

ATHENS & SPARTA

INTRODUCTION

Athens & Sparta is a strategic game on the war fought between the two greatest powers of Ancient Greece from 431 BC to 404 BC. Playing time is typically 2-3 hours.

GAME TURNS

The game is played in a series of **Olympiads**. Each Olympiad involves six (6) Game Turns. Between Olympiads, players determine if either player has won. If not, continue into another Olympiad.

[1] CARD PHASE

The game has 25 cards. To start each Olympiad, the cards are shuffled and **six (6)** are dealt *face-down* to each player. Each **Game Turn**, both players play one card face-down. The cards are then revealed. The player with the *higher* card is Player 1 that Game Turn. The Spartan is Player 1 on ties.

Event cards have the *highest* priority. They have a special action that is played before any moves on that card (4.6).

[2] PLAYER 1 TURN

- **MOVE PHASE (4.0):** Card values are the number of Move Points (MPs) allowed for the turn. Each MP allows:
 - 1 Operation Move (4.4), or
 - 1 Strategic Move (4.5), or
 - 1 Revolt Step (7.0).
- **COMBAT PHASE (5.0):** Combat occurs when opposing blocks are in the same hex. In a sequence chosen by the **Active Player**, each combat is resolved for a hex before moving onto the next. Defending blocks can avoid combat by withdrawing into a walled city and accepting siege. Combat is then optional at the discretion of the Active Player who can attack or pass.
- **SIEGE ATTRITION (6.0):** After all combat is resolved, the Active Player will roll Siege Attrition for all friendly blocks in siege and blockade

[3] PLAYER 2 TURN

Player 2 resolves their own move and combat phases. This ends the Game Turn.

[4] VICTORY & BUILDING

If this is the *last* Game Turn of an Olympiad, do a Victory Check (10.0). If neither player has won, proceed to a Replacement Phase (8.0) and then begin the next Olympiad with a new Card Phase.

1.0 MAPBOARD

1.1 CITIES

Cities are shown either as hexagons (walled) or circles (unwalled).

- **Blue** cities are friendly to the Athenian player, *unless* occupied by Sparta.
- **Red** cities are friendly to the Spartan player, *unless* occupied by Athena.
- **Green** cities are neutral (9.5).
- **Orange** cities are Persian (9.3).
- **Black** cities have no significance.

1.2 CITY VALUES

Major cities have values from 1-4 points. There are 48 points on the map. The object for either player is to control major cities worth **30+** points or occupy the enemy main city (SPARTA or ATHENS). *Minor cities* have no point value.

1.3 PORTS

Cities located on a *coastline* are ports. Some coastal hexes contain non-port cities. These are the cities of ELIS, MESSENE, SPARTA, STRATUS, and THEBES.

1.4 ORACLES

DELOS and DELPHI are inviolate hexes. Both sides may occupy, retreat to, or traverse an Oracle hex, even if occupied by the enemy, but *no combat* can occur. Blocks starting their turn in an Oracle hex can *never* attack enemy hexes/blocks that turn.

1.5 STRAITS

Blue arrows identify hexes containing a narrow waterway. These hexes have special rules (4.3).

1.6 CORINTH DIOLKOS

Navies located in CORINTH at the start of a Player Turn may depart *either side*.

1.7 TWO COASTS

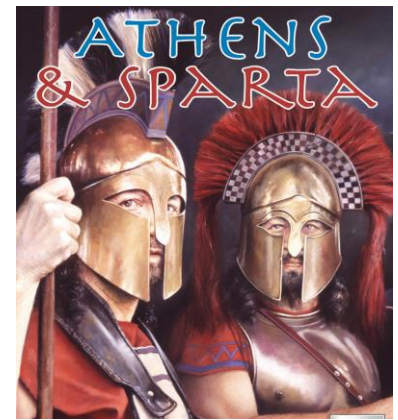
Several hexes have two unconnected coasts, especially on the island of Euboea. Navies cannot cross from one coast to the other.

Blocks are always on the coast where the city is located. An attack on that city by sea *must* access that coast. CORINTH is an exception. This city can be attacked from both coasts, and all defending ships fight all attacking ships.

1.8 MOUNTAINS & PASSES

Mountain hexes, *determined by the terrain at its center*, can only be entered or exited via clear hex-sides or passes.

Mountain hex-sides are impassible and army blocks *must* stop after entering (see Terrain Effects Table).



Fog-of-War

Blocks generally stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block

Game Scale

The map scale is approximately thirty (30) miles per hex. Each block is about 1000 infantry per step, or 20 ships per step.

Battle Sites

The main battle sites of the period are shown on the map for interest, red for Spartan victories and blue for Athenian. Naval victories are distinguished from land victories.

Starting City Points

Athenian cities total 20 points, Sparta has 18 points, and 10 points are neutral. Athens starts play with 19 points because POTIDAEA is under Spartan control. Neither side counts besieged or blockaded city points.

Corinth Diolkos

Poseidon, God of the Sea, opposed the building of a canal, but allowed ships to be portaged across the narrow neck of land from the Gulf of Corinth to the Saronic Gulf. The ships were carried on a low wagon pulled by oxen along a stone path known as the Diolkos. The four-mile journey took 8-12 hours.

Two Coasts Example

CHALCIS cannot be attacked by sea on its east coast – the city is located on the west coast of Euboea. A navy in LEMNOS cannot attack CHALCIS since this is a 6-hex move via the CARYSTUS and MARATHON hexes.

