

A KARL HAUSSER DESIGN

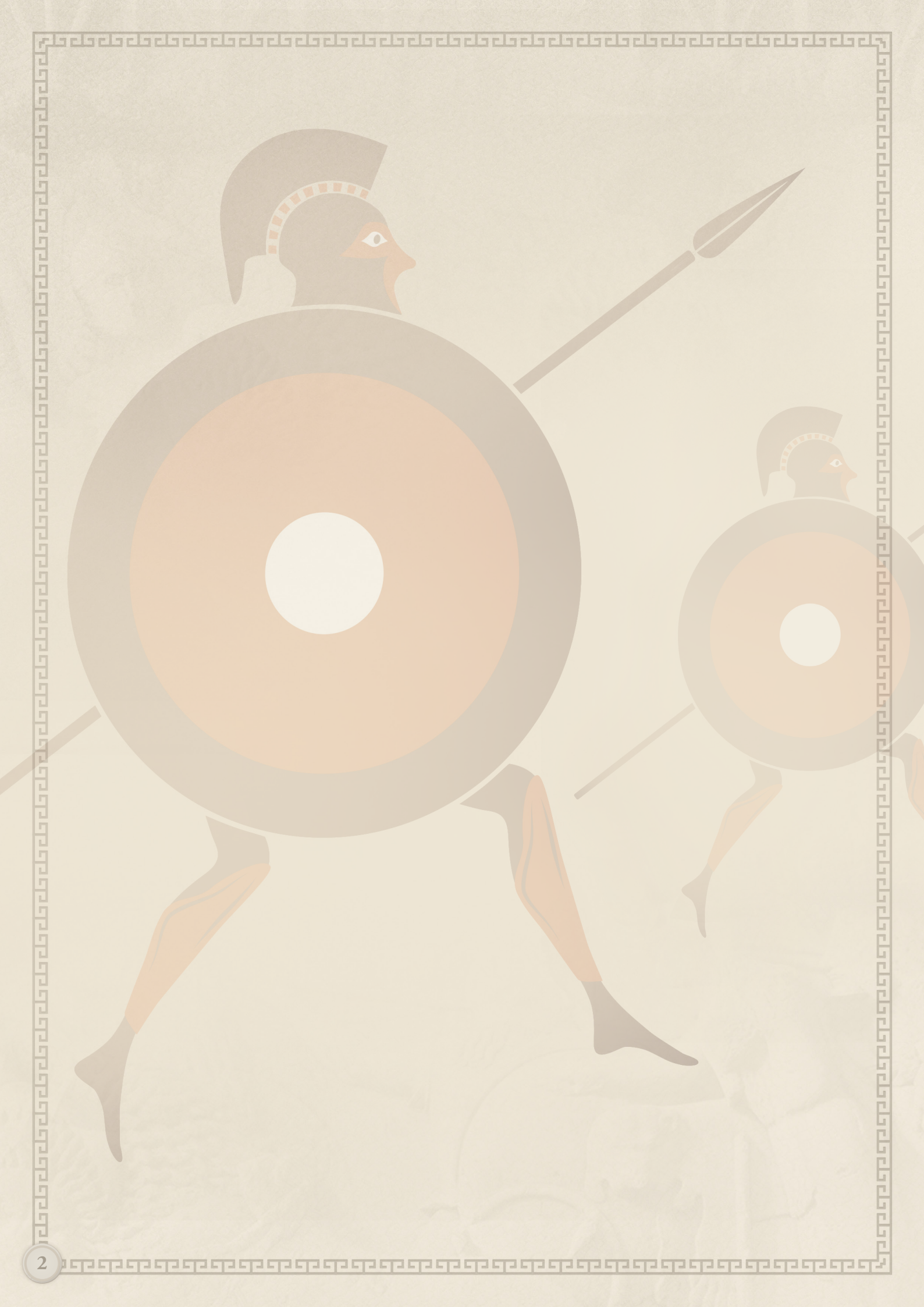



HISTORY OF THE ANCIENT SEAS II

DIES IRAE

RULEBOOK







DIES IRAE is not a complicated game.

