A KARL HAUSSER DESIGN

HISTORY OF THE ANCIENT SEAS - EXPANSION III

NEW ARMIES

SOUND
of DRUMS

TABLE OF CONTENTS

HISTORY OF THE ANCIENT SEAS

EXPANSION 3: NEW ARMIES

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.

This expansion contains a total of 156 black wooden blocks. There are 26 wooden blocks in 6 different colors.

- Red: Rome
- Orange: Sparta
- White: Persia
- Yellow: Egypt
- Blue: Greece or Athens
- Purple: Carthage

When playing a game of the HOTAS series, replace the wooden legions and ships by the set of wooden blocks in the corresponding color. The army and fleet playing pieces are not used either. Player can agree to use the optional "Leader" rule in which case the wooden leader meeples will be used.

For the first use of this expansion you need to put two stickers on each wooden block. Each block represents either an army or a fleet. On one side put a sticker of the type of block, either a footsoldier that represents an "Army" or a ship that represents a "Fleet". On the other side put a sticker with the same icon **but** with a value on the sticker.

Example: On each blue wooden block put one blue sticker with a legion or ship Icon with a number on one side of the block and on the other side of the block put one sticker with a legion or ship icon **without** a number.

1. MOVEMENT

The movement and stacking rules for the block playing pieces are identical with the rules in the manuals of each game. According to the status of a player on the Development Chart the legion and ship blocks have a certain movement potential and combat value.

According to these rules only one Army and one Fleet block of the same player may be in the same hex.

When two blocks of the same type (Army or Fleet) enter the same hex, the values of the two blocks are added and the two blocks are exchanged by a block with a value of both blocks combined. The blocks end their movement when getting combined. Remaining movement points are lost.

Example: Rome moves Army block with Value "2" into Massilia where he has another Army block with value "2". Provided he has a Army block with value "4" in his stock, he exchanges the two blocks with value "2" by one Army block with value "4".

At the beginning of a "Move" action blocks with a value greater than "1" can be split off in several blocks.

Example: The Roman player has an Army block with Value "4" in Massilia. At the beginning of a "Move" action he decides to create in that hex: one block with value "2" and two blocks with value "1". The block with value "4" is taken back into the stock of the Roman player.

When placing and moving their blocks, players do so in a way that the value of their blocks is not visible by their opponents. Either by facing them in a way the opponents can't see the value or by placing them with the value face down.

The value of a block is revealed the moment a block of an enemy faction enters the hex.

2. BUILDING

When a player chooses the action "Build" he can build either a new block representing an Army or Fleet with value "1" or he raises the value of an existing block in a fortress/port by exchanging a wooden block representing an Army or Fleet with the next higher value.

Example: Rome has an Army with the value "2" and a fortress in Massilia. On the Development Chart he has reached Phase 3 in the "Military" section. The player chooses the action "Build". He pays 15 Talents and exchanges the block with value "2" by a block with value "3". The Army has a combat value of "9".

A block's value can only be raised by 1 level per "Build" action.

Note: Players will note that the mix of blocks and values are different for each faction. This is intentional. The Persian player for example has one Army block with value "5", the Greek player's highest Army block has a value of "3". Each composition of each faction has its advantages and its limits. The fun part of playing with the blocks is, that the opponents know the type of a block (legion or ship) but can never be sure of its value.

3. COMBAT

When a block fights, multiply its value by the combat value according to the current level on the military or fleet section on the Development Chart of the corresponding faction.

Example: In Mare Nostrum the Persian player has reached Phase III on the military section. He has a Army block with value "4". The combat value of this block is "8".

When a block needs to take a loss due to combat resolution, he exchanges the participating block with a block having a value that corresponds to the value after combat resolution.

Example: In Mare Nostrum a Greek Army block attacks a Roman Army block. Rome has reached Phase IV in the military section on the Development Chart. His block has a value of "2". The total combat value of the Roman Army block is therefore "8". The Greek has reached Phase III in the military section and his block has a value of "3". His total combat value is "6".

The Roman player takes two losses and therefore takes his Army block off the map. The Greek player has to take also two losses and exchanges his block with value "3" with a Army block with value "1".

4.   SUPPLY

When checking supply, the player of a faction adds up all values of Army blocks on the map. If the total of that faction is higher than its supply level the player needs to reduce blocks or take off blocks from the map until the total corresponds to his supply level.

5.   FLEET MAINTENANCE

When checking fleet maintenance, multiply the current fleet maintenance factor with the total of values of ships in the map.

Example: In Mare Nostrum, Rome has Fleet blocks with a total of 6 values on the map and he has reached Phase III in the fleet section of the Development Chart. The Roman player has to pay 18 Talents for fleet maintenance.

CREDITS

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