

# Amphipolis, 424-422 B.C.

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*“Men of the Peloponnese, since the country from which we come has always been free on account of its vigor, and since you as Dorians are used to defeating Ionians, than whom we have always been stronger, let the mere mention of these facts be sufficient.” - Thucydides, The Peloponnesian War, V, 9,1.*

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*Amphipolis, 424 to 422 B.C.*, is a historical game for two players covering the battles and operations carried out by the Peloponnesian expeditionary corps led by the Spartan general Brasidas, whose intent was to conquer the Athenian colony of Amphipolis, as well as the efforts of the Athenians to prevent him from doing so. This is the third game of the series covering the great battles of the Peloponnesian War, the two previous games being *Sphacterie 425 B.C.* (Vae Victis #96) and *Syracuse 415-413 B.C.* (Vae Victis #103).

## 0. General Rules

### 0.1 Dice

One six-sided die (noted as 1d6) and a cup are needed for play.

### 0.2 Game scale

A game turn represents three months of real time.

One Point of Force (PF) represents, depending on the type of unit, 1 trireme, 15 cavalrymen, 25 hoplites, 50 peltasts or 100 archers.

## 1.0 Map and counters

### 1.1 The map

The game has a main map (Amphipolis and its surrounding region), an operational map (Chalcidique [Chalcidicè]) and the rear bases (each of which is named).

#### 1.1.1 The main map

This map is divided into maritime and land zones. These zones regulate unit placement and movement. This enables maneuvering and combat in the area around Amphipolis, at the grand-tactical scale.

#### Maritime zones

There are two types of maritime zones, numbered from M1 to M3:

- port zones.

*Clarification: there is only one port on the map, in M1 (the port of Eion), and only the Athenians can use it.*

- sea zones (M2 and M3).

#### Land zones

There are 4 types of land zones, numbered from T1 to T27:

- city zones (Eion in T5, Amphipolis in T12 and Argilos in T22).

*Special Case: zone T12 contains a citadel inside it; see 4.3.4.*

- clair (clear) terrain zones (for example, T7).
- humide (humid) terrain zones (for example, T17).
- élevé (elevated) terrain zones (for example, T21).

#### Boundaries of zones

Certain zones are bordered on one or more sides by a river (the Strymon) or by walls (which can be currently in place, previously destroyed or not yet constructed). Walls that are not yet constructed (between T9 and T11, and between T11 and T13) only exist (i.e., are considered as constructed) after the “Mur” (“Wall”) marker has been deployed (see 5).

### 1.1.2 The operational map

This map allows players to maneuver at the operational level in the region of Chalcidique (Chalcidicè), near Amphipolis.

#### Operational zones

The operational map contains 8 operational zones numbered from O1 to O8. Both players have access to the operational zones through the rules found in 3.2.

### 1.1.3 Rear bases

These enable access to reinforcements, reception of units returning from Chalcidicè and avoidance of attrition for units which take refuge there.

#### Zones of rear bases

The zones of Thasos, Macédoine (Macedonia) and Thrace are the three rear bases existing in the game. Only the Athenians can use Thasos (the Spartans cannot enter this zone). Only the Spartans can use Macedonia (the Athenians cannot enter this zone). Both players can use Thrace (but not at the same time).

*Design note:* Rear bases represent in a larger sense the regional “strategic depth” of each side. Thus Thasos represents not only the basic resources of the base of Thasos but also those of Potidaea and indeed of Athens itself.

### 1.2 The counters

The base color of each counter indicates which side each combat unit, leader and strategem belongs to.

A white vertical band distinguishes Athenian or Spartan leaders and combat units from those of their allies, which lack the white band.

*Example:* the two H counters having 8PF with bonus are Spartan allied units.

#### 1.2.1 Combat units

Combat units are represented by double-sided counters:

- The front side indicates the unit at full strength.
- The back side indicates the reduced strength of that unit when it has been weakened (full strength divided by 2 and rounded up to the next whole number if the unit has a bonus; if no bonus, it is rounded down).

Each unit has:

- a type: T for Triremes, H for Hoplites, C for Cavalry, P for Peltasts (and light units) or A for Archers. H, C, P, and A units are land units, and T units are naval units.
- a value expressed in Points of Force (PF), representing their effective strength (see 0.2).
- some units have a bonus, shown by a “sword” icon.

Generally speaking:

- land units have 4 Movement Points (PM) in land zones and can be convoyed by sea.
- naval units (T) have an unlimited movement capability.