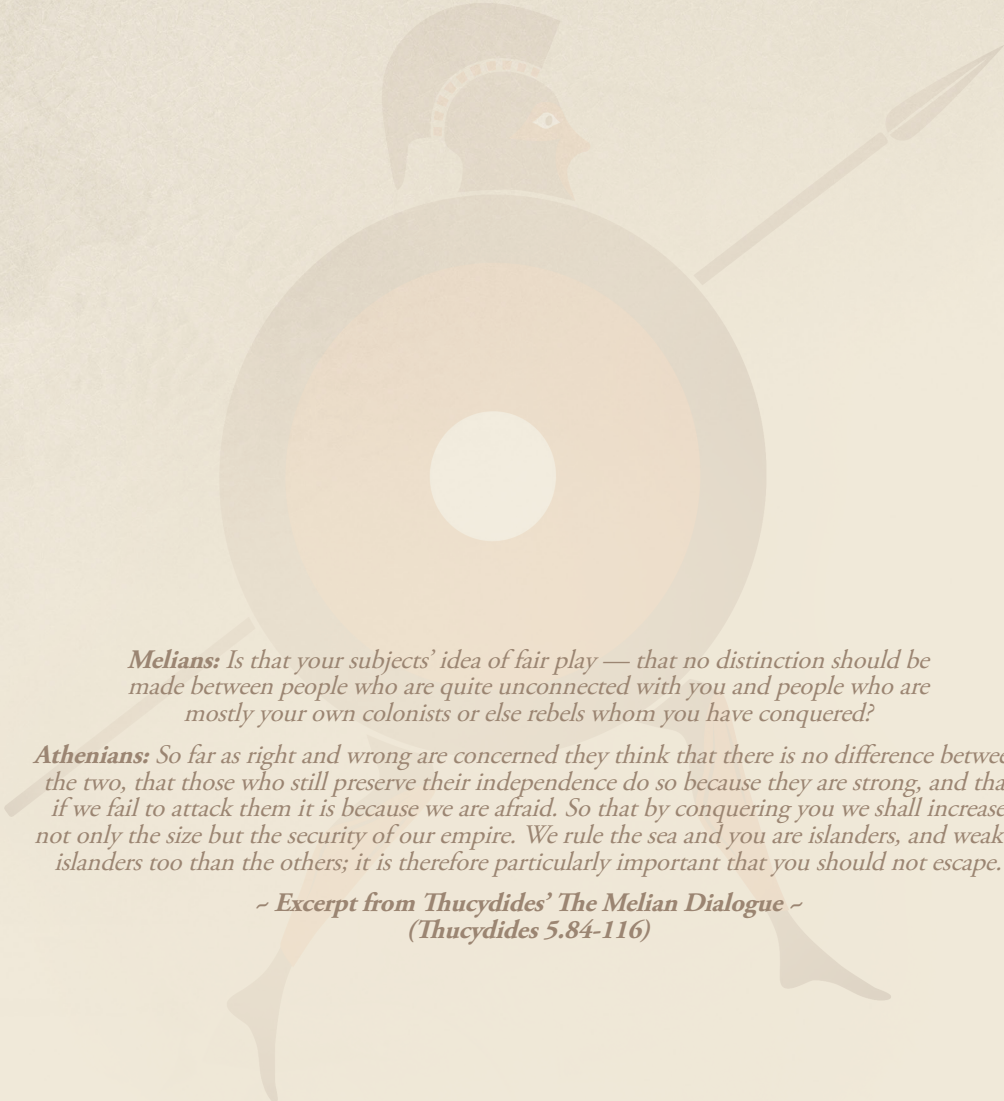
Victory is based on your skill and your decisions without any elements of luck.

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 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 ~
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1. DESCRIPTION AND GENERAL SEQUENCE OF PLAY

You will lead either the city states of GREECE, the Empire of PERSIA or EGYPT. 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.

On 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 players may perform their first actions after the starting player is finished with his action.

The players can choose from the following 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 once or if they lose control of provinces or if their capital gets captured, enter new phases on 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 another players take care of the common play aid sheets (Development Chart, Stability Track etc...)

2. HOW TO WIN

There are two ways to win **DIES IRAE**:

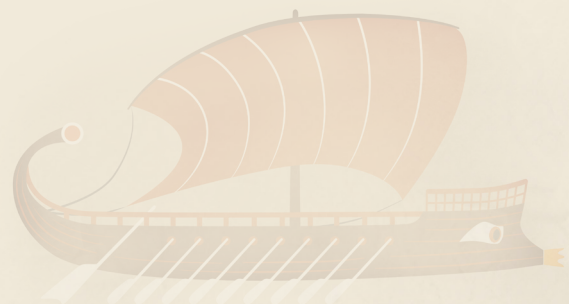
1. The Opponent's Empires reach the Revolution status on the Stability Track. They lose the game and you win.
2. At the end of a action cycle, if one player has 10 or more Victory Points (VPs), that player immediately has won the game and is the Victor.

A player gets 1 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 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 17.8. 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: Persia and Egypt 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 Persian player has reached box 7 on the Stability Track and the player of Egypt only box 6, Persia is declared the winner.

