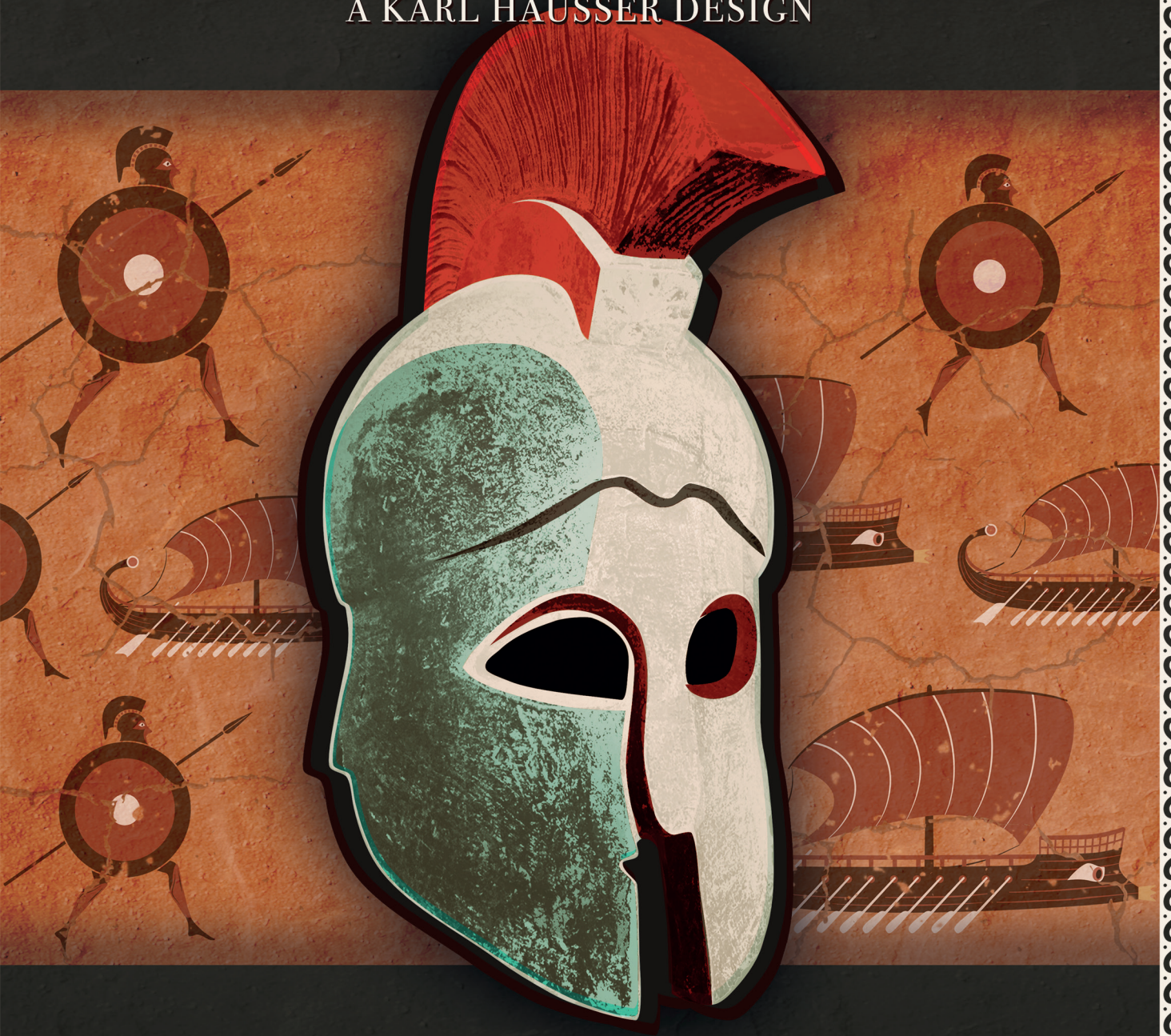
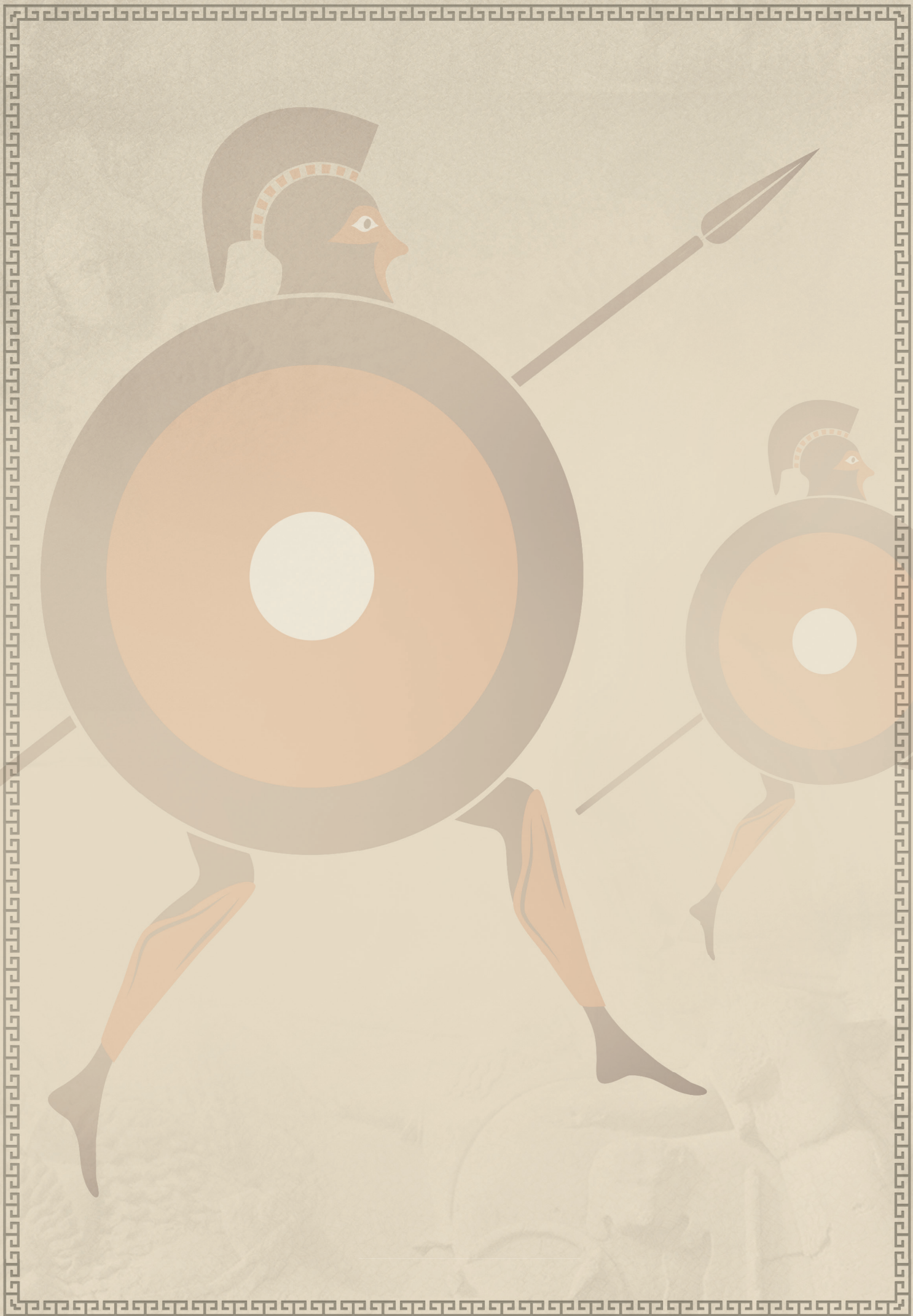