*Clarification:* Movement Points (PM) are not depicted on the combat unit counters.

#### 1.2.2 Leaders

Leaders are represented by double-sided counters:

- the front side shows the leader in full possession of his abilities.
- the back side shows the leader when wounded or ill.

- some leaders have a single bonus, shown by a “sword” icon, or a double or triple bonus, shown by two or three “swords” icons, respectively.

Generally speaking:

- leaders have a movement allowance of 5 PM in land zones and unlimited movement in maritime zones.

*Clarification: Movement Points (PM) are not depicted on the leader counters.*

### **1.2.3 Garrisons**

These are immobile counters representing the garrisons of the citadel of Amphipolis and the 8 operational zones. Each counter bears an allegiance value (VA) and a strength represented in Points of Force (PF).

*Special Case: the Spartan side of the garrison of Amphipolis has no VA.*

### **1.2.4 Strategems**

Strategems are double-sided counters bearing the name of an event or a specific bonus, as well as an identifying number (see 7.)

### **1.2.5 Markers**

These serve to record action points (see **2.B**), the turn number (see **2.D**) and the advantage (see **8.**) on the spaces provided for those functions. A marker is also provided for construction of walls on certain borders between zones (see **5.**).

## **1.3 English translation of French terms used on the map**

### **1.3.1 Place names that differ in English**

- Chalcidique = Chalcidicè
- Macédoine = Macedonia
- Acanthe = Acanthos

### **1.3.2 Names of seasons**

Été = summer

Automne = autumn

Hiver = winter

Printemps = spring

### **1.3.3 Terrain types**

Clair = clear

Humide = humid

Élevé = elevated

Ville = city

Pont = bridge

Mer = sea

Point d’angle = where several zones meet only at a juncture point, rather than sharing an extended boundary. The zones are then regarded as non-adjacent (see 3.1).

### **1.3.4 Spaces for markers**

Avantage = advantage

Flottille = flotilla

Mur = wall

## **2. Sequence of play**

Each game turn is organized as follows:

### **A – Strategem Selection Phase**

All available strategems are placed in a cup. Each player draws 2 of them blindly and keeps them secret. After being used, a strategem is returned to the cup, except for strategem S3 “Flottille” (Flotilla), which has a permanent effect and is removed from play after use (place it on the place provided on the map).

*Example:* Strategem S3 has “Flottille” (Flotilla) on the front and S15 “Renforts” (Reinforcements) on the back; it is only removed from play if the “Flottille” side is used. Using the “Renforts” side doesn’t mean that the strategem counter is removed from play: it is returned to the cup after use in the normal way.

## **B – Activation Phase**

### **B.1 Activation Points (PA)**

Each player rolls 2d6. *Special Case:* each player rolls a single d6 during armistice turns (turns 4 through 7).

The player with the higher result gains the initiative. If both rolls are equal, the player with advantage (see 8.) gains the initiative. As a reminder, place the “Turn” marker with that side’s color face up.

Moreover, each player gets the same number of PA (Action Points) as the number he rolled, divided by two and rounded up. Also, each player adds 1 PA to his total on été (summer) and automne (autumn) turns. Likewise, each player subtracts 1 PA from his total during hiver (winter) turns, unless his total is already only 1 or 2. “Action” markers are placed on the track to indicate the number of PA available to each player.

*Example:* During the été (summer) turn of -422 (i.e., 422 B.C.), Sparta rolls an 8 and Athens rolls a 5 on the dice. Sparta gains the initiative and  $4+1=5$ PA. Athens gets  $3+1=4$  PA.

### **B.2 Reinforcements**

The arrival of reinforcements for each player is listed for the current turn or caused by use of strategem S15 “Renforts” (see 7.). They are deployed on the indicated rear base, starting with the player having the advantage (see 8.). If none of the rear bases indicated for deployment of the reinforcements are free of enemy units, the player postpones the arrival of these reinforcements until the next turn.

The newly deployed reinforcements (see 3.2 and 3.4) can be moved immediately, via normal movement or by an operation (see 3.), without expending PA, and starting with the player having the advantage. However, these units cannot enter a zone occupied by enemy units. The arriving units can move again normally during Action Phases (see B.3).

Wounded or ill leaders are flipped to their front side.

### **B.3. Actions**

The player who gained the initiative in B.1 carries out the first Action Phase, as the active player (the other player is referred to as the passive player during this Action Phase).