If two or three players have the same number of VPs at the end of an action cycle, the player who has built more monuments is called the victor. If players have the same number of monuments, consult the Stability Track. The player with the higher level wins. Again a tie? The player with the higher income level wins.

Players can agree to shorten the game length by reducing the necessary 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, the western parts of the ancient Persian Empire and the northern shore of Africa.
- **3 Sets of wooden pieces:** one for each power in their respective color: Greece (blue), consisting of 13 legions, and 11 ships, PERSIA (white), consisting of 20 legions and 7 ships, EGPYPT (yellow) consisting of 18 legions and 5 ships. Each player receives 5 fortresses, 30 trade posts, 36 wooden cubes, and 3 monuments, 1 Leader, 5 Army or Fleet meeples. There is a total 312 pieces.
- **1 Player Sheet** for each faction, containing different tracks and boxes: Income Level Table, army and fleet displays and setup instructions.
- **1 Development Chart** used by all three players. Players keep track of their respective level of development 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 Chart and the Merchandise Control Chart.
- 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 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:

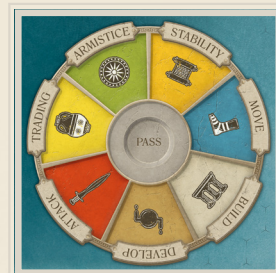
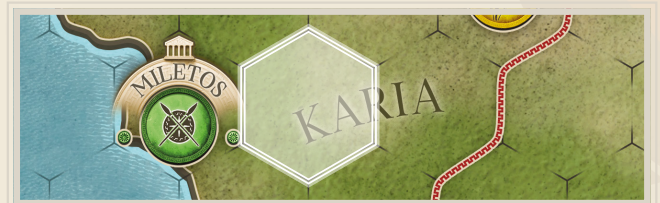
When players choose an action, they place a wooden cube of their color in the space corresponding to the action taken.

Armistice Tracks:

Players will record the turns from which two players agreed upon an armistice. Use a separate track for each current armistice.

Turn order Track:

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



Supply Track:

Player keep track of how many land units a player may supply



Stability Track:

Players keep track of the Stability status of their Empire.



Control Track:

Players keep track of how many islands (there are 13 in total) and provinces (20 in total) each player controls. The upper row is used to mark the control of the number of provinces and the bottom to mark the control of islands.



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 and 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.

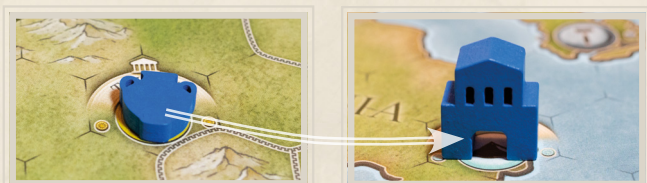


Fortresses and Monuments can only be built in hexes with cities. In doing so, pay the price for a fortress and replace the trade post (round disc) with the fortress piece and then put the trade post back in your stock of playing pieces.

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.

MOUNTAINS

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

4. SETUP

Players choose one of the powers and then proceed to setup their legions, ships, one fortress and some 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 Egyptian player sets up first, followed by Persia and finally Greece.

SET UP PROCEDURE

1. Each of the players places a fortress in their capital. Consult the players' sheets, each faction has 3 options.
2. The trade posts are placed in hexes with a merchandise symbol as close as possible to their capital. When counting the distance, this is done only through land and coastal hexes. Don't cross sea hexes while counting the distance. If there are multiple hexes where a trade post can be placed in the same range to the capital, then players can choose which one to use. A player placing a trade post during setup on a "Luxury Merchandise", increases 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 (see 9.1.1). In each hex, there can be only 1 legion or ship (or 1 legion loaded on a ship) and only 1 fortress or trade post.
4. 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.
5. The starting income level of players is marked with wooden cubes on their Income Table.
6. One wooden cube is placed on the Merchandise Control Chart in the row of the corresponding merchandise for each established trade post.
7. One wooden cube is placed next to the first box of each of the four rows on the Development Chart.



Province



Island



Set up example:

Greece starts the game with 1 legion, 5 tradeposts, 3 ships and 1 fortress. The player's treasury is filled with 90 Talents at the start of the game.

The player places his fortress in Athenae (merchandise LEAD), his capital. He places one wooden cube in the first box of LEAD on the Merchandise Control Chart. In the hex of Athenae he wants to place two of his ships. But as only one ship is allowed in the same hex he needs to create a fleet (see rule 13). He places two ships on in the box "Fleet I" on his player sheet. In the hex of Athenae he places his wooden "Fleet I" meeple.

Next, he places one trade post and one legion in Corinthos (merchandise BRONZE). He places one wooden cube in the first box of BRONZE on the Merchandise Control Chart.