Map Errata

The minor (unwalled) blue port of HALICARNASSUS should be added in the hex south of MILETUS at the north end of the straits symbol.

ATHENS & SPARTA

2.0 ARMIES

The blocks represent Athenian (blue) and Spartan (red) forces and their respective allies.

The blocks add surprise and secrecy to the game; when standing upright, type and strength is hidden from the opponent.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

2.11 Strength

The current strength of a block is the number of diamonds on the top edge when the block is standing upright. Strength determines how many six-sided dice are rolled for a block in combat. A block at strength 4 rolls four six-sided dice; a block at strength 1 rolls one six-sided die.

Blocks vary in maximum strength. Some blocks have four steps, some three steps, some two steps. For each hit taken in combat, strength is reduced **one** step by rotating the block 90 degrees counter-clockwise. The sidebar shows a block at strength 1, 2, and 3.

2.12 Combat Rating

The combat rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines when a block attacks. All **A** blocks attack first, then all **B** blocks, then all **C** blocks. The number indicates the maximum roll that will score a hit.

EXAMPLE: a block rated **B1** only scores a hit for each 1 rolled, but a block rated **B3** scores one hit for each 1, 2, or 3 rolled.

2.13 Move Limit

A block's move limit indicates how many hexes it may move. Blocks can always move less hexes than this limit.

2.14 Home City

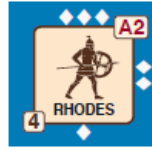
The city state where the block originates is its home city. New blocks **must** be deployed at their home city, **except** RESERVE blocks which may be deployed in any major city. Existing blocks can be reinforced at **any** major or minor city (8.2).

2.2 BLOCK TYPES



2.21 Hoplites

Heavily armored infantry bearing a long spear, heavy shield, and sword. They mostly fought in a tight formation called a *phalanx*. Spartan hoplites have the highest combat ratings. Each step is 1000 men.



2.22 Peltasts

A variety of light missile troops, including javelin, archers, and slingers. They proved effective for pursuit and pillaging and became more numerous than hoplites as the war progressed. Each step is 1000 men.



2.23 Cavalry

Horses required extensive pasture, available mostly in Euboea, Boeotia, and Thessaly. Greek horses were really ponies 13 to 14 hands high, and the riders were lightly armed with a spear, javelins, and a curved sword. Cavalry were effective for pursuit and harrying. Each step is 400 men.

NOTE: The term *army* or *armies* refers to the land blocks *hoplites*, *peltasts*, and *cavalry*.



2.24 Navies

Oar and sail powered triremes that all navies used at the time. Each ship carried 160 rowers, 20 sailors, and 20 hoplites or peltasts. Each step is 20 triremes. Athenian navies have higher combat ratings.

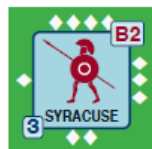
3.0 DEPLOYMENT

Set up blocks on their home city at *maximum* strength. The following blocks are not deployed and make up the players

Replacement Pool:

- All RESERVE Blocks
- DEMOS/HELOTS/TYRANTS
- Spartan navies CHIOS, MYTILENE, CORCYRA and RHODES (all have blue stars).

NOTE: *POTIDAEA* is controlled by Sparta but besieged and blockaded by Athens.



3.1 NEUTRALS

Neutral cities (9.5) and blocks are green. The blocks are kept off-map and enter play **only** if their city is attacked or becomes an ally of one player. Both players may command green blocks, but they will face in opposite directions.

The First Peloponnesian War

Athens & Sparta covers the Second Peloponnesian War. The First Peloponnesian War, fought 460–445 BC by the same powers, ended with a “Thirty Year Peace”. But after an uneasy truce of 14 years, urged on by CORINTH and THEBES, Sparta again decided to curb the Athenian Empire.

POTIDAEA

Founded as a colony of CORINTH, POTIDAEA came under Athenian control as a member of the Delian League. CORINTH sought to recover her colony in 432, occupying the city, provoking the war. The game starts with POTIDAEA under siege and blockade by Athenian forces. POTIDAEA is located on the Gulf of Therma and has no access to the Gulf of Torona.

The Olympic Calendar

Pericles had no idea it was 431 BC when the war started, nor did Lysander know it was 404 BC when it ended. These are “Before Christ” dates on our Julian, solar calendar. Greek city states had their own lunar calendars, many with unique names for months and days. There was, however, one calendar on which all Greeks agreed, one that tracked the Olympic Games beginning in 756 BC. On this calendar, Olympiads were counted every four years.

Olympic Games were held in 432 (83rd Olympiad), and every four years during the war. The city state of ELIS managed and judged the games. Sparta was banned from the 420 games for violating the “sacred truce”. In Olympic calendar terms, the war began in 1/84 and ended in 4/89.

STEP REDUCTION



Strength 3



Strength 2



Strength 1

BLOCK DATA

STRENGTH

(4)

COMBAT

(C3)



HOME CITY

(Athens)

MOVE

(4)

ATHENS & SPARTA

4.0 MOVE PHASE

Players are not compelled to move. They may expend all MPs on **Revolts (7.0)** or do nothing. Blocks can move only **once** per Player Turn, except to retreat or regroup.

4.1 TERRAIN LIMITS

Terrain affects how many blocks of **each** player can *stack* in one hex, and how many can *attack* through each land hex-side. These effects are noted on the Terrain Effects Table (sidebar).