During an Action Phase, the active player carries out actions in the following order:

**B.3.1.** He must announce the total number of PA (at least 1, or at most all of his remaining PA) which he will expend during that Action Phase. He then subtracts these PA from his total as he expends them, moving his “Action” marker toward 0 (zero) on the track.

**B.3.2.** He can activate, one after the other, zones occupied by his units, and can move some or all of his units and leaders in those zones via movement or via an operation (see 3.).

The activation cost is:

- 0 PA (free) per activated zone, if it contains a leader with a double or triple bonus (two or three “swords”) or if it is a rear base.

- 1 PA per activated zone, if it contains a leader with a single bonus (one “sword”) or with no bonus.
- 2 PA per activated zone, if it does not contain a leader.

*Special Case: an activation costs a minimum of 1 PA if at least one unit in the activated zone carries out an operation (see 3.3), even if the zone contains a leader with a double or triple bonus.*

**B.3.3.** He must resolve combats (see 4.) in zones containing units of both players (only a single PA is expended for all combats during the current Action Phase).

The passive player then becomes the active player and carries out his own Action Phase.

When one player runs out of PA, he must “pass” and let his opponent carry out an Action Phase if he has any PA left. Place the “Action” marker of the player who has expended all of his PA on its “Apathie” (Apathy) side.

*Clarification: A player cannot pass voluntarily: he is required to spend at least one PA during his Action Phase, if he has any. He can pass only if he has no PA remaining.*

When both players have expended all of their PA, the Action Phase ends. *Clarification: at that point, all combats must have been resolved.*

The active and passive players can play strategems at any point, with a limit of one strategem each per Action Phase.

### **C – Construction Phase**

The Spartan player can undertake construction (see 5.).

### **D – Adjustment Phase**

The player who won the initiative in B.1 carries out his adjustments first, in the following order:

- D.1. He can keep only a single strategem of his choice; he must return any additional strategems to the cup.
- D.2. He can move leaders and units deployed on the main map, via a free operation, to a city zone not containing enemy units (and, with respect to zone T12, not to a citadel containing enemy units), but must comply with the stacking limit.

The other player then carries out his D.1 and D.2 adjustments.

The initiative player now carries out the rest of his adjustments:

- **D.3.** He can flip as many reduced (weakened) units on the main map to their full strength side as the number of leader bonus points he has.
- **D.4.** He can freely transfer his leaders and units to an eligible rear base (see 1.1.3) via an operation from the main map and one other from the operational map, while complying with the limits and restrictions listed in 3.2. During Phase B.2 of the next turn, units in a rear base as a result of this movement are henceforth considered to be reinforcements.

*Special Case: The Athenian player can only transfer one land combat unit per PF of triremes to Thasos, which is an island. On the other hand, he can transfer naval units by themselves (but not land units by themselves). However, there is no restriction on the number of leaders transferred.*

- **D.5.** Resolve sieges in the operational zones (see 4.3).
- **D.6.** Make attrition checks as needed (see 6.4).

The second player then performs his adjustments D.3 through D.6.

*Clarification: If the rear base of Thrace is already occupied by the initiative player’s units, the other player cannot send leaders or units there in his Phase D.4.*

- **D.7.** Victory conditions are checked (see 9.) and the “Turn” marker is advanced one space.

## **3. Movement, operations and stacking**

Leaders and combat units can move once per Action Phase, but several times per turn (within the limit of once per Action Phase).

There are several types of movement:

- normal movement is a transfer from one zone to another adjacent zone by expending PM (Movement Points).
- an operation is a transfer directly from one zone to another without expending PM.

There are several categories of spaces:

- land zones and the rear bases of Thrace and Macédoine (Macedonia) are considered as land spaces, solely accessible to leaders and land units.
- operational zones and the rear base of Thasos are considered as mixed spaces, accessible to leaders, land units and naval units.
- maritime zones are considered as sea spaces, solely accessible to leaders and naval units (however, see 3.1.2 and 3.1.3 for naval transport of land units).

**See Player Aid: Different Types of Movement, which give the overview of authorized movements and operations per Phases.**

### **3.1 Movement**

Movement is concerned with transfer between different zones of the main map as well as from the 3 rear bases to the main map during the arrival of reinforcements in Phase B.2, and from Thasos (only) to the main map in Phase B.3.

*Clarification:* On the other hand, transfer from the main map to a rear base cannot be made via normal movement (see 3.2).

Normal movement is allowed from one zone to another adjacent zone. Two zones touching only at a juncture point are not considered to be adjacent. Juncture points (represented by a distinctive symbol) occur at: T7-T9-T11-T12; T5-T6 and T4-T5-M1-M2.