He places one trade post in Delphi (merchandise WINE). He places one wooden cube in the first box of WINE on the Merchandise Control Chart. One ship is placed in the coastal hex of Delphi.

One trade post is placed in Larissa (merchandise HORSE). One wooden cube is placed in the first box of HORSE on the Merchandise Control Chart.

One trade post is placed in each Kalydon (COPPER) and Pella (HORSE). Place one cube in the first box of COPPER and move the cube in the row of HORSE on box to the right.

He has now control over 6 merchandises: 1 LEAD (value 5), 1 BRONZE (value 6), 1 WINE (value 4), 1 COPPER (value 6) and 2 HORSE (value 11). This totals 32 Talents. He places one wooden cube in the "30" box on his Income Level Chart and one in the "2" box. to show his income level of 32.

Place a wooden cube next to each of the first box of each section on the Development Chart on the player sheet.

8. The players each place one wooden cube in the box on the Stability Track on the map according to their setup instructions.
9. The players each place one wooden cube on the Supply Track. Total the number of each yellow coded merchandise (GRAIN, FISH, CATTLE, WINE) a player occupies with a trade post. Place the wooden cube in the box with the corresponding total on the Supply Track.
10. Players receive money (Talents) cardboard tokens. The total corresponds to the starting capital on the setup instructions.
11. Place wooden cubes on the Control Track in the box corresponding to the number of islands and provinces the players control after setup.

5. THE GAME TURN

A game turn consists of these 5 phases:

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

STARTING A TURN

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

ENDING A TURN

A game turn ends when the players finish the action cycle (either by executing 5 actions each or if all three passed in a row). If no player fullfills the victory conditions, players pay fleet maintenance costs, control supply of their legions. A new turn begins by collecting income.

6. COLLECTING INCOME

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 an opponent) they move their 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), where they own a trade post they need to adjust the position of their cube by moving one box to the left in the row of the according 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.

Note: As per the Setup instructions for the Greek player, place one of his blue cubes in the box "7" (first box) in the Fleet Section on the Development Chart.

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: EGYPT owns 11 uncontested trade posts (among these 11, one is his fortress in his capital Memphis):

- 4 STONE – income 14
- 2 FISH – income 9
- 1 GRAIN – income 4
- 1 SALT – income 9
- 1 COPPER – income 6
- 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 5. In this example EGYPT has an income of 50 Talents.

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 PHASE I "Market Place" on the economic section on the Development Chart he raises his income level by 5 Talents. The same applies for "Material Science" (10 Talents), "Manufacturing" (15 Talents) and "Banking" (20 Talents).

Players also raise their income level by developing their economic skills.

7. THE STARTING PLAYER

At the start of each turn, the player who has the highest 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.

According to the above determine the second and third player and mark the positions of the players on the Turn Order Track on the map.

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 all three players have executed 5 actions (or all three have passed one after another).

The same action can't be chosen more than five times in total during an action cycle by all three 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 an opposing player chose before him.

Exception: If one player chooses PASS the following player can also PASS. When the third player also passes the action cycle ends without any more actions being taking by any player. Players proceed with ending the turn (see 8.1).

Note: There is an optional rule of how to define the starting player. See optional rule 17.6



Example: GREECE and EGYPT chose the action MOVE twice in an action cycle and PERSIA once for a total of five. No more action MOVE can be chosen this turn. NOTE FOR MARC: PLEASE PLACE WOODEN CUBES ACCORDING TO THE ABOVE

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.

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

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

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

Legions can enter land, coastal and island hexes.

Ships can enter sea, island or coastal hexes.

When powers reach PHASE IV in the fleet section of the Development Chart, their ships moving into coastal and island hexes that are occupied by enemy playing pieces, **make** these hexes become contested (CONTESTED hexes, see 9.1.3).

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

- Legion / Ship
- Army / Fleet
- Trade post
- Fortress/Port

When a legion enters an enemy occupied hex, this hex immediately is considered **contested** (see below). 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.

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

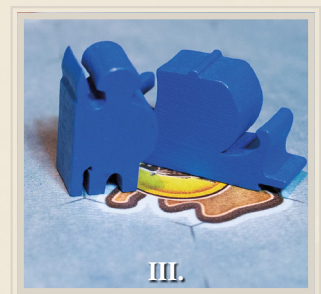
Athenians: No, because it is not so much your hostility that injures us; it is rather the case that, if we were on friendly terms with you, our subjects would regard that as a sign of weakness in us, whereas your hatred is evidence of our power.