NOTE: *Stacking Limits are ignored when moving. Hex-side Limits are ignored unless attacking or retreating.*

Armies cannot cross water **except** where a **Strait** is shown (4.3), or by **Sea Move** (4.52). Navies cannot cross land hex-sides (but see 1.6 Corinth Diolkos).

4.2 HEX CONTROL

Neutral hexes have green cities. **Friendly** hexes contain a friendly city or are occupied only by friendly blocks. **Enemy** hexes are those friendly to the enemy. **Contested** hexes contain the blocks of both players and **vacant** hexes none.

Sieges and blockades modify control. A besieged hex is friendly to the besieger for land movement and a blockaded hex is friendly to the blockading player for sea movement (**sea control**). Hence, an enemy army cannot move through a besieged land hex nor an enemy navy through a blockaded sea hex.

IMPORTANT: *Control changes at the end of each Phase. Hence, players cannot move into or through a hex and claim the hex as friendly for further moves in the same Phase.*

4.3 STRAITS MOVEMENT

Straits have special movement and combat rules. Blocks located in a straits hex control the entire hex but are located on the *city side* of the straits. Armies entering a vacant straits hex must stop **only** if the straits are crossed. Vacant straits have no effect on moving navies.

Blocks which attack across a strait, either in the target hex or a hex they moved from or through, have an attack limit of **1**.

If the defender of a straits hex has **sea control** (4.2), attacking armies **cannot** cross to fight or retreat until the defending navy is eliminated, retreats, or withdraws.

However, blocks entering an enemy-occupied straits hex on the *non-city* side can stop and fight (attack limit **1**) or move through the hex by not crossing the strait.

4.4 OPERATION MOVES

Operation moves apply to both armies and navies. For 1 MP, one block can move up to its Move Limit in hexes:

Hoplite: 3 hexes
Peltast: 4 hexes
Navy: 4 hexes
Cavalry: 5 hexes

EXAMPLE: *Assuming 3 MP, a player can move a total of three blocks. These can all be in one hex or in multiple hexes. The Spartan player might, for example, move 2 hoplites from SPARTA to CORINTH and 1 navy from GYTHEUM to ATHENS.*

Blocks may pass freely through *friendly* blocks but **must** stop and combat when they enter any hex containing *enemy* block(s) not under siege or blockade (but see 4.3 Straits Movement).

Navies stack with armies in coastal hexes and are included in stacking and siege limits. Navies can fight in any coastal hex but must end their Combat Phase on a *friendly* port or on blockade by retreat or regrouping.

4.5 STRATEGIC MOVES

One strategic move costs **1 MP**. There are two types of strategic move:

4.51 March Move

Armies move up to **double** their normal move. Movement through neutral or vacant hexes is allowed, but March Moves must end in *friendly* hexes.

4.52 Sea Move

Navies or armies may move from one *friendly* port to any other *friendly* port.

Strategic Movement can **never** be used to move to/from a siege or blockade, or to enter or traverse enemy hexes. A block may never move by land and sea in the same Player Turn.

4.6 CARDS

All cards show some number of MPs. Some cards also have a written event which is played **before** any normal moves on that card. Event cards have the higher priority for determining the sequence of Player Turns. Some events affect both players.

EXAMPLE: *One player plays a "5" and the other plays "2/Storm". The Storm card, because it has an event, is played first and (in this case) the event affects naval movement for both Player Turns. The "2" allows normal land movement for Player 1.*

TERRAIN EFFECTS

TERRAIN	STACK	HEX-SIDE
Clear	4 ¹	2
Strait	4	1/2 ²
Pass	-	1
Mountain ³	2	0 ⁴
Rivers	No Effect	
<ol style="list-style-type: none"> ATHENS is Stack 6 (maximum 4 armies). Attack Limit 1 across the strait. Stop when entering. Mountain hex-sides are impassible. A playable mountain hex requires at least one clear hex-side or pass to enter. 		

Mulligan

A hand that totals less than **10 MPs** (including Event Cards) constitutes a "mulligan". A player dealt such a hand may show the cards and request a re-deal, one per Olympiad. The opponent may keep his cards or not.

Operation Movement

To preserve "fog-of-war" blocks stop enemy movement regardless of type. Hence, navies stop army movement and vice-versa. Group and Muster moves do not exist in this game. Each move applies to one block, not one group.

Straits

Several straits hexes are tricky to evaluate, the following examples will help:

NAUPACTUS: Armies entering an enemy-occupied NAUPACTUS from SICYON, can stop and fight (attack limit 1) or move through to PATRAE.

ABYDOS: Armies entering an enemy-occupied ABYDOS from CARDIA, can stop and fight (attack limit 1) or move through to ELAEUS.

EPHESUS: Armies can attack SAMOS from EPHESUS (Attack Limit 1) or move to NOTIUM or MILETUS (Attack Limit 2). Blocks from SAMOS must stop in vacant EPHESUS (they cross the strait). Blocks from NOTIUM can move through a vacant EPHESUS to MILETUS but cannot cross the strait to SAMOS without first stopping in EPHESUS.

Strategic Movement

Strategic sea moves allow any blocks to move from one side of the map to the other, provided the destination is a friendly port and they do not pass through enemy hexes. Strategic movement to/from sieges or blockades is prohibited.

Earthquakes

This event cancels the Game Turn for both players **except** for Siege Attrition. Player 1 rolls for each Siege Attrition first. Player 2 need not roll for a siege or blockade that ends because of a Player 1 roll.