A KARL HAUSSER DESIGN



HISTORY OF THE ANCIENT SEAS I  
**HELLAS**  
RULEBOOK







***HELLAS is not a complicated game.***

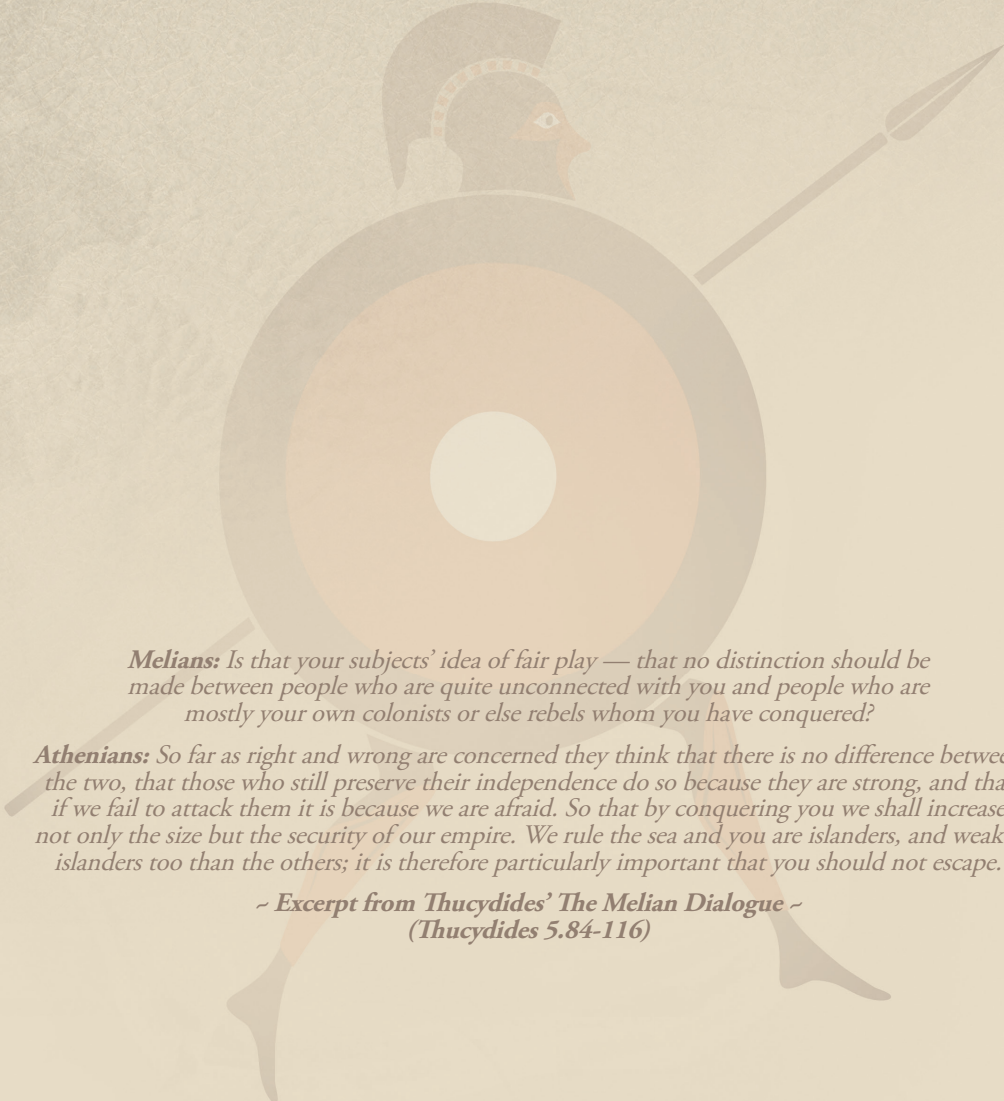
***Victory is based on your skill and your decisions without any elements of luck.***

***There are no dice and no cards. This is a very intense game: a single mistake can come back to haunt you, even three hours later. And, with no dice or cards, you only have yourself to blame (or maybe the lying opponent in whom you placed your somewhat misguided trust!)***

***Melians:*** And how could it be just as good for us to be the slaves as for you to be the masters?

***Athenians:*** You, by giving in, would save yourselves from disaster; we, by not destroying you, would be able to profit from you.

***~ Excerpt from Thucydides' The Melian Dialogue ~  
(Thucydides 5.84-116)***



***Melians:** Is that your subjects' idea of fair play — that no distinction should be made between people who are quite unconnected with you and people who are mostly your own colonists or else rebels whom you have conquered?*

***Athenians:** So far as right and wrong are concerned they think that there is no difference between the two, that those who still preserve their independence do so because they are strong, and that if we fail to attack them it is because we are afraid. So that by conquering you we shall increase not only the size but the security of our empire. We rule the sea and you are islanders, and weaker islanders too than the others; it is therefore particularly important that you should not escape.*

*~ Excerpt from Thucydides' The Melian Dialogue ~  
(Thucydides 5.84-116)*

*for more informations please visit:  
[www.soundofdrums.org](http://www.soundofdrums.org)*



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# 1. DESCRIPTION AND GENERAL SEQUENCE OF PLAY

You will lead either the city of Athenae or Sparta. Your goal is to become the predominant empire in this area of the known world. To achieve this, you will need to build armies and fleets, expand your trading power, conquer islands and provinces, develop your military skills, economic efficiency and culture, while always keeping an eye on the wealth and stability of your people.

Each turn, players will simultaneously collect income. Their level of income will depend on the amount of merchandise each player controls and upon their placement level on the Development Chart within the Economy section.

On each turn, the player with the most advanced level within the Military Section of the Development Chart starts the action cycle with one action. The other player may perform his first action after the starting player is finished with his action.

The players can choose from the following 8 possible actions:

- move
- create trade posts
- build ships, units, monuments and fortresses/ports
- develop their military, ship building, economic, cultural skills
- adjust their stability status
- attack
- ask for an armistice
- pass

An action cycle consists of 5 actions performed by each player.

During a turn, players will need to adjust their stability status if they lose control of provinces or if their capital gets captured, enter new phases in the Development Chart etc.

After the action cycle is finished, players pay for their fleets and check supply of their legions. Victory is checked and if no player achieves victory a new turn starts.

It is recommended that one player is the “banker” and the other takes care of the common play aid sheet for both players (Development Chart, stability status etc...)

# 2. HOW TO WIN

There are two ways to win:

1. The Opponent's Empire reaches the “Revolution Status” on the Stability Track. He loses the game immediately and you win.
2. At the end of an action cycle, if one player has 10 or more Victory Points (VPs), he wins the game.

A player gets 1 Victory Point (VP) for each of the following:

A monument built (a maximum of three monuments can be built by each player).

For each “Golden Age” on the Development Track or on the “Stability Track” which a player reaches.

On the Control Track of islands and provinces there are (light or dark) golden boxes marked with a laurel. The light golden laurels are an optional rule, see 18.8. Each time a player reaches one of these dark golden boxes by placing one of his wooden cubes, he gains 1 VP. If a player loses control of provinces and / or islands he also may lose VPs.

There are a total of 17 possible VPs for each player (9 for control of islands and provinces, 5 for reaching “Golden Age” and 3 for building monuments).

***Example:** Both players started a turn with 9 VPs and at the end of the action cycle both players have 11 VPs and fulfilled the conditions to win the game. Both players have built 2 monuments. But as the Spartan player has reached box 7 on the Stability Track and the player of Athens only box 6, Sparta is declared the winner.*

If both players have the same number of VPs at the end of the action cycle, the player who has built more monuments is the victor. If both players have the same number of monuments, consult the Stability Track. The player with the higher level wins. Again, a tie? Then the player with the higher Income level wins.

Players can agree to shorten the game length by reducing the number of VPs to win to 8 VPs (short version) or 9 VPs (mid version).

### ORGANIZATION OF THIS RULES BOOKLET

In order to facilitate the learning of the game the rules are organized in a way that each page contains two columns: The left column contains the rules text, whereas on the right column you will find illustrated examples, designer's notes, hints for play etc...

Please find our tutorial videos on our website, follow us on Facebook and YouTube.

## 3. GAME MATERIALS

- **1 game board** depicting the mainland of ancient Greece, the islands of the Aegean Sea, and the western parts of the ancient Persian Empire.
- **2 sets of wooden pieces:** one for each power in their respective color: Athenae (blue), Sparta (orange), consisting of: 16 (blue) and 20 (orange) land combat units (legions), 12 (blue) and 6 (orange) ships. Each player also receives 6 fortress/ports, 35 trade posts (amphoras), 36 cubic markers and 3 monuments, 1 Leader, 5 Army and Fleet meeples, in total 226 pieces.
- 7 yellow legions, 2 purple legions, 1 yellow fortress, 3 purple fortresses.
- **1 Player Sheet** for both factions, containing different tracks: Income Level Table, army and fleet displays and setup Instructions.
- **1 Development Chart** used by both players. Both players keep track of their respective level of development on the Development Chart within the four categories "Military", "Fleet", "Economy" and "Culture".
- **1 Merchandise Control Chart** to keep track of the merchandise each player controls.
- **1 Development / Merchandise Control Chart Aid** providing a detailed description of how to use the Development and Merchandise Control charts.
- 1 sheet with cardboard money tokens (1s, 5s, 10s, 50s, 100s, 500s Talents).
- **38 playing cards** containing Victory Conditions Cards and cards needed to play the "Archimedes" solo mode.
- **1 Rules** for "Archimedes" solo mode.
- **1 Sheet** "The Peloponnesian War" scenario with setup instructions and rules.
- **1 Rules** for "Archimedes" solo mode.
- **1 Play Aid** with Cost Table, Ressource Icon and Stability Status.
- **1 Rulebook.**

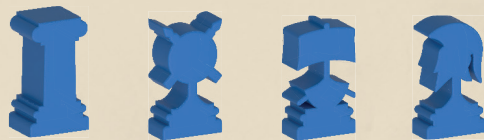
*Note: Another option players can choose to shorten the game, is to use the laurels in the lighter golden boxes on the Control Track. Players will accumulate VPs more quickly for the control of islands and provinces that way. We suggest that players use that option and go for only 8 VPs in their first game.*

*Note: In order to avoid the cumbersome repetition of the wording "fortress/port", please note that when in the rules you read "fortress" the rule is also applied to a port. A fortress in a coastal hex or on an island is a port. The only difference between a fortress and a port is, that in a port ships can be built.*

*The same is true for legions and ships. To avoid the wording legion and or ship we use the term "unit". A unit can be a legion, a ship or both.*



Wooden Cube Tradepost Legion Ship Fortress



Monument Army Fleet Leader



Money Tokens (Talents)

### 3.1. THE GAME BOARD



The game board has a hexagonal grid to regulate movement.