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

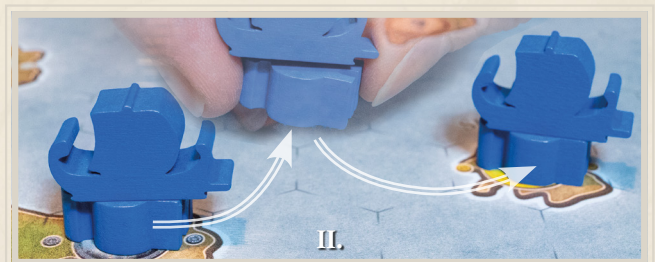
Note: The meaning of this is, that more developed ships have more effects. Legions always turn a hex contested. Ships do this later when better developed. In the beginning of the game ships are to be considered more traders than warships.



I: Embark



III: Disembark



II: Transport embarked legion.

9.1.2. 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.

9.1.3. CONTESTED HEXES

A hex becomes contested the moment a **legion** enters a hex occupied by playing pieces of another player.

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 the other player)**.

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 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.

A third player can't enter a contested hex.

9.2. ATTACK

Players who choose the ATTACK action can initiate combat by their units against enemy units in a contested hex.

Legions fight enemy legions or fortresses.

Ships fight enemy ships.

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. 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 choose the ATTACK action either to take over an enemy trade post or to “block” the action 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.

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.

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.



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

Fortresses and monuments can only be attacked by legions.

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

Determine the total of Combat Value (CV) of the attacking and the defending unit(s).

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

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 modification.

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.

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

HOW TO DESTROY A FORTRESS

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

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

Example: Two Greek units attack a hex occupied by one Persian unit with a trade post in that hex. Both players are in Phase I in the military section on the Development Chart. The legions have a CV of 1 each. Persia has stability level of 1 and Greece of 0, so no addition / subtraction of CV. Both sides did not yet move on the cultural section either, so no modification of CV due to City State 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 combats.

Example: If a side is a City State people fight with much élan and the side can add 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: The same conditions exist as above, except that the Greek player has already reached Phase II in the military section. His legions have CV 2. He has a total of 4 CV. The Persian player needs to take off his legion and the Greek player takes control of the hex. He may exchange the trade post of the Persian player with a trade post in his color with an ATTACK action. If he does so, the Greek player adjusts accordingly his income level (the income level of the Persian player was already adjusted the moment the hex became contested when the Greek player entered the hex).

Example: A Greek fleet with 4 ships of CV 3 each attacks a Persian fleet with 5 ships of CV 2 each. The total of the Greek player is 12 CV, the Persian player yields 10 CV.

The Persian player needs to eliminate 4 of his 5 ships and the Greek player needs to eliminate 3 of his 4 ships.

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

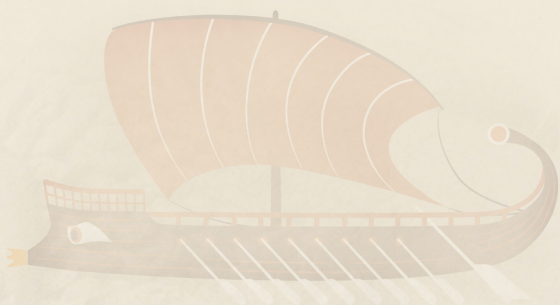
Example: The Greek player attacks a hex occupied by 1 Persian legion with a CV 1 and a fortress. The Greek player attacks with an army containing 2 legions of CV 3 each. No modifications of CVs due to Stability. Both players are a City State Level 6 and add 1 CV to their total. Greece has a total of 7 CV and Persia has also a total of 7 CV.

The 7 CV of Persia result in the elimination of 2 Greek legions.

The 7 CV of Greece result in the elimination the Persian legion in the hex. He has 4 CV left and this means that the Persian fortress is not destroyed.

With 9 CV the Greek player could have eliminated the legion (for 3 CV) and the fortress (for the remaining 6 CV).

The hex stays contested.



If there are legions and a fortress in a hex, first all legions 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.

TAKEOVER OF A TRADE POST DUE TO COMBAT

To take over an enemy trade post that is not garrisoned (i.e. having an own legion or an army in its 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, Supply and/or the Victory Point Chart.

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

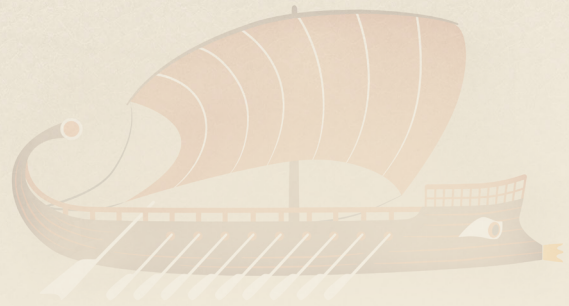
In doing so the player doesn't need to pay the cost (15 Talents for example) as if he was **creating** a trade post.