ATHENS & SPARTA

5.0 COMBAT RESOLUTION

After movement, combat is conducted in each hex containing opposing blocks and can last one or two rounds.

Typically, navies fight navies in sea battles and armies fight armies in land battles each round. However, armies and navies can sometimes engage in land or siege battle together.

Each combat must be completed for the chosen hex before moving onto the next. The Active Player determines order of combat and need not commit to any sequence in advance.

5.1 COMBAT ACTIONS

Each block has one action per round of combat. The sequence of actions depends on combat ratings. All “A” blocks go before all “B” blocks which go before all “C” blocks. Defending blocks with the same rating go before attacking blocks.

EXAMPLE: *Hoplite B2 and peltast A1 attack hoplite B2 and navy C3. Sequence for round of combat is peltast A1, defending hoplite B2, attacking hoplite B2, then navy C3.*

5.2 COMBAT HITS

When a block attacks, roll dice equal to its current *strength*. A hit is scored for each die equal to or lower than its combat rating.

EXAMPLE: *Hoplite at strength 4 rolls 4 dice. It has a B3 combat rating, meaning rolls of 1, 2, and 3 are hits, and 4, 5, and 6 are misses.*

Specific enemy blocks **cannot** be targeted. Each hit reduces the *strongest* enemy block eligible. When two or more blocks share the highest strength, the owner chooses which to reduce.

NOTE: *Combat hits are not simultaneous. All rolled hits are applied immediately.*

5.3 SIEGES and BLOCKADES

Sieges and blockades are unresolved combat in *walled city* hexes. Unlike battles, they occur over multiple Game Turns when neither side is eliminated or retreats after two rounds of combat.

NOTE: *Armies siege and navies blockade. Both can occur at the same time and are essential to affect a full siege of land ports.*

Typically, blocks withdrawn into siege take no action in battle outside the walled city and are not eligible to take hits – unless the Active Player decides to **storm** or **sally**, as described in the following paragraphs.

When the Active Player chooses combat for a hex he is *besieging*, his blocks **storm** the city. The opponent is therefore defending from within a walled city and cannot retreat.

When the Active Player chooses combat for a hex in which he is *besieged*, his blocks **sally** and meet the opponent outside the walled city. Sallying forces can withdraw but sallying **armies cannot** retreat.

NOTE: *Any additional blocks the Active Player moved into the hex to help lift the siege or blockade are considered relief forces. During the battle, relief forces can retreat but cannot withdraw into siege*

5.31 Siege Limits

Walled city size (1.2) restricts the number of blocks that can accept siege and storm:

Major: 4 blocks **Minor:** 2 blocks

Extra blocks fight a battle as normal.

If all blocks are withdrawn into siege, extra attacking blocks are reserves that **cannot** storm or take hits but still roll for Siege Attrition normally if present after combat (6.0).

5.4 BATTLE PROCEDURE

For a new combat:

The Active Player reveals all attacking blocks. The defender then declares for each block to **engage** (reveal block by tipping it forward) or **withdraw** into siege (if allowed and within Siege Limits) before battle begins.

For an on-going siege or blockade:

If besieging, the Active Player declares, for both navy and army separately, to engage (**storm**) and perform Siege Battle only or remain on siege or blockade.

If besieged or blockaded, the Active Player declares, for both navy and army separately, to engage (**sally**) or remain in siege or blockade.

IMPORTANT: *All relief forces must engage, even if no besieged blocks sally.*

NOTE: *In the case of the Active Player sallying, he is the attacker and the besieging opponent the defender.*

At any time during a round of combat, if one side has no blocks remaining in the embattled hex, their opponent **wins** the battle (5.6).

Battles Sequence

The sequence to resolve multiple battles is an important part of play. The result of one battle can affect regrouping and retreats in later battles.

Shore Combat

Ships in a port or beached were often attacked by armies and destroyed, most notably at AEGOSPOTAMI, the war-winning Spartan victory in 405. In walled cities, the defender can avoid this fate by accepting siege before the first round of battle.

Siege-craft

Few sieges during the Peloponnesian War ended with the attacker taking the city by assault. Siege-craft was primitive, consisting mainly of scaling ladders, battering rams, earth ramps, and mining. The lack of good local timber and rocky soils made none of that easy. Siege towers, catapults, and ballistae were inventions for the next century. Most cities surrendered on terms (sometimes after several years of investment), or because of internal revolt and treachery. Sieges always meant significant losses from disease, desertion, and exposure for both sides.

Sieges and Blockades

Unlike battles which end after two rounds of combat, sieges and blockades may continue over multiple Game Turns. The besieger has the option to continue the siege or blockade into the next Game Turn, but both sides are subject to Siege Attrition.

Athens' Long Walls

ATHENS has two parallel walls, three miles long, linking the walled city to its fortified port. Provided control of the sea was kept, the walls ensured that no enemy army could starve ATHENS from her critical grain imports.

Spartan Walls

ATHENS, CORINTH, and THEBES were all fortified with high, thick walls. Spartans considered such defenses “unmanly” and their cities were unwalled.

Fortified Ports

Most walled port cities had fortified harbors where ships could be protected from enemy naval action. These were typically beaches with flanking defensive towers and a floating barrier or chain to seal access.

ATHENS & SPARTA

5.41 First Round of Combat

Sea Battle – Engaged navies act in combat order (5.1) and may **attack** or **withdraw** (if allowed and within Siege Limits) and are eligible to take hits (5.2).