On the map players will find the following game charts and tables:

**Action Cycle Table:**

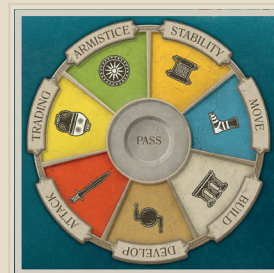
When players choose an action, they place a wooden cube of their color in the corresponding space to the action taken.

**Armistice Track:**

Players will record the turns from which the players agreed upon an armistice.

**Turn order Track:**

Players keep track on each turn on the order in which the players perform their actions.





### Supply Track:

Players keep track of how many land units a power may supply.

### Stability Track:

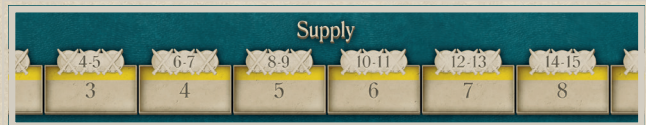
Players keep track of the stability of their Empire.

### Control Track:

Players keep track of how many islands (there are 17 in total) and provinces (also 17 on total) the players control. The upper row is used to mark control the number of islands and the bottom to mark control of provinces.

### Victory Point Track:

Players keep track of gained Victory Points (VPs).



## 3.2. TERRAIN

There are four types of hexes:

- land
- sea
- island
- coastal

Legions can be placed in land or coastal hexes as well as on islands.

Ships can only be placed in sea, coastal or island hexes.

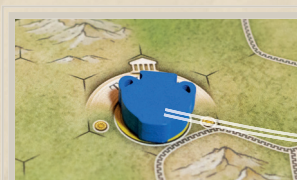
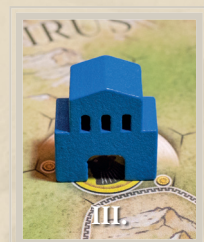
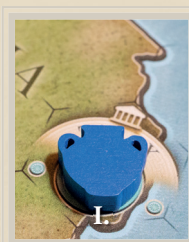
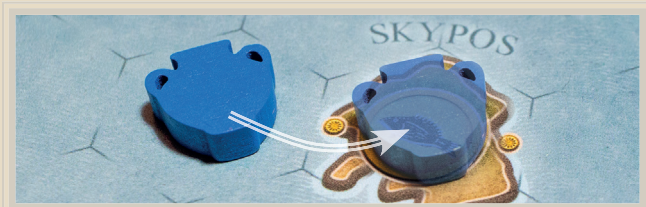
Players can create trade posts in hexes that contain a Merchandise symbol.

Some hexes contain both a **city** and a Merchandise symbol. A city has both its name and the merchandise it produces below the city symbol.

**Fortresses and Monuments** can only be built in hexes with cities. In doing so, pay the price for a fortress and replace the trade post (round disc) with the fortress piece and then put the trade post back in your stock of playing pieces.

**Ports** can be built in hexes with cities in coastal hexes. A port is a fortress that also functions as a place where ships can be built.

A **fortress** is considered to be a fortified trade post and continues to create income for the merchandise type in its hex. Importantly, new units can only be brought into play in hexes with a fortress.



On the map there are **Provinces and Islands** of which players need to control a certain number to win the game.

**Important:** SIKELIA (Sicily) is considered a province not an island.

## MOUNTAINS

Mountains are land hexes that require more effort for movement and that give a defensive bonus in combat.

## 4. SETUP

Players choose one of the powers and then proceeds to set up their legions, ships, one fortress and trade posts according to the setup instructions on their Player's Sheet.

The trade posts must be placed in hexes as close as possible to the capital of each power that contain a merchandise symbol. This means that firstly the player has to occupy the closest possible hexes for his trade posts.

The Spartan player sets up first.

The Athenian player **may not** place any playing piece in the province ARGOLIS.

### SET UP PROCEDURE

1. The players place a fortress in their capital (either Sparta or Athenae).
2. The trade posts are placed in land or coastal hexes with a merchandise symbol as close as possible to its capital. When counting the distance, this is done only through land and coastal hexes. Don't cross sea hexes while counting the distance. Players can choose which hex to use if there are multiple hexes where a trade post can be placed. When a player places during his setup a trade post on a "Luxury Merchandise", increase his stability by 1.
3. Legions must be placed either in the capital, in a hex with a trade post, or loaded on a ship. In each hex there can be a maximum of 1 legion or 1 ship (or 1 legion loaded on a ship) and 1 trade post or fortress. Ships must be placed in a hex with a port (if the capital is a port) or in a coastal hex with an owning player's trade post.
4. The starting income level of players is marked with wooden cubes on the Income Table.
5. One wooden cube is placed on the Merchandise Chart in the row of the corresponding merchandise for each established trade post.
6. One wooden cube is placed next to the first box of each of the four rows on the Development Chart.
7. The players each place one wooden cube in the box on the Stability Track according to their setup instructions.



Province



Island



*Note: The Athenian player may not place any pieces in ARGOLIS in order to avoid an early clash of the two empires.*

### Set up example:

*Athens starts the game with 3 legions, 4 trade posts, 3 ships and 1 fortress. The player's treasury is filled with 80 Talents at the start of the game.*

*The player places his fortress in Athenae (merchandise STONE), his capital. He also places one wooden cube in the first box of STONE on the merchandise control sheet. In Athenae he places two of his ships. As only one ship can be placed in one hex the Athenian player creates a fleet. He places the two ships in the box labeled "Fleet I" on his player sheet and on the board in the hex of Athenae he places the Fleet meeple I. (see rule 13.)*

*Next, he places one trade post and one legion in the hex merchandise GRAIN, 5 hexes north of Athenae. He places one wooden cube in the first box of GRAIN on the merchandise control sheet and one wooden cube in the first box of the Supply Table.*

*He places one trade post in Thebae (merchandise BRONZE). He places one wooden cube in the first box of BRONZE on the Control Chart. One of his ships is placed in the coastal hex of Thebae.*

*One trade post is placed in the hex with the merchandise IRON, 4 hexes away from Athenae, north of Athenae. He places one wooden cube in the first box of IRON on the Control Chart.*

*The remaining trade post is placed in the hex with the merchandise WOOL in Delphi. Accordingly, he places one wooden cube in the first box of WOOL on the Control Chart. He also places his second legion in Delphi.*

8. The players each place one wooden cube on the Supply Track. Total the number of each yellow coded merchandise (GRAIN, FISH, CATTLE, WINE) the players occupy with a trade post. Place the wooden cube in the box with the corresponding total on the Supply Track.
9. When both players finished their respective setup, neutral units are placed. Place one yellow legion of Syracusae in each hex with a merchandise symbol on the island of Sikelia and one legion and a fortress in the city of Syracus. Place one purple fortress in the following cities: Milletos, Pergamon and Abydos. Place one purple legion in each hex of Rhodos (see chapter 15 for their use).
10. Each player receives money (Talents) cardboard tokens. The total corresponds to the starting capital of the setup instructions.

## 5. THE GAME TURN

A game turn consists of these 5 phases:

- Collecting Income (eventually advancing cubes on the armistice track)
- Determination of the Starting Player
- Action Cycle
- Victory Check
- Fleet Maintenance, Supply Check of legions

### STARTING A TURN

A game turn starts with players collecting income and eventually advancing cubes on the armistice track followed by an action cycle. An action cycle is composed of 5 actions taken respectively by each player.

### ENDING A TURN

After finishing the action cycle (either by executing 5 actions each or if both players passed in a row), the players pay fleet maintenance costs, check supply of their legions and check victory conditions. If no player fulfills the victory conditions, the game turn ends and a new turn begins by collecting income.

## 6. COLLECTING INCOME

Both players receive Talents according to their income level.

In the course of the game players will control more merchandise. Each time players gain control of new merchandises (by placing a trade post in a hex with a merchandise or by taking over a trade post of his opponent) they move the cube on the Merchandise Control Chart one box to the right in the row of the corresponding merchandise.

This changes the income value the merchandise will produce and his overall income. If players lose control of a hex (the moment it becomes CONTESTED, see 9.1.4), where they own a trade post they need to adjust the position of the cube by moving one box to the left in the row of the according



**Note:** Players need to carefully update their overall income level. When acquiring a new merchandise adjust the new total income of that player.

**Example how to calculate income:** Sparta owns 11 uncontested trade posts (among these 11 one is his fortress in his capital Sparta):

- 4 STONE – income 18
- 2 FISH – income 9
- 1 GRAIN – income 4
- 1 SALT – income 6
- 1 COPPER – income 5
- 1 WOOL – income 3

This gives him a total income of 45. Let's say he already achieved "MARKETPLACE" on the Development Chart. This raised his income by 10. In this example Sparta has an income of 55 Talents.

merchandise, as well as adjust the income level according to the loss of income of this merchandise. Eventually they also need to adjust the level of supply.

Players also raise their income level by developing their economic skills. After collecting income, cubes in the Armistice Track are moved one box to the right.

## 7. THE STARTING PLAYER

At the start of each turn, the player who has the higher level in the “Military section” on the Development Chart is the starting player and gets to choose the first action to execute.

In case of a tie, the player who has advanced most in the “Fleet section” on the Development Chart starts.

If this should again be a tie, the player with the higher income level starts.

Again, a tie? Count the number of units on the board, the player with the higher total is the starting player.