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).

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.



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.



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) ~

9.3. BUILD UNITS, FORTRESSES & MONUMENTS

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

The price of each piece is set by the development phase of the player on his military or fleet Development Chart. (See cost chart.)

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

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.

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.

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 in 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 or island is also considered to be a port.

Ships can only be built in ports.

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 in the economic section.

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 for and can pay for them.

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

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

Note: A fortress can only be built in hexes with a city. Take a look on the map before deciding your expansion strategy where you will be able to build fortresses. You only can have 5 fortresses at the same time.

Example: The GREEK player has reached PHASE II in the military section of the Development Chart and PHASE III on the fleet and economic section. He builds two legions, one ship and one fortress. Each legion costs 12 Talents, the ship costs 20 talents and the fortress 30 Talents for a total of 74 Talents.

Example: The Greek player occupies a hex containing the merchandise WOOL. He pays 15 Talents and places a trade post in the hex. He already owns two trade posts containing WOOL and moves the wooden cube from 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 one trade post with the merchandise wool and wood in order to be able to build ships.

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.

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 or an army.

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 and after placing the trade post in the hex, players then adjust the wooden cube of the player accordingly in the merchandise row.

This also increases players' 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.

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. PAY FOR STABILITY

By paying between 50 and 80 Talents (depending on the cultural development phase of the players, see cost table) 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 is out of the game. See CHAPTER 14. REVOLUTION.

If the stability of a player is on level +8 and he gains another level he receives 1 VP 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 one 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 in the rules manual 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 table by **ONE space to the right** by paying the cost to enter the next space.

By moving a cube to the right, they will eventually enter a new Development Phase. In the military and fleet section this



*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 civilisation 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.

***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.*

increases 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.

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 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 on the “Military” segment, players must have entered “City State” in the cultural segment on the Development Chart. Legions, that start the game or 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 new ships. To enter Phase I on the “Fleet” segment on the Development Chart players need to have at least one uncontested trade post containing the merchandise WOOL and WOOD. Ships that start the game or 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 5 Talents. Accordingly, by entering Phase II, III and IV their income permanently raises by 10, 15 and respectively 20 Talents (if players control COPPER, IRON, and SILVER).

Culture: By entering Phase I players created 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 so called luxury merchandise).

Example: *Players need to have reached “City State” before they can develop in the military section. 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 entered the first box on the fleet row of the Development Chart to be able to build new ships.*

Example: *The status of your power may change from City State to Kingdom.*

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

Military: Phase I, space 15

Fleet: Phase II, space 29

Economic: Phase I, space 24

Culture: Phase I, space 9

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

Military: 21

Fleet: 37

Economic: 35 (condition Copper needs to be met)

Culture: 13

He pays a total of 106 Talents.

In the military section he enters Phase II. His legions now have 2 CV. To build new legions the player has to pay 12 Talents henceforth.

In the fleet section he stays in Phase II.

In the economic section he enters phase II. His income is raised by 10 Talents (Material Science). If his income level was 150 it is now 160 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.

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 play aid)

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 five times in total by all three players (the box on the action cycle on the game board already contains five 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 all 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 check if one faction fulfilled the victory conditions. If no player achieves victory, they pay fleet maintenance, check supply for their legions and a new turn starts.

9.8. ASK FOR ARMISTICE

Players in turn can ask their opponent for an armistice. The offer, if accepted demands a payment of 35 (respectively 40, 45 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 per.

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.

Note: To pass or not to 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, STABILISATION, ARMISTICE or DEVELOPMENT).

Example: A player can choose the action DEVELOP just to not allow the following player to use this action himself.

Sometimes it makes sense not to choose PASS but to use an action to deny it to the following player. 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: Greece is in the defense against an aggressive Persian player. The Persian player is likely to attack the Greek player in contested hexes. It's the Greek player who can choose an action just before the Persian player can choose his action. The Greek player chooses ATTACK without attacking any hex. He just wanted to block this action for the Persian player and avoided to be attacked by the Persian player.

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.

10. SUPPLY & FLEET MAINTENANCE

SUPPLY OF LEGIONS

Merchandise such as GRAIN, WINE, FISH, OLIVES 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 Track on the map.

If the level of supply is below the number of legions they have on the map and in their Army Boxes on their player sheet, players have to eliminate at the end of the turn as many corresponding legions so that the supply level matches the number of legions they have on the map (and in their Army boxes). Owing player chooses.

Legions to be eliminated due to supply shortage can be anywhere on the map or may be taken from the Army Boxes.