For each navy block which did not act, because there is no opposing navy, owning player must state if it will **engage** in *Land Battle*, **withdraw** (if allowed and within Siege Limits), or remain at sea and take no further action this round.

Land Battle – Engaged armies and navies act in combat order and may **attack** or **withdraw** (if allowed and within Siege Limits) and are eligible to take hits.

IMPORTANT: *If the defender of a straits hex has sea control (4.2) attacking armies cannot cross to engage until the defending navy is eliminated, retreats, or withdraws.*

When only *defender* blocks in siege remain, for each engaged block which did not act the *attacker* must state if it will **storm** the city (*Siege Battle*) or stay in reserve and take no further action this round.

Siege Battle – Storming blocks and all blocks in siege attack in combat order (5.1) and are eligible to take hits (5.2).

IMPORTANT: *When storming or defending from a walled city, cavalry fight at B1, navy fight at C1, and all defenders receive double defense: two hits are required to lose a step. Each hit is treated as a half-hit and the next hit must be taken by the same block. Any half-hits remaining after combat recover.*

When all blocks in siege are eliminated, the attacker takes the city. Any defending navy which remains cannot later withdraw.

5.42 Second Round of Battle

Repeat the first round of battle. Attacking (or storming and sallying) and defending blocks now have the additional option to **retreat**, **except** blocks during *Siege Battle* and besieged **armies** which sallied.

5.43 End of Battle Rounds

If Active Player **sallied**, unless all besiegers are eliminated, sally forces **must** withdraw back to the city after Round 2 ends and remaining relief forces **must** retreat.

If the attacker *took a walled city*, defending navy **must** retreat if an attacking navy is still present. Otherwise it may go on blockade.

If attacker *did not take a walled city*, an attacking navy **must** retreat if defending navy is still present. Otherwise it may go on blockade.

If a *new combat*, and defenders remain **not** in siege, the attacking army **must** retreat taking one extra fire from defending peltasts and cavalry. Otherwise it may go on siege.

5.5 RETREATS

During retreats, terrain limits apply (4.1). Blocks that cannot retreat are *eliminated*.

Attacking armies must retreat to adjacent hexes via hex-sides used to *start* the combat. Defending armies retreat to adjacent hexes via *any other* hex-sides. Players can retreat to any friendly or vacant hex, but **never** to enemy-occupied hexes, nor to a contested hex.

IMPORTANT: *If the defender of a straits hex has sea control (4.2), attacking armies cannot cross to retreat until the defending navy is eliminated, retreats, or withdraws.*

Navies must retreat (not via enemy hexes) to a friendly port within four hexes.

5.6 REGROUPS

Victorious navies may regroup (not via enemy hexes) to a friendly port within 4 hexes.

If a *new battle*, the victor may immediately move any number of victorious armies to adjacent friendly hexes. Terrain limits apply (4.1). They can regroup to an existing and friendly siege or blockade hex (4.2) but **cannot** attack again this Combat Phase.

Victorious armies of an *on-going siege* cannot regroup.

5.61 Pillage

When a major city is captured, the victor receives pillage build points (BPs) equal to the city's value (8.1). These BPs must be spent on victorious blocks that **do not** regroup.

Combat Example

Sparta attacks CHIOS with navies (2C2, 1C2, and 1C2) and a peltast (2A2). Athens defends with navy (2C2) and 2 hoplites (2B3 and 1B3) and cannot withdraw as CHIOS is not a walled-city. *Because the Athenian navy controls the sea, Spartan peltast may not be able to engage.*

Round 1 Sea Battle:

Defending Athenian navy attacks first and rolls 2 hits! The first hit must be taken by the Spartan navy 2C2 as it is strongest, the second hit eliminates navy 1C2. The two remaining Spartan navies now attack in turn and roll 1 hit to reduce the Athenian navy to 1C2. All navies acted.

Land Battle:

Spartan peltast cannot attack as defending navy is still present, so the Athenian hoplites watch from shore. *Siege Battle* can be skipped as there is no walled city.

Round 2 Sea Battle:

Defending Athenian navy attacks and misses. First Spartan navy rolls a hit and eliminates Athenian navy 1C2. Remaining Spartan ship decides to engage in *Land Battle* as the Spartan peltast can engage.

Land Battle:

Spartan peltast rolls two hits reducing strongest Athenian hoplite to 1B3 and eliminating the other. Defending Athenian hoplite attacks and scores 1 hit which the Spartan peltast must take. Finally, Spartan navy attacks and rolls one hit, eliminating the final Athenian hoplite.

No opposing blocks remain. The Spartans, left with a 1C2 navy and 1A2 peltast, decide not to regroup and instead pillage CHIOS for 2 BPs, reinforcing the navy to 2C2 and peltast to 2A2.

Combat Example

Sparta attacks AMPHIPOLIS with hoplite 4B4 and peltast 4A1. Athens defends with hoplite 3B2 and peltast 2A1. Athens decides not to withdraw to try and force Sparta to retreat.

Round 1 Land Battle:

Athenian peltast misses. Spartan peltast rolls 1 hit which must be taken by Athenian hoplite 3B4. Athenian hoplite rolls 1 hit, taken by Spartan peltast 3A1. Spartan hoplite rolls 2 hits leaving Athenian peltast 1A1 and hoplite 1B2.

Round 2 Land Battle:

Athenian peltast withdraws into city. Spartan peltast misses. Athenian hoplite withdraws as well. Remaining Spartan hoplite decides to storm the city.