*Examples:* moving directly from T5 to T6, from T7 to T11 and from T9 to T12 is not allowed.

*Clarifications regarding the map edge:* moving directly from T26 to T18 or T19, and vice versa, is not allowed. Moving directly from T19 to T20, and vice versa, is not allowed.

Rear bases follow the same rules as land and maritime zones in terms of adjacent zones: Thrace is adjacent to T1 and T2, and Macédoine (Macedonia) is adjacent to T23 and T26.

*Special Case:* Thasos is considered adjacent to M2 only. Land movement directly from Thasos to T4 is not allowed.

#### **3.1.1 Limits on movement**

- there is no limit on the number of leaders and units that can move via a single movement.
- land units cannot enter a maritime zone by themselves (see 3.1.2 and 3.1.3).
- naval units cannot enter a land zone.
- leaders can move into land zones like land units (either alone or accompanied by combat units) and into maritime or mixed zones like naval units (if accompanied from beginning to end of naval movement by at least one type T unit).
- the river cannot be crossed during movement except via the bridge or by stratagem S3 “Flottille” (flotilla).

#### **3.1.2 Movement via naval transport**

During Phase B.2, leaders and combat units that are reinforcements at Thasos can be transported to the main map, with a limit of one land unit per transporting trireme PF (leaders don't count against that limit: they are transported “for free”).

At the end of movement, land units disembark onto a land zone that is empty of enemy units and adjacent to the maritime zone where the fleet stops. They must obey stacking limits.

*Clarification:* land combat is not allowed at the end of naval transport movement, unlike an amphibious operation.

### **3.1.3 Amphibious movement**

During Phase B.3, leaders and land units can be convoyed by sea from Thasos or a land zone to a land zone on the main map by the Athenian player (and vice versa).

*Clarification:* an amphibious move, however long, is a single complete land move. Leaders and units that have made such a move cannot move any farther during that Action Phase.

To perform an amphibious move, there must already (before starting the amphibious move) be at least one friendly T (trireme) unit in each maritime zone that is entered. The move is then made as if the maritime zones that are entered were land zones with clear terrain (i.e., the cost of each zone entered is 1 PM); as with naval transport, there is a limit of one land unit per transporting trireme PF in maritime zones (leaders don't count against that limit: they are transported "for free"). Retreats after combat by land units and leaders can be made by an amphibious operation using the same rules. A land unit cannot stop moving in a maritime zone, even if that zone is occupied by friendly naval units.

*Clarification:* the same naval unit can be used for several amphibious movements, provided that the limit of one counter per PF stated above is adhered to. For example, if the Athenian player has one T unit of 20 PF in M2 when he activates the Thasos rear base, he can make one amphibious movement to T4 with 7 units, another to T22 with 6 units and another to T15 with 7 units.

### **3.1.4 Conduct and cost of Movement**

When a rear base is activated during Phase B.2, or when a rear base, a maritime zone or a land zone is activated during Phase B.3, all of the active player's units in that zone can move in one or more groups, by the same or different routes, to the same or different destinations.

Movement from one zone to another adjacent zone costs 1 PM, plus the following additional costs:

+ 2 PM to leave a rear base.

+ 1 PM to move from a clear terrain zone to an elevated terrain zone.

*Clarification:* but not + 1 to go in the opposite direction, nor + 1 to go from an elevated terrain zone to another elevated terrain zone.

+ 3 PM for movement across a wall from the outside to the inside.

+ 1 PM for movement across a wall from the inside to the outside.

+ 1 PM for movement across a destroyed wall (either way).

*Examples:* movement from T15 to T17 via T11 costs 4 PM (from T15 to T11 = 1 PM + 1 PM for the river / from T11 to T17 = 1 PM + 1 PM for moving from inside the wall to outside it).

+ 1 PM to move across the river via the bridge.

*Example:* movement from T15 to T13 is not allowed, but movement from T15 to T11 is allowed because of the bridge.

If a unit enters a zone occupied by at least one enemy unit, it must stop moving in that zone.

There is one exception to this requirement of stopping:

- if a zone is occupied only by one or more cavalry units (type C), their owner (the passive player) can choose to make an immediate free move of a maximum of 4 PM with his cavalry units to evacuate the zone (this doesn't count against the limit of a single movement per Action Phase). The active player can then continue his move normally. This withdrawal of cavalry isn't allowed if the active player enters the zone with nothing other than one or more cavalry units (unaccompanied by units of other types).

