N Athenian Allied in Samos
- 1H Athenian in Athens
- 1C Athenian Allied in Larisa
- 1C Athenian Allied in Leontini

9.4.3 Athenian Influence In Sicily

Place an Athenian garrison in any neutral space in Sicily. May not be played unless there are Athenian SPs in Sicily.

9.4.4 Coup In Megara

The Athenian player may conduct a continuing operation (with all the normal rules) in the Megara space. If the Athenians offer a **land** battle, and do not lose the battle, the pro-Athenian party gains power in Megara, and Athenian garrisons are placed in both Megara and Pegae.

9.4.5 Extended Campaign

The extended campaign tile enables an existing army of any nationality to move to a new location. An objective space is chosen, but no additional forces are activated; the army simply moves to the objective as if it were already in the final assembly space. Ravaging is allowed. After the army has moved, any other armies of either side which were in the old location may be returned home as in a continuing operation (2.3.2, 2.3.3).

9.4.6 Perdiccas

King Perdiccas of Macedon allies with the Athenians. Leave the tile in the Situation Box to indicate the status of the alliance, and discard the Corinthian Perdiccas tile from the Box. Macedon begins the game allied with Athens.

While Macedon is allied with Athens:

- Macedonian spaces are friendly to the Athenians, and unfriendly to Athens' enemies.
- In any battle within two spaces of Pella, the Athenian side is considered to have two extra cavalry SPs. These SPs cannot be used to take losses in battle. They exist only for purposes of battle only.

9.4.7 Rebellion Suppressed

Remove up to three rebellion markers from spaces in the ZOI of Athenian SPs and not in the ZOI of neutral or unfriendly SPs.

9.4.8 Tactics (Two Tiles)

Play before the die is rolled during a naval combat involving at least one Athenian (as opposed to Athenian Allied) naval SP. Add two to the Athenian die roll. Only one Tactics tile may be played in a single battle.

9.4.9 Treachery

The treachery tile allows an army containing at least one land SP to seize control of the space it occupies. Place a garrison marker to indicate control, or remove the existing garrison if the original controller is recapturing the space. Spaces containing a rebellion

marker and spaces in the ZOI of unfriendly SPs may not be seized by treachery.

Treachery is treated as a continuing operation, with the space being seized as the objective space. Any armies in the objective space may return home using the normal rules.

9.5 Argive Tiles (4 Tiles)

9.5.1 Leader

- The Thousand (1/0, head of state, may only activate Argive SPs)

The Thousand (an elite band of young aristocrats) are heads of state (2.2.4).

9.5.2 Reinforcements

- 1H Argive in Argos

9.5.3 Argive Influence

An Argive garrison is placed in any one space in Elis, Arcadia, Argos or Epidaurus that does not contain any unfriendly SPs or garrison.

9.5.4 Earthquake

The Peloponnesian player must temporarily reveal the identity of all tiles in his or her treasury. Remove this tile from the game after playing.

9.6 Spartan Tiles (16 Tiles)

9.6.1 Leaders (Eight Tiles)

- Agis, King of Sparta (1/1, head of state)
- Archidamus, King of Sparta (1/1, head of state)
- Pleistoanax, King of Sparta (0/0, head of state)
- Brasidas (2/1, may not active Spartan hoplites)
- Callicratides (1/1)
- Gylippus (2/1, may not activate Spartan hoplites)
- Lysander (2/2, may not be played until turn 5)
- Mindarus (1/1)

The Kings of Sparta are heads of state (2.2.4). They must begin at Sparta, and at least half the SPs they activate must be Spartan.

Spartan leaders other than the Kings may be played as leaders of any nationality, even if Sparta is not at war with Athens (7.3).

Brasidas and Gylippus may not activate Spartan hoplite SPs, but may lead such SPs in battle.

9.6.2 Reinforcements (Two Tiles)

- 1H Spartan in Sparta

- 1N Spartan in Sparta (or, if Persia is at war with Athens, in any space in Persia)

9.6.3 Bravery (Two Tiles)

Play before the die is rolled during a land combat involving at least one Spartan (as opposed to Spartan Allied) hoplite SP. Add two to the Spartan die roll. Only one Bravery tile may be played in a single battle.

9.6.4 Colony

Place the tile permanently on any neutral non-fortress space on the map. It becomes a red fortress space at the end of the turn.

9.6.5 Extended Campaign

See the (9.4.5) for a description of this tile.