Siege Battle:

Spartan hoplite rolls 2 hits, which counts as 1 hit (double defense). Athenian peltast is eliminated. Athens now hold the city with hoplite 1B2.

End of combat and each Spartan block has the option to go on siege or regroup. Sparta decides to siege with both blocks and will roll for *Siege Attrition* (4+) at the end of his turn.

ATHENS & SPARTA

6.0 SIEGE ATTRITION

The Active Player makes Siege Attrition rolls *after* the Combat Phase for **all** friendly blocks in a siege and blockade. Roll one die *per block*. Rolls that equal or exceed the target number (below) are hits taken on the highest strength block(s) as normal.

Status	Defender	Attacker
Half-Siege	5+	4+
Full Siege	3+	

Half-Siege: siege or blockade.
Full Siege: siege and blockade
 Siege of a landlocked city (no port) is a full siege.
 Blockade of an island (6.1) is a full-siege.

6.1 ISLAND BLOCKADES

Blockades of ports on island with **six** sea hex-sides (e.g. NAXOS), islands with only one port (e.g. CEPHALLENIA), or islands that can only be reached via **one** strait (e.g. CORCYRA) are full sieges. This does not apply to ports on larger islands like Euboia where land supply is also available.

7.0 REVOLTS

Revolts are sponsored by spending MPs to deploy a TYRANT or DEMOS block in an enemy *major* city. The block's strength is set by the number of MPs spent (3 MPs = Strength 3).

IMPORTANT: ATHENS and SPARTA are immune to revolts. Neutral cities are also immune until they join one player. Revolts are **not** allowed in minor cities.

Revolts are *automatically* successful in a vacant enemy major city. Otherwise, they are resolved as normal Siege Battles

The revolt block does not count toward stacking, hex-side, or siege attack limits. All defending blocks (including navies) can help defeat a revolt. The revolt block delivers *full hits* in walled cities, not half-hits like other attackers. The revolt block takes hits normally.

When a revolt succeeds, the block can be **disbanded (8.6)** or **exchanged** (now or later) for a *peltast of the same strength* from the Replacement Pool. If the revolt fails, the revolt block is eliminated. When disbanded or exchanged, the revolt block can be reused as desired, but never against the same city in the same Olympiad.

7.1 HELOT REVOLTS

The Spartan city of MESSENE can be targeted for revolt. Instead of the DEMOS block, the HELOT block is deployed at its desired strength (1 MP per step) at MESSENE for normal combat, assisted by friendly blocks.

EXCEPTION: The HELOT cannot retreat and is eliminated if any defenders remain after two rounds of combat.

A victorious HELOT remains on the map and functions like any peltast for the rest of the game. If eliminated, the HELOT cannot revolt again in the same Olympiad.

8.0 REPLACEMENTS

At the end of *each* Olympiad, both players have a simultaneous Replacement Phase. Steps can be added to existing blocks, and new blocks can be built.

8.1 BUILD POINTS (BP)

Players receive BPs equal to the total point value of cities under their control, including neutral cities. BPs are expended to reinforce or replace blocks. The maximum BPs that may be spent per major city is 2x the city's value, and the maximum per minor city is 1 BP. ATHENS and SPARTA have a build limits of 8 BPs.

IMPORTANT: Besieged or blockaded cities **do not** provide BPs for either player.

8.2 REINFORCEMENTS

Reinforcing is adding one or more steps to *existing* blocks on the map. Blocks in a non-city hex **cannot** be reinforced. Only besieging blocks in a siege or blockade can be reinforced.

8.3 NEW BLOCKS

New blocks are chosen from a player's Replacement Pool where they stand upright, off-map, facing their owner. They **must** be built in their home city, but not if enemy-held. RESERVE blocks are built in any friendly major city, subject to BP limits (8.1).

8.4 BLOCK COSTS

Cost per step varies with type.

- 1 BP Peltasts & Hoplites
- 2 BP Cavalry & Ships

8.5 ELIMINATED BLOCKS

Blocks are *not* permanently eliminated. Place them in the Replacement Pool where they can be built again normally.

8.6 DISBANDING

Players may disband any block to their Replacement Pool. Steps on disbanded blocks are *forfeit*, but they can be rebuilt *immediately* at normal BPs. Players **cannot** merge blocks on the map.

Landlocked Cities

Cities like ELIS, MESSENE, SPARTA, and THEBES are not ports. These hexes cannot be blockaded by navies, but also cannot benefit from supply by sea. They are subject to full-siege when besieged only by armies.

Siege Attrition

At the start of the game, Athens has POTIDAEA under siege and blockade. This is a full siege. Sparta rolls at 3+ for each block at the end of each Spartan turn. Athens rolls at 4+ at the end of each Athenian turn. If either the Athenian navy or army leaves or is eliminated, this is now a "Half-Siege" and the Spartan roll is at 5+. Half-siege means a city still has supply either by sea (no blockade) or by land (no siege). ATHENS could survive a Spartan siege by maintaining her sea supply. Sparta won only when she was able to blockade ATHENS and mount a full-siege.

Revolts

Throughout the war there was an internal struggle between the Tyrants and the Democrats in most city states. The Democrats favored Athens, the Tyrants favored Sparta. Assassinations and executions dominated the civic scene throughout the war. Both sides faced revolts, especially Sparta after the Peace of Nicias, and Athens after the Syracuse disaster. The Athenian Empire was more vulnerable to revolts, and this difference is reflected in the higher combat rating of the TYRANTS block.