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. **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, a legion or an army. **These hexes have to be uncontested.**

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

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

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

Note: His people are not happy that their leader refuses to keep peace.



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

Example: The Persian player has a total of 5 trade posts that are relevant for supplying legions. This allows him to supply up to 7 legions. At the end of the turn he has 8 legions on the map, he needs to eliminate one.

Example: The Greek 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: Other than 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.

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

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 doesn't appreciate that and your stability gets reduced.

Note: Control of a province for a player ends the moment one trade post of his becomes contested.

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 one monument during a BUILD action.

The cost of building a monument depends on the CULTURAL PHASE players have achieved.

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 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 moves his 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.

See "How to the win the game".

13. 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 unit from the same power occupies the same hex (either by moving in this hex or by placing a newly built unit 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.



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

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 or the shock on the other when monuments are built or in the worst case gets destroyed.



Note: You will note that the three powers 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 GREEK player can create 2 armies and 3 fleets.

When an army/fleet is entering a hex with an owning 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).

Please note that the number of army#/fleet# meeples available to each player differs.

14. REVOLUTION

If one player has reached the revolution level on the Stability Track he loses the game.

All his units are immediately taken off the map.

His trade posts, fortresses and monuments stay on the map. These can be taken over/destroyed by an ATTACK action by the remaining players.

The two remaining players still have five actions per game turn but the same action can only be chosen 3 times total per action cycle and at maximum twice by the same player. These limits are in effect the turn after the player was eliminated due to revolution. The turn the player is eliminated you have to apply the action limits as if there were three players.

A player can't choose an action that was chosen by the player before him.

The two other players continue the game until one player will be declared winner (either by achieving the victory conditions or the other player also reaches the "Revolution" level on the Stability Track).

15. END OF THE GAME

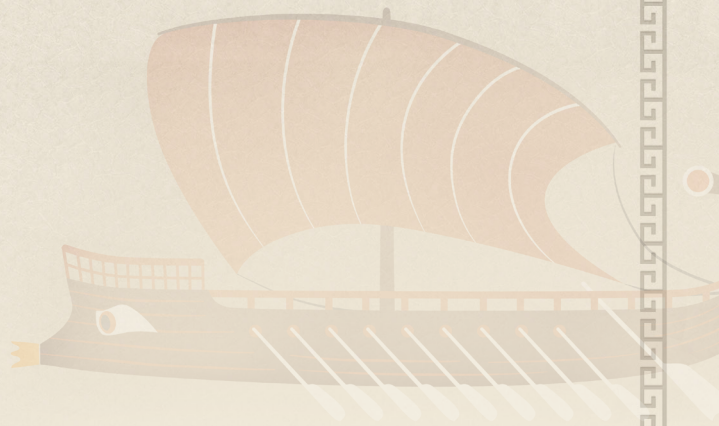
The game immediately ends after a second player has reached the revolution level. The remaining player wins.

If this is not the case check if one player has fulfilled the victory conditions after finishing an action cycle.

16. 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 merchandises a player can control is limited by the number of available boxes (a player can't create a Trade post in 9 hexes with GRAIN for example).



***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)*

***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)*

17. OPTIONAL RULES

17.1 By choosing the action STABILITY and by paying 100 Talents to the bank players can move the cube of one of their opponents on the Stability Table one space to the LEFT.

17.2 When players lose control over a merchandise which was a condition to advance on the Development Chart move their 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.

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 the 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 rules makes it even harder to win.

Example: On the Development Chart in the economic section the Greek player reached phase IV Banking.

The Persian player has taken over his only trade post with silver. The Greek player moves back his wooden cube on box 64 on the chart (presuming he still owns trade posts with IRON, COPPER and STONE). He also loses 20 Talents of his income level.

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

Example: The Greek player has achieved Phase III (Empire) in the cultural section of the Development Track. He loses 3 of his 4 trade posts with luxury items. He needs to move back the cube to space 9 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) (the condition is having reached Kingdom on the Development Chart in the military section anymore he also will need to move back his marker in 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 chart 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 table. In order to speed play you can use this optional rule.

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

- 17.4 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 coastal or island hex in order to create a trade post.
- 17.5 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.
- 17.6 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 3rd. The "second" player can decide between the two remaining positions. The "third" player takes the remaining position.
- 17.7 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 CREATE TRADE POST, 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 Track and adjust the income of the player accordingly.

To show a fortress that is using this rule, place a 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 an 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 one trade post in this hex.

- 17.8 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 17.3 speeds play. Option 17.4 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 a little bit more secure against an aggressive opponent. While later it will help to either be very aggressive yourself or it 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.