In the very unlikely case this will be again a tie the Athenean player starts.

## 8. THE ACTION CYCLE

The Action cycle is the engine of the game. Players choose and execute actions alternately one after another.

Players can choose between these actions:

- MOVE ( 9.1.)
- ATTACK (9.2)
- BUILD SHIPS / LEGIONS/ FORTRESSES/ MONUMENTS (9.3)
- CREATE TRADE POSTS (9.4)
- PAY FOR STABILITY (9.5)
- DEVELOP (9.6)
- PASS (9.7)
- ASK FOR ARMISTICE (9.8)

The starting player places a wooden cube in the action cycle box on the map board for the action chosen and executes this action.

**An action cycle ends when both players have executed 5 actions (or have both passed one after another).**

**The same action can't be chosen more than three times in total during an action cycle by both players.**

**The same player can't choose the same action no more than twice per action cycle.**

**A player can't choose the same action as the opposing player chose before him.**

**Exception:** If one player chooses PASS the following player can also PASS. In this case, the turn ends without any more actions being taking by any player. Players proceed with ending the turn (see rule 5).

**Example:** A player has a total income of 72 Talents. He already has three trade posts GRAIN with a total income value of 15 Talents. He creates a fourth trade post with GRAIN and the new total income value of GRAIN is now 22 Talents. He adjusts his overall income by 7. His new income level is now 79 Talents.

**Example:** If a player reaches the “Market Place” section on the Development Chart he raises his income level by 10 Talents. The same applies for “Material science” (15 Talents), “Manufacturing” (20 Talents) and “Banking” (25 Talents).

**Note:** There is an optional rule of how to define the starting player. See optional rule 18.6



**Example:** Sparta chose the action MOVE twice in an action cycle and Athenae once for a total of three. In this current action cycle the action MOVE can't be chosen again.

## 9. THE ACTIONS

### 9.1. MOVE

When players choose this action, they can move all their units up to their movement potential. The current movement potential of units depends on the level of development in the Military (legions) or Fleet (ships) segment on the Development Chart.

The movement potential of ships will increase once a player has reached Phase II (BIREME), III (TRIREME) or IV (ASTRONOMY) in the fleet section of the Development Chart.

The movement potential of legions will increase once a player has reached Phase IV (CAVALRY) in the military section of the Development Chart.

Legions can enter land, coastal and island hexes.

Legions can't move from one coastal hex to another if there is a blue barrier between these two coastal hexes.

Entering a land, coastal, island or sea hex, costs **1** movement point. A mountain hex costs **2** movement points to enter.

Ships can enter sea, island or coastal hexes.

When powers reach PHASE IV in the fleet section of the Development Chart, their ships can move into coastal and island hexes **and** these hexes become contested (CONTESTED hexes, see 9.1.4) if occupied by the opponent.

Units **must stop movement** once it enters a hex containing one of the following enemy pieces:

- Unit
- Army/Army
- Trade post
- Fortress/Port

When a **legion** enters an enemy occupied hex, this hex immediately is considered **contested** (see 9.1.4). Eventually there will be combat in order to resolve control over a contested hex if one of the players chooses the ATTACK action.

#### 9.1.1. TRANSPORT OF LEGIONS BY SHIPS

**One** ship can transport **one** legion. If a ship is destroyed in combat, a transported legion is also destroyed.

When a legion is being transported it does not contribute Combat Value (CV) to any combat actions.

A legion can be embarked if it starts the movement action in a coastal or island hex where the ship is. After embarkation the ship can use its total movement point potential.

A legion is disembarked if it starts the movement action loaded on a ship which is in a coastal hex or island. If the hex where a unit disembarks is occupied by an enemy playing piece, the hex will become contested. A legion can use its total movement point potential after disembarkation (except if it disembarks in a hex containing enemy units, it **MUST** stop there). In order to show that a legion is transported by a ship, the owning player places the legion underneath the ship.



***Note:** The meaning of this is, that more developed ships have more effects. Legions always turn a hex contested. Ships do this later when better developed. In the beginning of the game ships are to be considered more traders than warships.*

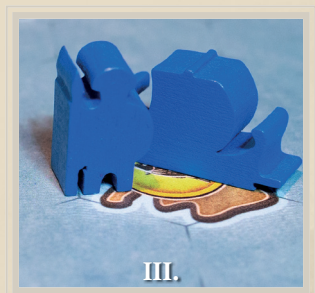
***Melians:** So you would not agree to our being neutral, friends instead of enemies, but allies of neither side?*

***Athenians:** No, because it is not so much your hostility that injures us; it is rather the case that, if we were on friendly terms with you, our subjects would regard that as a sign of weakness in us, whereas your hatred is evidence of our power.*

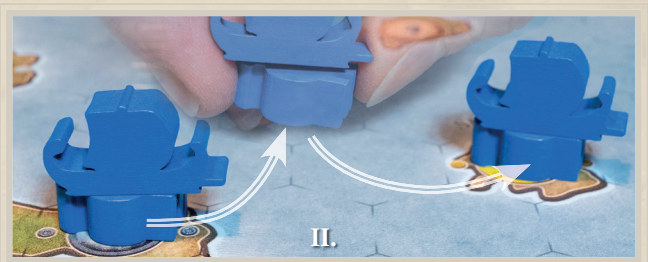
*~ Excerpt from Thucydides' The Melian Dialogue ~  
(Thucydides 5.84-116)*



I: Embark



III: Disembark



II: Transport embarked legion.

### 9.1.2. SIKELIA

To simulate the effect of its location far in the west the sea hexes around Sikelia are marked with a symbol that means that it costs ships and fleets 5 MP to enter each of these hexes.

To enter these sea hexes a player has to have reached “Bireme” in the fleet development. Ships have then a movement potential of 5 MPs.

#### **Control of Sikelia counts as controlling three provinces.**

Once a player gains control over Sikelia (see chapter 11) the player moves his wooden cube three spaces to the right on the province control chart.

Move the wooden cube that shows control over the number of provinces three spaces to the left when losing control over Sicilia.

When players lose control over Sikelia their stability status is modified by only -1 (see chapter Stability 9.5).

See Chapter 15 for further special rules concerning Sikelia and independent Cities.

### 9.1.3. MOUNTAINS

To enter a mountain hex, a unit must pay two movement points. Mountains give a defending player a bonus of +2 CV for the combat – not per unit.

### 9.1.4. CONTESTED HEXES

A hex becomes contested the moment a **legion or army** enters a hex containing enemy playing pieces.

If there is a trade post or fortress in the contested hex, the owner of the trade post does not receive income for that merchandise.

Adjust the wooden cube of the according merchandise type and the overall income of that player the moment the hex becomes **contested (i.e. entered by an enemy legion or army)**.

A player loses control of a province / island if one hex necessary for control becomes contested (see rule 11. CONTROL OF ISLANDS & PROVINCES).

Contested hexes may be entered by units of both sides during their MOVE action in order to reinforce that hex for an eventual subsequent ATTACK action.

A player who entered an enemy occupied hex does not have to choose the action ATTACK in order to initiate combat in a contested hex. Initiating combat is an option.

**Both** players may choose the ATTACK action to initiate combat.

In a contested hex neither anything can be built nor can a trade post be created. Units in contested hexes can leave these hexes using their full movement potential.

## 9.2. ATTACK

A player who chooses the ATTACK action can initiate combat by his units against enemy units in contested hexes.

Legions fight legions or fortresses. Ships fight enemy ships.

*Note: In this era the island of Sikelia (Sicily) housed the majority of grain storage in the Mediterranean theatre. On the island, you will find many hexes with grain merchandise. But Sikelia was far to the west of the map board.*



*Note: The concept of contested hexes is very important and a nice aggressive tactic without having to actually fight. As in all wars, fighting is expensive for both participants. Contested hexes don't produce income, contested fortress and ports can't build new units. Having some contested hexes can be pretty annoying.*



*Example of how to contest a hex controlled by the opposing player.*

*Note: When a hex is being contested, the owning player doesn't only lose income but may also lose control over a province (reduce his stability) or lose control over a trade post with a merchandise that is needed for supplying legions.*

Legions transported on ships that want to initiate combat, must first debark the ship and enter an enemy occupied hex (the hex immediately becomes contested) during a MOVE action. Combat can be initiated during a subsequent ATTACK action.

When a player chooses the ATTACK action, he can attack and initiate as many combats as he has legions, armies, ships or fleets in contested hexes.

He does not need to initiate combat in every hex where he possibly could. He can also initiate 0 combats.

He can also choose the ATTACK action either to take over an enemy trade post or to “block” the action ATTACK for the following player without initiating a combat.

All units in a contested hex where an ATTACK action initiates combat must participate in that combat. Players cannot withhold units in a combat.

Fortresses and monuments can only be attacked by legions or armies.

If there are ships and legions of two players in the same hex, the player who chose the ATTACK action can decide to initiate two combats: One with the legions and one with the ships.

## RESOLUTION OF COMBAT

There is **only one** round of combat.

Total the Combat Value (CV) of the attacking and the defending unit(s). The attacker is the player that initiated the combat.

If after this combat round both players have surviving units in the hex, the hex stays **contested**.

If all units of both players are eliminated through combat the hex is freely available to any player.

Legions and ships never combine their combat value.