*Clarification:* in this case, if another group of the active player's units that is not composed exclusively of cavalry units later enters the zone, during the same Action Phase of the active player, the passive player's cavalry units will be able to perform a withdrawal then.

### **3.2 Operations**

Operations concern movement between zones of the main map, movement from a zone of the main map to an operational zone, movement from a rear base to an operational zone, movement between operational zones and lastly movement from an operational zone to a rear base.

*Clarification:* thus an operation from the operational map to a zone of the main map cannot be conducted.

#### **3.2.1 Limits to operations**

- a player can carry out no more than two operations per Reinforcement Phase (**B.2**), a single operation per Action Phase (**B.3**), a single operation in Phase **D.2** and two operations per Phase **D.4** (one from the operational map and one from the main map).
- a player can move no more than a single leader and 5 land units during an operation.
- the Athenian player, and only he, must accompany land units carrying out an operation to the operational map or to Thasos with any number of naval units, so long as the number of land units being moved is less than or equal to the number of PF in accompanying naval units. This restriction doesn't apply to an operation to the rear base of Thrace.

*Example:* the Spartan player can carry out an operation with a leader and three land units directly from T21 to O2 (Skionè). The Athenian player can carry out an operation with one leader, 5 land units (with a total of 29 PF) and one naval unit (10 PF) from O4 (Toronè) to O1 (Mendè).

#### **3.2.2 The conduct and cost of operations**

If an operation takes place during an Action Phase, it must be carried out before any movement. Movement during an operation doesn't cost PM (movement points) and there is no restriction as to distance or with respect to adjacent zones.

During Phase **B.3**, an operation requires the expenditure of 1 or 2 PA. Otherwise it is free.

### **3.3 Stacking limits**

Stacking is checked only at the end of movement, operations and retreats after combat (see **4.2**). Any units over the stacking limit are eliminated (owner's choice). Leader counters do not count against stacking limits.

Stacking limits, expressed in the number of units belonging to one player, are as follows:

- no limit in maritime zones, rear base zones and operational zones.
- 8 units of any type per city zone.
- 7 units of any type per clear or elevated terrain zone.
- 5 units of any type per humid terrain zone.

## **4. Combat**

### **4.1 General principles for combat**

Combat is required when both players have combat units in the same zone.

Combats are resolved after all movement during an Action Phase has been completed.

The player who spent a PA (the active player) to initiate the combats during that Action Phase is designated the attacker. He chooses the order in which combats are resolved. If the active player doesn't have a PA to spend for engaging in the required combats, all of his units return to their previous zone and are reduced (flipped to their weaker strength side).

*Clarification:* thus it is very important to plan ahead, saving one PA to pay for combat after entering a zone occupied by enemy units.

Combat only occurs between land units. A land unit can never attack a naval unit and vice versa. Garrisons do not participate in combat, only in sieges.

#### 4.2 Resolution of combat

To resolve a combat, the attacking player uses the **Combat Results Table** and follows the procedure below:

First, he calculates the comparison of forces (the odds ratio) and rounds in favor of the defender. The active and passive players can each play a single strategem, while complying with the limit of one strategem per Action Phase (see **2.B.3.3**). The attacking player then rolls 1d6 and adds or subtracts modifiers—which are cumulative—and looks up the result. The result is read as follows: result for attacker / result for defender; the winner of the battle is indicated in **bold print**. The defeated units must retreat (see **4.2.2**).

##### 4.2.1 Explanation of combat results

- E = All combat units in the force are eliminated.
- A = All combat units in the force are reduced (flipped to their weaker side); units already reduced are eliminated.
- $\frac{1}{4}$ ,  $\frac{1}{2}$ ,  $\frac{3}{4}$  = Reduce that fraction of the force's units (number of units, not number of PF). Always round the number of units in their owner's favor, with a minimum of one unit reduced in any case. *Example: A player who has 3 combat units and must apply the result " $\frac{1}{2}$ " would have to reduce 1.5 units, which rounds down—in his favor—to 1. A player who has 2 combat units and must apply the result " $\frac{1}{4}$ " would have to reduce 0.5 units, which means he must reduce the minimum number allowed, namely 1.*
- R = no losses.

*Clarification:* leaders in a group of units which suffer an E result are also eliminated. *Special Case:* if Brasidas or Cleon is killed in a combat in which both are involved, see the Combat Results Table for the procedure to follow.