Note: With this optional rule it is possible to have one fortress and one trade post in the same hex.

Summary of when to change your stability level:

1 space to the right each time you enter a new PHASE (I, II, III, IV) on the economic or cultural Development Chart.

1 space right for payment of 50 -80 Talents.

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

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

1 space right for building a monument.

1 space left if a monument gets destroyed.

1 space left when losing control of a province.

2 spaces left when refusing an armistice offer

3 spaces left when your capital gets conquered

1 space right, if you have created a trade post for the first time with the merchandise SALT, GLASS, GOLD.



18. CREDITS

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Special thanks: Jörg Strobel and the **Art:work! Werbetechnik** family based in Konstanz, for their generous and copious prints for prototypes. You made our life so much easier!

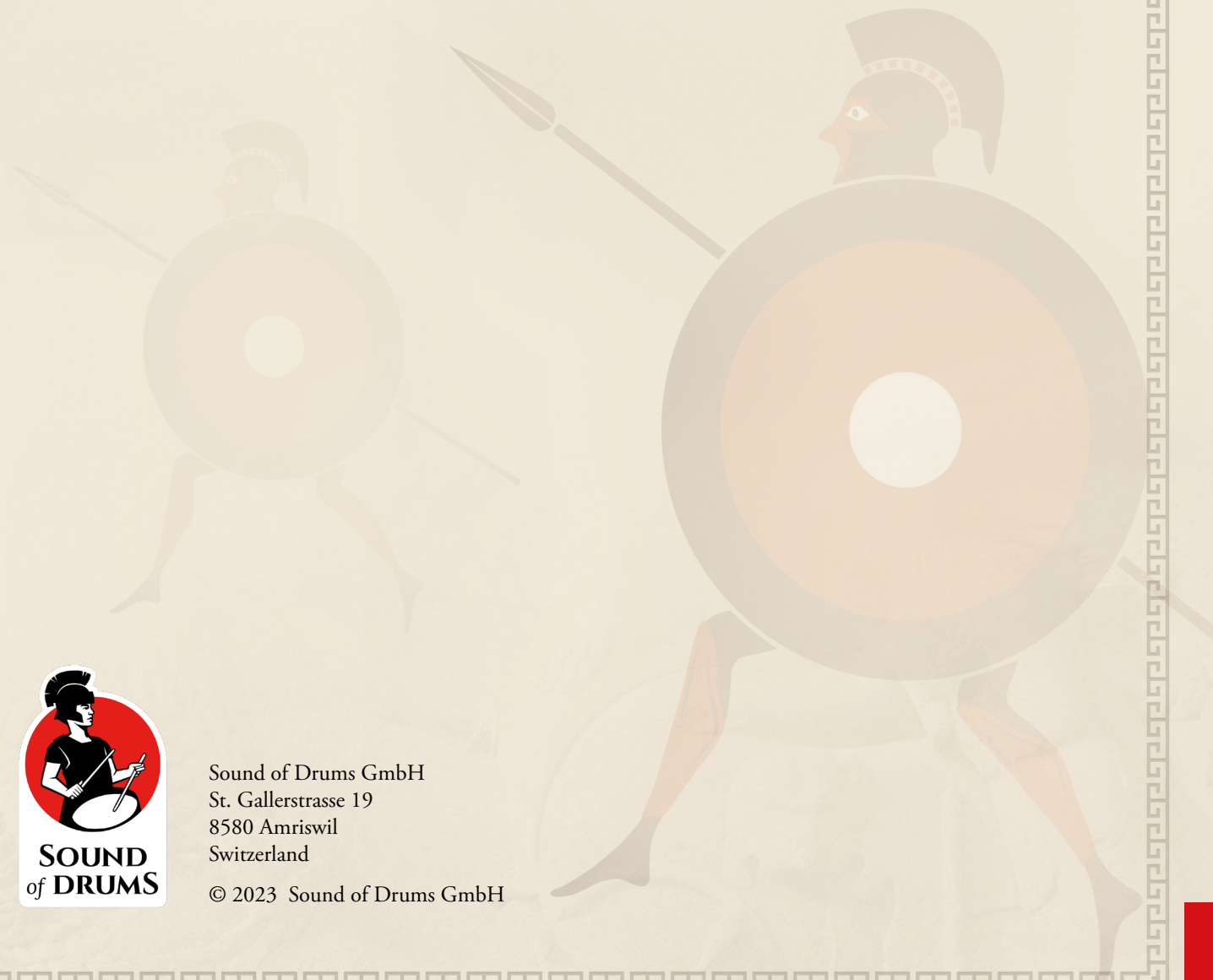
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Without you "History of the Ancient Seas" would not have been possible.

***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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