Units have a CV according to their current level on the Development Chart (Military or Fleet).

Players may need to **reduce or raise** the CV total of their units in a combat due to the **cultural level** they reached.

Players may need to **reduce or raise** the total of CV of their units in a fight if the **stability chart** indicates a negative or positive modifier.

If players get additional CVs due to their stability or cultural level this is always PER COMBAT (not per unit). The same is true vice versa when a player needs to reduce his CV.

For every 3rd CV a player has he can eliminate one enemy unit.

The resolution of inflicting losses happens simultaneously.

A fortress can only defend and doesn't initiate combat. It has a CV of 5. Its CV may be modified by the cultural and stability level. The attacker may suffer losses by the total CV of a fortress.

Defending units in a mountain hex add 2 CV to their total.

A trade post and a monument cannot participate in combat at all. They don't have any CV.

*Note: This means a player can initiate two combats in one hex.*

***Example 1:** Two Athenian legions attack a hex occupied by one Spartan legion with a trade post in that hex. Both players are in Phase I on their military Development Chart. The legions have a CV of 1 each. Sparta has stability level of 1 and Athenae of 0, so no addition / subtraction of CV. Both sides did not yet move on the cultural track either, so there is no modification of CV due to City State status or the like. Neither side has a minimum of 3 CVs, so the combat result is a tie. No units are taken off the map and the hex stays contested. This example shows a senseless action, it is just to illustrate the basic rules of resolution of combat.*

***Example 2:** If a side is a City State “box 2” people fight with much élan and the side adds 2 CV per combat (attacking or defending). If on the other hand the stability status of a power is -4 the total of CV in a combat is reduced by -2.*

***Example 3:** The same conditions exist as in Example 1 except that the Athenian player has already reached Phase II in the military section. His legions have CV 2. He has a total of 4 CV. The Spartan player needs to take off his legion. The Athenian player may exchange the trade post of the Spartan player with a trade post in his color with another ATTACK action. If he does so, the Athenian player adjusts his income level (the income level of the Spartan player was already adjusted the moment the hex became contested when the Athenian player entered the hex).*

***Example:** An Athenian fleet with 4 ships of CV 3 each attacks a Spartan fleet with 5 ships of CV 2 each. The total of the Athenian player is 12 CV, the Spartan player yields 10 CV.*

*From this combat the Spartan player needs to eliminate 4 of his 5 ships and the Athenian player needs to eliminate 3 of his 4 ships.*

*In the next Spartan MOVE action, the Spartan moves his remaining ship out of the hex.*

## HOW TO DESTROY A FORTRESS

To destroy an enemy fortress the attacker needs at least a total of 6 CV.

If there are units and a fortress in a hex, first all units must be eliminated before a fortress is destroyed.

Eventually it is necessary to initiate a second or third combat (initiated by ATTACK) to destroy a fortress.

If an attacker eliminates a defending fortress it is **destroyed and taken off the map**. The fortress is **not reduced to a trade post** but literally burned down.

**Eliminated units are placed in the stock of playing pieces of the owning player. They can be used again.**

## TAKEOVER OF A TRADE POST DUE TO COMBAT

To take over an enemy trade post that is not garrisoned (having a Legion or an Army in the same hex), a player needs first to enter its hex. This hex then becomes contested, the owning player needs to adjust his income and eventually he needs to adjust the control, stability and / or supply chart.

The invading player needs then to execute an ATTACK action to take over the enemy trade post.

In doing so the player doesn't need to pay the cost (15 Talents for example) as if he was **creating** a trade post.

Replace the enemy trade post with a trade post in the color of the attacker.

The income level of the defender was already adjusted the moment the hex became contested.

The owning player of the newly acquired trade post modifies his income level according to the rules of creating a trade post (see 9.4).

## 9.3. BUILD UNITS, FORTRESSES & MONUMENTS

During the BUILD action, players build legions, ships, monuments and fortresses.

During the same BUILD action, players can build as many units, fortresses and monuments as they can pay for (and have to follow the rules below).

The costs a player has to pay to build units, monuments and fortresses depend on the corresponding phase of the faction on the Development Chart. The respective costs are listed on the Cost Table.

Units, fortresses and monuments can only be built in uncontested hexes.

A fortress can only be built in a hex with an already existing trade post in a city. When building a fortress replace the trade post with a fortress playing piece.

The merchandise in the hex will continue to produce income when a fortress has replaced the trade post.

*Note: It may seem odd but the rule is: A fortress has a CV of 5 but in order to destroy a fortress the attacker needs 6 CV*

*Example: The Athenian player attacks a hex occupied by a Spartan army consisting of 2 Spartan legions with a CV 1 and a fortress. The Athenian player attacks with an army containing 3 legions of CV 3 each. No modifications of CVs due to Stability. Both players are a City State Level 6 and add 1 CV to their total. Athenae has a total of 10 CV and Sparta has a total of 7 CV.*

*The 7 CV of Sparta result in the elimination of 2 legions of Athenae.*

*The 10 CV of Athenae result in the elimination of the 2 Spartan legions.*

*Although the two Spartan legions are eliminated, the Spartan fortress remains because the Athenian player lacks 2 CVs for the elimination of the fortress. He has only 4 CV left.*

*With 12 CV the Athenian Player could have eliminated the 2 legions (for 3 CV each) and the fortress (for the remaining 6 CV).*

**The hex stays contested.**

*Note: This is a "cheap" way to expand your trading net. Enemy trade posts that are not garrisoned can be taken over by an attack action but cost no money. Don't forget that this not true for a fortress. A fortress is destroyed and can't be taken over.*

*Note: As mentioned above war is an expensive matter. In many of our playtest sessions we had games with no combats at all or sometimes very few. During the roughly 30 years of the Peloponnesian War there were several phases without any combat action between Sparta and Athenae for years.*

*Example: The Athenian player has reached PHASE II on the military Development Chart and PHASE III on the fleet and economic Development Chart. He builds two legions, one ship and a fortress. Each legion costs 10 Talents, the ship costs 25 talents and the fortress 30 Talents for a total of 75 Talents.*

**Remember: A fortress in a coastal hex is a port. Ships can only be built in ports.**

*Example: The Athenian player occupies a hex containing the merchandise WOOL, by paying 15 Talents and placing a trade post (a wooden disk) in the hex. He already owns two trade posts containing WOOL and moves the wooden cube from*



Only one fortress or monument can be built per hex at the same time.

Each fortress may build one unit provided the player can pay the cost for the units he wishes to build.

Legions can only be built when a power enters Phase I the military segment on the Development Chart. To enter Phase I, players need to have achieved “City State” on the cultural section of the Development Chart.

Players can only build ships if they have reached Phase I in the fleet segment on the Development Chart. To enter Phase I, they need to own a trade post with wood and wool.

Legions can only be built in a fortress.

A fortress built in a coastal hex is also considered to be a port.

Ships can only be built in ports.

**IMPORTANT: In HELLAS no fortresses can be built on islands.**

A fortress can only build either one legion or one ship per BUILD action.

A fortress built during a BUILD action can't build a ship or legion in the same BUILD action, you need to wait until your next BUILD action to commence building units by that fortress.

When building a unit in a fortress already containing a unit a player must create an army/fleet. If a player doesn't have any available army / fleet meeple, you can't build the unit.

A fortress may be built before a player enters Phase I on the Development Chart.

Cost for building a fortress is as in Phase I.

## 9.4. CREATE TRADE POSTS

When choosing the action CREATE TRADE POSTS players can create as many trade posts as they wish once they can fulfill the required conditions and they can pay for them.

**Legions creating a Trade Post:** A player can create a trade post in an uncontested land, coastal or island hex that contains a MERCHANDISE symbol and that he occupies with at least one Legion.

**Ships creating a Trade Post:** A player can create a trade post in an uncontested coastal or island hex that contains a MERCHANDISE symbol and that he has a ship in the island or coastal hex.

Only one trade post can be built in a hex.

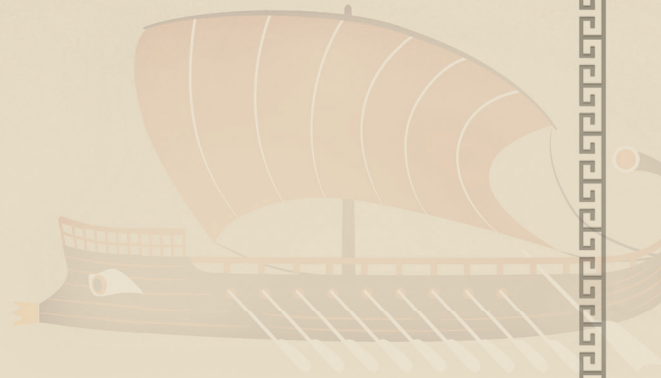
After paying the costs for a trade post (consult the cost table) and after placing the trade post in the hex, players then adjust their wooden cube accordingly in the merchandise row.

This also increases their income level and they move their cube(s) accordingly on their Income Chart.

Players raise their supply capacity if they create a trade post with a yellow coded merchandise (GRAIN, CATTLE, FISH, WINE). See rule 10.

*the space 7 to the space 12. He adjusts his income level by 5 Talents. If the income level was 145 it has climbed to 150.*

**Hint on play:** Note the importance of the need to have at least on trade post with the merchandise Wool and Wood in order to be able to build ships. Also, note that only in hexes with a City in it a fortress can be built. Take a look on the map before deciding your expansion strategy where you will be able to build fortresses. You only can have 6 fortresses at the same time.



