



A KARL HAUSSER DESIGN



HISTORY OF THE ANCIENT SEAS - EXPANSION II

PIRATES AND BARBARIANS



SOUND
of DRUMS

HISTORY OF THE ANCIENT SEAS

EXPANSION 1: NEW MARKETS

This expansion can be used for the three games that are part of the “*History of the Ancient Seas*” series: **HELLAS**, **DIES IRAE** and **MARE NOSTRUM**.

With this expansion players will have a completely new and different gaming experience. It will make the game more difficult to win.

This expansion contains a total of 25 black wooden playing pieces: 15 Barbarians and 10 Pirate Ships.

- If playing **HELLAS** use only 8 Barbarians and 6 Pirates.
- If playing **DIES IRAE** use only 10 Barbarians and 8 Pirates.
- If playing **MARE NOSTRUM** use all 25 playing pieces.

Pirates and Barbarians are activated by the players, moving them on the map and may contest hexes controlled by the opposing players and may even attack hexes, fortresses / harbors and trading posts. They can be activated by any faction.

1. ACTIVATION OF PIRATES AND BARBARIANS

“Pirates and Barbarians” from now on called **PB**.

A player who chooses the **ATTACK** action can decide to activate PB instead of executing an attack by his own units.

The player who activates PB can either enter new PB onto the map **and** move PB that are already on the map **OR** he can initiate a combat with Barbarians in a contested hex.

2. ENTERING AND MOVING PB

First, he may place 1 new Pirate and 1 new Barbarian on any hex of the map edge. Pirates must be placed on a “sea hex” and Barbarians must be placed on a “land hex”. These hexes may not contain a unit of any faction.

Second, the player may move PB that are already on the map.

Barbarians have a movement potential of 4 and Pirates have a movement potential of 5.

Barbarians can only enter land and coastal hexes, pirates can only enter sea, island and coastal hexes.

Barbarians can never be transported by Pirates.

The player who activated PB can move them anywhere he wants according to the movement rules (i.e. paying 2 MPs for entering a mountain hex).

The moment PB enter a hex with a trading post or fortress, the PB must stop movement and this hex then becomes contested. The PB stay for as long in the hex as they are attacked and eliminated or if a player moves them out of the contested hex.

In the same hex there can never be more than 3 “Barbarians” or 3 “Pirates”.

3. PB IN COMBAT

Any player who chooses the action ATTACK can initiate a combat with any Barbarian on the map that is in the same hex with a legion, army, trade post, fortress or monument of any faction.

The combat rules for PB are identical as found in the rule manual.

Barbarians have a combat value of “2” and Pirates have a combat value of “1”.

If there is more than 1 PB in a hex their combat value is combined.

A Barbarian in a hex with an ungarrisoned trade post, fortress or monument can destroy these by being activated with an “ATTACK” action.

***Note:** The above rules mean that 3 Barbarians in a hex that are activated with an ATTACK action can destroy an ungarrisoned fortress or monument.*

***Note:** As per the rules attacking units need 8 CVs to destroy a monument. Pirates only need 6 CVs to destroy a monument.*

Barbarians have their combat value only modified when being attacked in a mountain hex.

PB can be attacked by units of any faction.

If PB get eliminated in combat they are put back to the stock of playing pieces. They can be reused.

A Pirate can't attack enemy ships. A Pirate can contest a coastal or island hex with a trade post and /or a fortress port.

***Note:** Pirates would not attack ships of a faction. As they have a Combat Value of “1”, they can destroy one enemy ship if three Pirates are in the same hex if attacked.*

CREDITS

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