Note that revolts in a vacant major city are automatic. Worse, the rebel city may be used as a destination for enemy strategic movement on the following Game Turn. Leaving a major city unguarded is unwise.

Build Points (BPs)

At the start of the game, Athenian cities total 20 BPs, Spartan cities total 18 BPs, and 10 BPs are neutral. Athens starts play with only 19 BPs, though, because POTIDAEA is under Spartan control. Neither side counts besieged or blockaded BPs.

SYRACUSE Points (Optional)

After the first deal, both players allocate one card face-down at Sicily, leaving only five cards for the first Olympiad. The sum of the two cards become the point value for SYRACUSE (instead of the standard 4). The cards are not revealed until SYRACUSE is attacked. Once revealed, the cards remain face-up for the remainder of game.

ATHENS & SPARTA

9.0 STRATEGICS

9.1 HELLESPONT

Athens imported grain from Black Sea colonies to feed her large population. ABYDOS was a choke point for this trade. Spartan **sea control** (4.2) of ABYDOS requires Athens to remove any one block from those located in ATHENS at the end of **every** Athenian Player Turn.

9.2 SICILY

If SYRACUSE is captured by Athens, and **sea control** is maintained, she is *immune* to the effects of Hellepont (9.1) attrition.

SYRACUSE was an important food source for CORINTH. If SYRACUSE is blockaded or captured by Athens, **all** enemy blocks located in CORINTH roll for Siege Attrition (5+) at the end of each Spartan Player Turn.

SYRACUSE is an “off-board” area (ignore hexes). Movement to and from SYRACUSE **must** be made via a friendly (unblockaded) CORCYRA, LEUCAS, CEPHALLENIA, or CYLLENE. Each of these embarkation ports has a black ship labeled “Sicily”.

All units in Sicily are only ever located in the city of SYRACUSE. Occupation of any other hex in Sicily is **prohibited**.

Both ships and armies can Sea Move to SYRACUSE. This is the only time blocks can move to a besieged or blockaded port by Strategic Movement. One (1) MP is required to move each block.

All standard Combat Phase rules apply, except that attacking armies **cannot** retreat and there is no regrouping after combat. Attacking and relief forces navies can retreat to a friendly embarkation hex. Attacking relief force armies are *eliminated* (5.5).

Defending navies and armies may withdraw into SYRACUSE and **must** do so after the second round of combat. Attacking blocks may then siege and/or blockade.

IMPORTANT: If a Player Turn ends with the defender having sea control of SYRACUSE, the attacker rolls for Siege Attrition at **+1**.

Armies wishing to retreat must move out in the Move Phase. Only the player with **sea control** can retreat.

9.3 PERSIA

Persian cities (orange) are *neutral*. If Sparta gains controls of MILETUS, Persian support becomes available. Their support lowers the cost of **all** Spartan (and allied) navies to 1 BP per step.

Persian support is optional for Sparta but *irrevocable*. The price for Persian support is that MILETUS becomes Persian **after** the war and its 2 BP cannot be counted by the Spartan player for victory purposes. Persian support ceases (**permanently**) should Athens regain control of MILETUS.

While the Persian alliance exists, all Persian hexes and ports are friendly to Sparta. Spartan forces can enter or traverse Persian territory; Athenian forces can **never** cross into Persia.

9.4 REBEL NAVIES

Four Athenian cities (CHIOS, CORCYRA, MYTILENE, and RHODES) have their own navies. If these cities are controlled by the Spartan player, the relevant navy *immediately* moves to the city (free move) and is converted to the Spartan navy of the same name at the same strength. If the rebel navy is in the Replacement Pool at the time, it becomes available to be built by the Spartan player in its home city.

Hence, if RHODES falls to the Spartans (by revolt or conquest), the RHODES navy moves to RHODES and converts to the Spartan navy. The navy converts back to Athens if she retakes the rebel city.

9.5 NEUTRAL CITIES

Neutral cities are potential allies for either player. Players can move through a neutral city hex but cannot stop there *unless attacking*.

If a neutral city is attacked, it *immediately* joins the other side. Applicable forces are deployed at full strength to defend the city. All normal rules for combat apply.

Once activated, neutral cities, their city points and blocks, belong to their ally for the duration of the game, *unless* they change sides by conquest or revolt. All rules pertaining to friendly cities apply to allied neutral cities.

Neutral blocks immediately change sides, at current strength, if their home city is occupied by the enemy player. If the neutral blocks are deployed with other blocks at this time, they change sides and a normal combat is fought with the neutral blocks on offense. Neutral city BPs must be spent on neutral blocks of that city, when possible, but can otherwise be used to reinforce and/or rebuild any friendly blocks.

The Peace of Nicias

In 421, after ten years of fighting, Athens and Sparta made a “50-year peace”, but the war essentially continued in proxy form. Sparta first declined to return AMPHIPOLIS to Athens, which then refused to give back PYLOS. In 418, Sparta took exception to a defense alliance of ARGOS, ELIS, and MEGARA. Sparta invaded and defeated ARGOS at the Battle of Mantinea. Athens had sent 1000 hoplites to ARGOS honoring a previous treaty obligation and just 300 survived the battle. Athens then launched her disastrous attack on SYRACUSE. The “peace” ended in 413 when Sparta secured Persian aid and openly resumed the war.