**To put it short:** 1 legion or 1 ship per fortress that already existed at the beginning of a BUILD action.

**Note:** Just to make sure you don't overread it: You can create more than one trade post per action “creating trade posts”. You will never have enough actions during a turn for all the things you want to do. This means that it is important to effectively plan your movement and the moment you can create trade posts.

*Melians:* But this is the very point where we can feel most sure. Their (...the Spartans...) own self-interest will make them refuse to betray their own colonists, the Melians, for that would mean losing the confidence of their friends among the Hellenes and doing good to their enemies.

*Athenians:* You seem to forget that if one follows one's self-interest one wants to be safe, whereas the path of justice and honour involves one in danger. And, where danger is concerned, the Spartans are not, as a rule, very venturesome.

~ Excerpt from Thucydides' The Melian Dialogue (Thucydides 5.84-116) ~

A trade post may be created before a player enters Phase I on the Development Chart. Cost for creating a trade post is as in Phase I.

## 9.5. STABILITY

By paying between 50 and 80 Talents (depending on the cultural development phase of the players) players can move their cube on the stability table one space to the right.

### THE STABILITY TRACK

Depending on the level of stability players add between +1 CV to +3 CV per combat (not per unit) or must deduct between -1 CV and -3 CV per combat (again: not per unit).

If the stability of a player is on level -8 and he loses another level, his people revolt and he loses the game. See CHAPTER 14. REVOLUTION.

If the stability of a player is on level +8 and he gains another level he receives 1VP point by reaching “Golden Age” on the stability chart. Once a player reached “Golden Age” on the Stability Track the marker **can't be moved back by any event**.

Creating a trade post for the first time with each of the three luxury merchandises (SALT, GLASS or GOLD) allows a player to move one box to the right on the Stability Track.

When the capital of a power gets conquered, the cube on the Stability Track is moved three spaces to the left. “Conquered” means that a power is creating a trade post in the hex of the enemy's capital.

See list on the right for when to change the stability status of a power.

## 9.6. DEVELOP

Players may move one or more of their cubes in one or more sections on the Development Chart by **ONE space to the right** by paying the cost to enter the next space.

By moving a cube to the right in the military and fleet segment on the Development Chart, they will eventually enter the next Development Phase and increase the capacity of their legions and ships. Reaching a new phase in the economic section will raise their income level. Reaching a new phase in the cultural section will change the status of their power (from City State to Kingdom for example).

Reaching a new phase in the **cultural** or **economic** section raises the level of stability by one box.

### CONDITIONS

To be able to reach new phases on the Development Chart, players will often need to have control of certain merchandise (i.e. having an uncontested trade post with the corresponding merchandise) or need to have already reached a certain phase on the Development Chart.

These conditions must be met before executing a progress in the correspondent development row.

To enter “City State”, “Kingdom”, “Empire” or “Civilization” on the Cultural section on the Development Chart, players

*The “Stability Track” reflects the happiness of the people at home. **Cultural/political** and **economic** development and control of **luxury merchandise** will help your people to be satisfied with your work as the leader of its nation.*

*If your stability is one level beyond the +8 box your people are highly satisfied with the development of your nation under your reign and you will have guided your civilization to the “Golden Age”.*

*The effects shown on the Stability track are: The more satisfied your people are, the more enthusiastic they fight in battles. The less satisfied your people are, the less enthusiastic to engage and to die on the battlefield. They may even revolt and end your reign.*

*A second trade post with a Luxury Merchandise does not add you another move to the right on the stability table.*

*Conquering the enemy's capital: It is not enough to destroy the enemy legions and fortress in the hex of the capital. The capital is considered conquered when the enemy creates a trade post in the hex.*

### **Summary of when to change your stability level:**

*1 space right each time entering a new PHASE (I, II, III, IV) on the economical or cultural Development Chart.*

*1 space left if you can't pay the maintenance cost for ships.*

*1 space left when losing control of a province.*

*2 spaces left when refusing an armistice offer*

*1 space right for creating a trade post for the first time with the merchandise SALT, GLASS, GOLD.*

*1 space right for payment of 50 -80 Talents.*

*1 space right for taking control of a province (opt. rule)*

*1 space right for building a monument.*

*1 space left if a monument gets destroyed.*

*3 spaces to the left when your capital gets conquered.*

need to have one to three different, uncontested trade posts with luxury merchandise.

Once players reach a phase on the Development Chart but lose control of the required merchandise they don't move back their cube on the Development Chart. They don't change their stability either.

## EFFECTS OF DEVELOPMENT

**Military:** By entering Phase I, players may build new legions (Warriors). To enter Phase I in the Military segment, players need to have entered Phase I "Citystate" in the cultural segment. Legions, that start the game or that are built in Phase I have 3 MPs and 1 CV.

By entering Phase II, III and IV legions raise their movement potential and combat value, but are also more costly to build.

**Fleet:** By entering Phase I, players may build ships. To enter Phase I, players need to have at least one uncontested trade post containing the merchandise WOOL and WOOD. Ships that start the game and that are built in Phase I have a 3 MP and 1 CV. By entering Phases II, III and IV ships raise their MP and CV but also their maintenance and build costs rise.

**Economy:** To enter Phase I players need to have at least one uncontested trade post containing the merchandise STONE. By entering Phase I (Marketplace) players immediately raise their income by 10 Talents. Accordingly, by entering Phase II, III and IV the income permanently raises by 15, 20 and respectively 25 Talents (if the player controls COPPER, IRON, and SILVER).

**Culture:** By entering Phase I players create a city state. Their people are very enthusiastic and fight with much élan for the newly created city state. Players add 2 CV to a combat, either way defending or attacking. To enter Phase I players must control at least one uncontested trade post containing GLASS, GOLD or SALT (these three merchandises are luxury merchandise).

To enter further phases on the cultural segment on the Development Chart players need to have a certain number of trade posts with luxury merchandise.

**Golden Age:** Once players reached the "Golden Age" box on one of the tracks on the Development Chart the wooden cube can't be moved back by any event. (See further explanations and comments on the play aid)

**Example:** If players want to enter Phase IV (BANKING) on the Development Chart on the economic segment they need to have one uncontested trade post SILVER.

**Example:** Players need to have reached "City State" before they can develop the military. Once players entered the first box on the military row of the Development Chart they can build new legions. The same is true for new ships: Players need to have a trade post with wool and wood and have entered the first box on the fleet row of the Development Chart to be able to build new ships.

**Example:** Athenae occupies the following spaces on the Development Chart:

*Military: Phase I, space 9*

*Fleet: Phase II, space 17*

*Economic: Phase I, space 16*

*Culture: Phase I, space 6*

**He pays the following costs and advances his cubes to new spaces:**

*Fleet: 22*

*Economic: 23 (condition COPPER)*

*Culture: 9*

*Military: 13 (condition KINGDOM)*

*He pays a total of 67 Talents.*

*In the military section he enters Phase II. His legions now have 2 CV. To build new legions the player has to pay 10 Talents henceforth.*

*In the fleet section he stays in Phase II.*

*In the economic section he enters phase II. His income is raised by 15 Talents (Material Science). If his income level was 150 it is now 165 Talents.*

*His cultural level changes to Phase II Kingdom.*

*He moves two spaces to the right on the Stability Track. One for each new phase entered in the economic and cultural section.*

**Note:** Important to understand: When players choose the action "Develop" they can advance in more than one category one space to the right IF they have enough Talents for it and fulfill the required conditions.

*It would be smart to choose the action "Develop" when you can afford to move in more than one category. Players will note that development in the economic section asks for a higher investment than in the cultural section. There is a higher return on the one hand. On the other, to develop the cultural segment is cheaper and allows to build monuments. But you need to take into consideration the negative combat modifiers when your people sense that you are about to become a Tyrant.*

*Being in the lead on the military category helps choosing the first action and having the initiative. But having a well developed fleet is also a very powerful tool to control the seas and be able to sail quickly everywhere on the map and contest islands and coastal hexes and destroy enemy ships.*

*One of player's tasks is to decide which of the categories they will develop first and most.*

## 9.7. PASS

Players can't or don't want to execute any action.

This happens if the action they'd like to execute has already been chosen three times in total by both players (the box on the action cycle on the game board already contains three cubes).

It is possible to choose any action (with the exception of the action just taken before by your opponent!!) without being able to actually execute the action.

A player may do so to "block" this action to his opponent. An action that they have taken their opponent now can't choose on their turn.

If both players pass one after another, the action cycle immediately ends. This is even the case if the players didn't yet execute 5 actions. Players pay fleet maintenance, control supply for their legions and a new turn starts. See hint of play and example on the right.

## 9.8. ASK FOR ARMISTICE

Players in turn can ask their opponent for an armistice. The offer, if accepted demands a payment of 30 (respectively 40 or 50, depending of the **cultural level** of the player asking for armistice) Talents to the opponent.

If accepted by the other player, the armistice lasts for 3 turns.

When an armistice is agreed upon, place one wooden cube of each player in the first box of the armistice track on the map. In the top box place the cube of the player who sought armistice, in the box below the cube of the power that accepted the armistice. Move these cubes one space to the right each turn after receiving income.