9.6.6 Rebellion

An army containing Spartan or Spartan Allied land SPs may conduct a continuing operation in any space in the Athenian empire. If the army offers battle, and does not lose, a rebellion marker is placed in the space. May only be played if Sparta is at war with Athens.

9.6.7 Rebellion Spreads

The Peloponnesian player may offer battle in any and all spaces in the Athenian empire in the ZOI of a Spartan or Spartan Allied land SP and adjacent to a preexisting rebellion marker. A rebellion marker is placed in any space where the Peloponnesian player offers battle and does not lose. May only be played if Sparta is at war with Athens.

9.7 Corinthian Tiles (10 Tiles)

9.7.1 Leader

- Aristeus (0/1, may only activate Corinthian and Ambraciot SPs)

9.7.2 Reinforcements (Three Tiles)

- 1C Corinthian in Corinth
- 1H Spartan Allied in Phlius
- 1N Spartan Allied in Phlius

The Spartan Allied reinforcement tiles may only be played if Corinth is at war with Athens.

9.7.3 Alcibiades Betrays Athens

This tile begins the game in the Situation Box, where it remains until the Athenian player plays or discards Alcibiades, at which point it is discarded and can be drawn normally.

When this tile is played, the Peloponnesian player may place a rebellion marker in any space in the Athenian empire. If Alcibiades is currently on the board, he immediately returns home as in a continuing operation; any other armies in the same space may also return

home normally (2.3.2, 2.3.3).

The tile is then returned to the Situation Box until the next time the Athenian player plays or discards Alcibiades, at which point it is again discarded and can be redrawn. Alcibiades can (and did) betray Athens any number of times.

9.7.4 Congress Of Gela

The Athenian player must choose one of the following: either

1. all garrisons in Sicily are removed, or
2. Syracuse declares war on Athens.

9.7.5 Perdiccas

King Perdiccas of Macedon declares war on the Athenians. Leave the tile in the Situation Box to indicate the status of the alliance, and discard the Athenian Perdiccas tile from the Box.

While Macedon is at war with Athens:

- Macedonian spaces are unfriendly to the Athenians, and friendly to Athens' enemies.
- In any battle within two spaces of Pella, the Peloponnesian side is considered to have two extra cavalry SPs. These SPs cannot be used to take losses in battle. They exist only for purposes of battle only.
- Perdiccas exerts his influence in Thessaly. At the start of any Peloponnesian operation, the Peloponnesian player may, if desired, treat all spaces and Athenian Allied SPs in Thessaly as neutral until the end of the operation.

The Corinthian Perdiccas tile may only be played if Corinth is at war with Athens.

9.7.6 Plague

An army of any nationality may conduct a continuing operation in the Athens space. If the Athenians refuse battle, plague strikes Athens. The Athenian player must discard a tile of his or her choice. Athenian bellicosity is reduced by one. May only be played if Corinth is at war with Athens.

9.7.7 Syracusan Influence

Place two Syracusan garrisons in neutral spaces in Sicily. May not be played if there are Athenian SPs in Sicily.

9.7.8 Treachery

See (9.4.9) for a description of this tile. This tile can be used with armies of any nationality. The nationality of the new garrison must be that of one of the SPs in the army. The Corinthian treachery tile may only be played if Corinth is at war with Athens.

9.8 Theban Tiles (4 Tiles)

9.8.1 Leader

- Pagondas (1/0, head of state, may only activate Theban SPs)

Pagondas is a head of state (2.2.4).

9.8.2 Reinforcements (Two Tiles)

- 1H Theban in Thebes
- 1C Theban in Thebes

9.8.3 Euboean Causeway

Place a rebellion marker in any and all spaces in Euboea containing or adjacent to a Theban SP (even across a naval path), and not in the ZOI of an Athenian SP.

9.9 Syracusan Tiles (4 Tiles)

9.9.1 Leader

- Hermocrates (0/0, may only activate Syracusan SPs)

9.9.2 Reinforcements (Three Tiles)

- 1H Syracusan in Syracuse
- 1C Syracusan in Syracuse
- 1N Syracusan in Syracuse

9.10 Persian Tiles (4 Tiles)

9.10.1 Reinforcements (Two Tiles)

- 1N Spartan in any space in Persia
- 1N Spartan in any space in Persia

9.10.2 Rebellion

See (9.6.6) for a description of this tile.

9.10.3 Persian Agents

The Athenian player must discard an Athenian tile at random.