SYRACUSE

SYRACUSE, founded by CORINTH, was the most powerful city on Sicily, and second only to ATHENS in wealth. Although SYRACUSE was neutral, she effectively supported Sparta by exporting grain to CORINTH – a staunch Spartan ally. Athens sent a small force to Sicily in 427 BC to support her allies, but left one year later, unable to continue a war against both Sparta and SYRACUSE. During the Peace of Nicias the issue of SYRACUSE again rose and, in 415, a fateful decision was taken to mount a major attack. Due to poor Athenian generalship and logistics, and good defense by SYRACUSE with Spartan aid, the expedition turned into a disaster. Athens lost over 200 ships, 40,000 crew, 10,000 hoplites, and 10,000 peltasts, crippling her for the remainder of the war.

Persia

Athens’ attempt to restore her finances and navy after the Sicilian disaster led to higher tax and tribute assessments on her allies. Most of those allies had also suffered huge losses in Sicily. Revolts festered everywhere. In 412, CHIOS revolted with Spartan help, gaining Sparta 80 ships. The revolt then spread to EPHEBUS and MILETUS (the jewel of Ionia). This chain of events brought Tissaphernes, Satrap of Caria, to MILETUS to negotiate treaty between Persia and Sparta.

The Persians had an existing non-aggression treaty with Athens, but the new Great King saw an opportunity to recover the Ionian cities lost after Persian defeats in 480 (MARATHON and SALAMIS) and 479 BC (PLATAEA).

Athens is prohibited from crossing the Persian border because large Persian armies are not represented in the game. The two Persian cities shown on the map were strongly garrisoned

ATHENS & SPARTA

10.0 VICTORY

10.1 SUDDEN DEATH

If ATHENS or SPARTA is occupied by one or more enemy blocks at the end of any Game Turn, the game ends *immediately*.

10.2 VICTORY POINTS

After each Olympiad, add the point values of all controlled cities that are *not* besieged and/or blockaded, including neutral cities. To win, a player must control **30+** points.

If neither side wins by the end of **Olympiad 89**, the player with the *higher* city points wins. If tied, Athens wins.

10.3 TOURNEY BIDDING

Players should always bid for sides in tourney games. Flip a coin to determine who has first bid. Bids should be made in increments of 1 (a first bid of 0 is okay). The highest bid plays the named side and removes steps equal to the bid. That is, a winning bid of "Athens 3" plays Athens but removes three steps (total) from any desired starting units. No unit can take more than one step loss.

CREDITS

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COMBAT ROUND SUMMARY (5.4)

For *New Battles* and *Sallies*, perform all three battles, in sequence, as required.

For *Sieges*, perform SIEGE BATTLE only.

SEA BATTLE

Navy Combat Options

- **Attack**
- **Withdraw**
 - a. *Unless* Relief Forces
 - b. Within Siege Limits ¹
- **Retreat**
 - a. Round 2 *only*
- **Engage in Land Battle**
 - a. If *no* opposing Navy
- **Remain at Sea (Pass)**
 - a. If *no* opposing Navy

LAND BATTLE

Army and Navy Combat Options

- **Attack**
- **Withdraw**
 - a. *Unless* Relief Forces
 - b. Within Siege Limits ¹
- **Retreat**
 - a. Round 2 *only*
 - b. *Unless* Sallying Army
- **Engage in Siege Battle**
 - a. If *no* opposing blocks
 - b. Within Siege Limits ¹
- **Stay in Reserve (Pass)**
 - a. If *no* opposing blocks

SIEGE BATTLE

Army and Navy Combat Options

- **Attack**
 - a. Cavalry Fights at B1
 - b. Navy Fights at C1
 - c. Defenders have Double Defense ²
- **Retreat**
 - a. Storming blocks *only*

For *New Battles* and *Sallies*, if all defending/besieging blocks are eliminated or retreat, attacker wins the battle.

For *Sieges*, if all besieged blocks are eliminated, opponent wins the battle.

¹ **Major** city: 4 blocks
Minor city: 2 blocks

² Two hits required to lose a step. Each hit treated as a half-hit and the next hit **must** be taken by the same block.

INDEX

Attack Limits	4.1, 5.31
Battles	5.3
Blockades	5.3
Islands	6.1
Building (BPs)	8.1
Cards	Intro
Event Cards	4.6
Cavalry	2.23, 4.4, 5.41, 8.4
Cities	1.1
Major Cities	1.2
Combat	5.0
Combat Fire	5.1
Combat Hits	5.2
Combat Turns	2.12
Double Defense	5.41
Siege Battle	5.41
Corinth Diolkos	1.6
Deployment	3.0
Disbanding	8.6
Eliminated Blocks	8.5
Hex Control	4.2
Helot Revolts	7.1
Hellespont	9.1
Hex-side Limits	4.1
Home City	2.14
Hoplites	2.21, 4.4, 8.4
Leaders (Demos & Tyrants)	7.0
March Move	4.51
Move Ratings	2.13, 4.4
Movement	4.0
Operation Moves	4.4
Strategic Moves	4.5
Move Point (MP)	4.0, 4.6
Navies	2.24
Neutrals	3.1
Oracles	1.4
Peltasts	2.22, 8.4
Persia	9.3
Pillage	5.61
Ports	1.3
Regroups	5.6
Reinforcements	8.2
Relief Forces	5.3, 9.2
Replacements	8.0
Retreats	5.5
Revolts	7.0
Rivers	Terrain Effects Table
Sea Control	4.2
Sicily	9.2
Sieges	5.3
Siege Attacks	5.41
Siege Attrition	6.0
Siege Limits	5.31
Straits	1.5, 4.3
Terrain	4.1
Victory	1.2, 10.0