During an armistice the two players that agreed upon an armistice can't enter a hex occupied by a playing piece of the other player and no player can initiate a combat if in contested hexes. Contested hexes stay contested.

As any other action, armistice can be chosen and offered twice per action cycle and therefore the opposing player can refuse twice per action cycle the offer of armistice. After an armistice ends, the same player can ask for another armistice by again offering the amount of Talents according to his cultural level.

Players can move their units out of a contested hex.

If a player moves his units out of a contested hex the owning player benefits from the income of the merchandise and eventually regains control over a province or an island.

### REFUSING AN ARMISTICE

If the armistice is refused, there is no payment, the player that refused to accept the armistice moves his marker on the Stability Track **two spaces to the left**.

This repeats every time an armistice is refused.

*Note: To pass or not pass?*

*It can happen that a player has no Talents to spend (and therefore can't "use" the actions BUILD SHIPS / UNITS / FORTRESSES, CREATE A TRADE POST, STABILITY, ARMISTICE or DEVELOPMENT).*

*He can now either pass or choose an action to "block" this action to his opponent.*

*Example: A player can choose the action DEVELOP just to not allow his opponent after him to use this action himself.*

*Sometimes it makes sense not to choose PASS but to use an action to deny it to your opponent. This may be smart, but it may also be wise not to provoke your enemy and not deny him an action he might choose and simply pass.*

*Example: Athenae is in the defense against an aggressive Spartan player. The Spartan player is likely to attack the Athenian player in contested hexes. It's the Athenian player who can choose an action. He chooses ATTACK without attacking any hex. He just wanted to block this action for the Spartan player.*



*Note: People are not happy that their leader refuses to keep peace and therefore stability changes.*

## 10. SUPPLY & FLEET MAINTENANCE

### SUPPLY OF LEGIONS

Merchandise such as GRAIN, WINE, FISH and CATTLE are necessary to supply your legions.

Each time players create a trade post containing a yellow type of merchandise, move the wooden cube of their color one space to the right on the Supply Table on the map.

If the level of supply is below the number of legions they have on the map and in the Army Boxes on their faction sheet, the player has to eliminate at the end of the turn as many corresponding legions so that the supply level matches the number of legions they can supply.

Legions to be eliminated due to supply shortage can be anywhere on the map or Army Boxes. Owning Player chooses.

### FLEET MAINTENANCE

Players pay 1 to 4 talents (according to the level of Fleet development of the player) at the end of a turn for each ship they have on the map and in the Fleet Boxes on their faction sheet. **A player that hasn't entered Phase I on the Development Chart yet pays maintenance costs equivalent to Phase I.**

If players can't pay the fleet maintenance cost they pay as much as they can and adjust their Stability Track by one box to the left no matter how much they were missing to pay.

## 11. CONTROL OF ISLANDS & PROVINCES

Players control a province or an island if they occupy all hexes in that province or on that island that contain a merchandise with either a trade post, fortress or with one **legion or army**. **These hexes have to be uncontested.**

Each time players gain control over a province or an island adjust (one box to the right if gaining control and to the left if losing control) the wooden cube on the control track.

There is one track for islands (blue symbol) and one for provinces (red symbol).

Each time players lose control over a province (**not island**) they have to adjust their stability level by one to the left.

## 12. MONUMENTS

Monuments may be built in any hex that players have a trade post or fortress which has a city symbol.

The hex must be uncontested. Place the monument next to the trade post or fortress.

Players may build only one monument during a BUILD action.

*Note:* The more legions you have on the board the more of these merchandises you need.

*Example:* The Spartan player has a total of 5 trade posts that are relevant for supplying his legions. This allows him to supply up to 9 legions. At the end of the turn he has 10 legions on the map and in the Army Boxes. He needs to eliminate one legion.

*Example:* The Athenian player has four ships and has reached Phase IV on the Fleet Development Chart. He has to pay 16 Talents Fleet Maintenance at the end of the game turn.

*Note:* Unlike not being able to supply legions, players don't eliminate any ships.

*Attention:* The rule doesn't say "unit" (which can be a legion or a ship) BUT legion or army.

*Note:* Your people at home expect from you the conquest of new provinces and islands. So, winning control over them has not much effect. But if you lose control of provinces your people don't appreciate that and your stability gets reduced. Control of a province for a player ends the moment one trade post or fortress of his becomes contested.

*Example:* To control a one hex island you need either have a trade post or a legion in that hex. And to control this island the hex of the island has to be uncontested.



*Note:* Players build monuments to show the greatness of their civilization.

The cost of building a monument depends on the CULTURAL PHASE players have achieved (see cost table).

Monuments don't have a CV.

Monuments may be destroyed.

To destroy a monument, players must initiate combat with an ATTACK action. If there are enemy legions or a fortress in the hex, these must be eliminated first. Ships don't defend a monument.

At the end of combat after eliminating all enemy legions and/or fortress the attacker needs to have at least 8 CVs remaining to destroy the monument.

It may be necessary to initiate a second or even third combat in order to destroy a monument (if a player first had to eliminate defending legions and a fortress in the hex).

For each monument built, players obtain 1VP AND move their cube 1 box to the right on the Stability Track.

When a monument gets destroyed players lose 1 VP AND move their cube one box to the left on the Stability Track.

## 13. HOW TO CREATE ARMIES & FLEETS

Players can create between one to three armies or fleets.

An army or a fleet is created the moment when more than one legion or ship from the same power occupies the same hex (either by ending a movement in this hex or by placing a new built legion or ship in this hex).

Players take the units off the map and place them in the army# or fleet# box on their player sheet.

Instead of the units place the Army#/Fleet# meeple in the hex.

An army or fleet can contain an unlimited or unrestricted number of units.

When moving an army or a fleet these can detach units on their way, ending the movement of the **detached** units.

The same is true for integrating units to an army/fleet.

The moment an army/fleet ends its movement in a hex of a own unit, this unit must be integrated into the army/fleet.

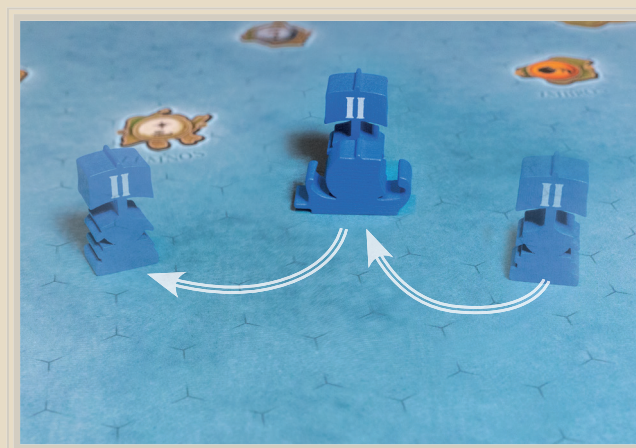
The army/fleet **can move through** the hex containing units of their color without integrating these units.

Whenever an army or fleet contains only one unit (due to detachment or combat losses), the Army#/Fleet# meeple is removed from the map and the unit is placed on the map in the hex of the Army#/Fleet# meeple.

When an army/fleet is entering a hex with an ownings player's army/fleet these armies/fleets must merge and all the units of one army/fleet are placed in one of the boxes of the two armies/fleets on the player's sheet. The army/fleet meeple that has now an empty box on the player's sheet becomes available to create a new army/fleet. An army/fleet can't contain a fortress, these stay on the map but their CV count for combat (only defensively) if in the same hex as an army (NOT fleet).



***Note:** Monuments have a highly symbolic meaning. Winning or losing a VP AND a LEVEL on the Stability Track represents the enthusiasm on the one hand when monuments are built or the shock on the other when monuments in the worst case get destroyed.*



***Note:** You will note that the Athenian and Spartan player have a different number of legions and ships available in their stock. This is intentional as is the number of fleets or armies the players may create.*

***Example:** The Athenian player can create a maximum of 2 armies and a maximum of 3 fleets.*

## 14. REVOLUTION

If one player has reached the revolution level on the Stability Track he immediately loses the game. The other player wins.

## 15. INDEPENDENT CITIES & SICILY

During that period most cities and islands simply opened their gates to the mighty armies and fleets of Sparta and Athens. These two powers could occupy the islands and set up trade posts where they wanted. This is not the case for Sicily (SIKELIA), some cities in the western part of the Persian Empire and the Island of Rhodos.

### 15.1. NO PEACE WITH SYRAKUS

The island of Sikelia was controlled by the city state of Syrakus. Each hex with a merchandise symbol on it is garrisoned by one legion. The city of Syrakus is a fortress and guarded by one legion.

When either legions of Sparta or Athenae land on the island of Sikelia hexes with a merchandise symbol must first be conquered (i.e. guarding legion and the fortress in Syrakusa must be eliminated by combat).

Once the legion in the hex is destroyed the attacking power (Athenae or Sparta) may create a trade post. To create a trade post in Syrakus itself first the legion and then the fortress must be destroyed.

Once either Athenae or Sparta has landed anywhere on the island of Sikelia one additional yellow legion is placed in one **uncontested** hex with a merchandise symbol on the island of Sikelia or in Syrakus at the beginning of a game turn.

If there are several options the opponent of the landing power decides. In the rare case that both powers landed on Sikelia the player who is defined starting player decides where to place the new Syracusan legion.

A maximum of 7 Syracusan legions are available to be placed on the island of Sikelia. Once a Syracusan legion is destroyed it isn't placed in the stock of available pieces and doesn't come back.

Syracusan legions neither move nor initiate combat. They have 3 CV.

The Fortress of Syrakus has 6 CV.

The merchandises on Sikelia do not produce anything for Syrakus.

There is no effect for Syrakus when hexes on Sikelia are contested.

The rule is that only one legion is allowed in a hex and if there are more than one legion in a hex, players must create an army.

**Exception:** There is no limit of how many Syracusan legions may be in a hex.

*Note: The Melian Dialogue illustrates very well how Athenae and Sparta treated smaller cities and independent islands. A lecture we highly recommend for the historical buff.*



## 15.2. THE INDEPENDENT CITIES

The following cities have a purple fortress in their hex:

Miletos, Pergamon and Abydos. They don't produce any merchandise and they don't build any unit.

They have a CV of 6. They only defend and don't initiate combat.

In order to create a trade post in these hexes the fortress must first be destroyed. Once destroyed they are not replaced.

Two purple legions are placed in each hex of Rhodos. They don't move and they don't initiate combat.

They have a CV of 3.

Once destroyed they are not replaced.



## 16. END OF THE GAME

The game immediately ends when one of the two players has reached the revolution level. The other player wins.

After finishing an action cycle players check if one player has fulfilled the victory conditions agreed upon prior to the start of the game.

## 17. LIMIT OF NUMBER OF PLAYING PIECES

The number of available trade posts, legions, ships and fortresses is limited by the game material. Eliminated units or destroyed trade posts, fortresses and monuments are placed to the stock of the player and may be reused.

The number of merchandise a player can control is limited by the number of available boxes on the Merchandise Control Track (a player can't create a trade post in more than 9 hexes with GRAIN for example).

***Athenians:** Goodwill shown by the party that is asking for help does not mean security for the prospective ally. What is looked for is a positive preponderance of power in action. And the Spartans pay attention to this point even more than others do. Certainly they distrust their own native resources so much that when they attack a neighbour they bring a great army of allies with them. It is hardly likely therefore that, while we are in control of the sea, they will cross over to an island.*

***Melians:** But they still might send others. The Cretan sea is a wide one, and it is harder for those who control it to intercept others than for those who want to slip through to do so safely. And even if they were to fail in this, they would turn against your own land and against those of your allies left unvisited by Brasidas. So, instead of troubling about a country which has nothing to do with you, you will find trouble nearer home, among your allies and in your own country.*

*~ Excerpt from Thucydides' The Melian Dialogue ~  
(Thucydides 5.84-116)*

***Melians:** Then surely, if such hazards are taken by you to keep your empire and by your subjects to escape from it, we who are still free would show ourselves great cowards and weaklings if we failed to face everything that comes rather than submit to slavery.*

***Athenians:** No, not if you are sensible. This is no fair fight, with honor on one side and shame on the other. It is rather a question of saving your lives and not resisting those who are far too strong for you.*

*~ Excerpt from Thucydides' The Melian Dialogue ~  
(Thucydides 5.84-116)*



## 18. OPTIONAL RULES

**18.1** By choosing the action STABILITY and by paying 100 Talents to the bank, players can move the cube of their opponent on the stability table one space to the LEFT.

**18.2** When players lose control over a merchandise which was a condition to advance on the Development Chart, move the wooden cube back on the Development Chart to the box on the chart, which reinstates the condition the players now fulfill.

The Talents spent to reach a certain level on the Development Chart are lost. Players have to restart from the new position.

When players achieved “Golden Age” on the Stability Chart but lose a province or refuses an armistice offer, their marker is moved back and they lose the status “Golden Age” and the VP. They also lose an VP if they lose the “Golden Age” status on the Development Chart.



**18.3** Move the wooden cube one space to the right on the Stability Chart each time you gain control of a new province.

**Note:** This represents a kind of a “5th column”.

**Note:** This also means, that the wooden cube marker can be moved back from “Golden Age”.

**Note:** To avoid the burden of massive track keeping, we have the rule “once a power enters a new phase on the Development Chart or reaches the golden age, this progress can’t be taken back.”

With this optional rule it is now possible that a power that loses a merchandise necessary to reach a new phase on the Development Chart can’t benefit anymore from the advantages of that phase.

The same is true, for having reached “Golden Age” on the stability chart. If a player loses provinces or refuses an armistice offer the cube on the stability chart must be moved to the left.

Games in the series are not easily won. This optional rule makes it even harder to win.

**Example:** In the economy section on the Development Chart the Spartan player has reached phase IV Banking.

The Athenian player has taken over his only trade post with silver. The Spartan player moves back his wooden cube on box 46 on the chart (presuming he still owns trade posts with IRON, COPPER and STONE). He also loses 25 Talents of his income level.

**Example:** The Athenian player has reached “Golden Age” on the stability chart. He refuses an armistice offer by Sparta. He needs to move back his cube 2 spaces on the Stability Track. He also loses 1 VP.

**Example:** The Spartan player has achieved Phase III (Empire) on the Cultural part of the development table. He loses 3 of his 4 trade posts with luxury items. He needs to move back the cube to space 6 on the chart and is now in Phase I (City State).  
**Note:** There is a chain reaction: By not fulfilling the condition for Phase II (Hoplites) on the military chart anymore he also will need to move back his marker on this segment.

**Note:** Using this optional rule can have brutal consequences for your empire. Offering armistice becomes very important. It also becomes much more important to focus on less categories on the Development Chart and protect your gains. Game style will change.

**Note:** In the early versions of the game, a power could move one space to the right on the Stability Track by taking control of a new province. The effect is, that it is relatively easy for an aggressive player to reach the Golden Age on the Stability Track.

In order to speed play you can use this optional rule.

- 18.4** Ships can't create a trade post by their own. Only legions can create trade posts. A ship needs to transport a legion that needs to debark on the island hex in order to create a trade post.
- 18.5** Each faction has a Leader meeple. At the start of the game, leaders are placed with any unit of their faction. Leaders add 2 CV to any unit that is participating in combat in their hex. A leader has a movement potential of 6 while moving on land or coastal hexes. When transported by a ship it moves at the ships' movement rate. Leaders are never eliminated. When they are alone in a contested hex, they are then placed with the next closest owning unit.
- 18.6** Turn order is defined by the players in descending order. The first player to decide on which position he wants to play is the player who would normally be the starting player as described in rule 7. The "starting" player can decide any position between 1st and 2nd.
- 18.7** When players reach MANUFACTURING they may place one additional trade post on a merchandise where they already have a trade post to represent the effects of MATERIAL SCIENCE and MANUFACTURING. Use the action CREATING TRADE POSTS, pay the costs for creating a trade post for each trade post you want to place. For each trade post placed, move the wooden cube by 1 space to the right on the Merchandise Control Chart and adjust the income of the player accordingly.

To show a fortress that is using this rule, place the trade post below the fortress.

A maximum of two trade posts may be placed in the same hex.

"Multiple trade posts" can be taken over by the opposing player. Use the rules for taking over "normal" trade posts. If players take control over a hex with a "double trade post", they only place one of their own trade posts in that hex. If there was a fortress and a trade post in the hex, the fortress has to be destroyed first. The attacking player may place only one trade post in this hex.

- 18.8** On the Control Track of islands and provinces there are light golden boxes marked with a laurel symbol. Each time a player reaches one of these boxes he gains 1 VP. Ignore the darker golden laurels. With this option players will receive VPs for territorial expansion more easily.

*Note: Option 18.3 speeds play. Option 18.4 slows game play and makes it more tricky and hence more planning.*

*Note: In the beginning of the game it will help to make your capital more secure against an aggressive opponent. While later it will help to either be very aggressive yourself or the Leader will serve as a fire brigade in critical spots of your empire.*

*Note: This adds a nice tactical element to the game and gives the "starting" player a real advantage. Sometimes a player may not want to start a turn and prefers to play rather second. Players can try to avoid to play before an opponent which could be helpful.*

*Note: This rule can give your income a real boost. But it is also dangerous. The number of possible trade posts you can create is limited by the game material. Once placed they are immobile and you can't place them elsewhere. They are interesting targets for your opponent.*



## 19. CREDITS

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***Melians:** Yet we know that in war fortune sometimes makes the odds more level than could be expected from the difference in numbers of the two sides. And if we surrender, then all our hope is lost at once, whereas, so long as we remain in action, there is still a hope that we may yet stand upright.*

***Athenians:** Hope, that comforter in danger! If one already has solid advantages to fall back upon, one can indulge in hope. It may do harm, but will not destroy one. But hope is by nature an expensive commodity, and those who are risking their all on one cast find out what it means only when they are already ruined; it never fails them in the period when such a knowledge would enable them to take precautions. Do not let this happen to you, you who are weak and whose fate depends on a single movement of the scale. And do not be like those people who, as so commonly happens, miss the chance of saving themselves in a human and practical way, and, when every clear and distinct hope has left them in their adversity, turn to what is blind and vague, to prophecies and oracles and such things which by encouraging hope lead men to ruin.*

*~ Excerpt from Thucydides' The Melian Dialogue ~  
(Thucydides 5.84-116)*



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