##### 4.2.2 Retreat

###### On the main map:

Combat units and leaders that were defeated but not eliminated must leave the zone and retreat into an adjacent zone free of enemy combat units. They may leave the zone via an amphibious operation (see **3.1.3**). If this retreat results in a zone being overstacked (see **3.3**), the player must retreat again with as many units as necessary to another zone free of enemy units.

*Clarification:* the units to be moved can be chosen from those which retreated after combat or from those that were already present in the zone which they retreated into.

If no adjacent zone is free of enemy units, the retreating units are eliminated. If at any time in the game a leader finds himself alone in a zone occupied by enemy combat units, he is eliminated by capture.

*Special Case:* Athenian leaders and combat units located at Eion (T5) can retreat after combat directly to Thasos, provided zone M1 contains at least one Athenian naval unit. *Design Note:* The port of Eion contained Athenian transport vessels not included in the game. These would allow Athenian forces to evacuate by sea in case of defeat.

###### On the operational map:

Defeated, non-eliminated combat units and leaders must leave the zone and either enter another operational zone free of enemy units (and whose garrison must belong to the same side), or to an eligible rear base free of enemy units (the Athenians must adhere to the specific naval restrictions concerning Thasos). The player owning the units determines which option to take.

#### 4.3 Sieges

Sieges occur solely during the Adjustment Phase **D.5** of each turn. A siege occurs when units of one side are in an operational zone containing a garrison belonging to the other side. A player can carry out a maximum of one of the three following actions per operational zone, while complying with the restrictions stated. Certain strategems (see 7.) can influence the results.

#### **4.3.1 Diplomacy**

A diplomatic action can be attempted only if a leader with a bonus is present, along with more PF than the garrison has.

*Example:* to attempt a diplomatic action against Toronè (4 PF), the Spartan player must have 5 PF of land units and a leader with a bonus.

The player rolls 1d6 and adds to it the leader's bonus (from 1 to 3). If the result is equal to or greater than the VA (allegiance value) of the garrison, the zone is conquered and the garrison counter is flipped to the side representing its new allegiance. *Example:* the Spartan player attempts a diplomatic action on Toronè (VA 6) with Clearidas (bonus 1). He must obtain a 5 or 6 on the die to succeed in the diplomatic action.

#### **4.3.2 Assault**

The player can attempt an assault if he has a leader and land units whose number of PF exceeds that of the garrison.

*Example:* to attempt an assault on Toronè (4 PF), the Spartan player must have a leader and at least 5 land units.

The player then compares the number of PF in his units and the number of PF in the garrison, determines the odds ratio and then rolls 1d6. If his leader has a bonus, he applies a die roll modifier of -1. The assault succeeds if the modified die roll is equal to or lower than the odds ratio. The zone is conquered and the garrison unit is flipped to the side representing its new allegiance.

*Example:* the Spartan player attempts an assault on Toronè with 8 land units and Brasidas. The odds are 2 to 1, and Brasidas provides a -1 DRM. The player must get a roll of 1, 2 or 3 on the die (after applying the DRM) to succeed in his assault.

#### **4.3.3 Blockade**

The player can attempt a blockade if he has more than twice the number of PF in land combat units as the defending garrison. No leader is needed.

*Example:* to attempt a blockade of Sanè (3 PF), the Athenian player must have 7 PF or more in land combat units (naval units do not count).

The player rolls 1d6, and the blockade results in the capitulation of the operational zone on a roll of 6 if the VA of the zone is 5 or 6, or on a roll of 5 or 6 if the VA of the zone is 3 or 4. The zone is conquered and the garrison unit is flipped to the side representing its new allegiance.

*Example:* the Athenian player attempts to blockade Sanè with 7 PF in land combat units. The VA of Sanè is 5, so he must roll a 6 to succeed in the blockade.

#### **4.3.4 The Citadel of Amphipolis**

Inside the city zone T12 there is the citadel of Amphipolis, provided with a garrison like those in the operational zones on the operational map. To take control of the citadel of Amphipolis, the Spartan player must occupy zone T12 and can attempt either a diplomatic action or an assault in Phase **D.5** to capture it; the Athenian player also must occupy zone T12 to take control, but he can only attempt an assault in Phase D.5 in order to capture the citadel (i.e, he can't attempt a diplomatic action). If the attempt is successful, the citadel is conquered and the garrison unit is flipped to the side representing its new allegiance.

## 5. Construction

Only the Spartan player can undertake construction.

### 5.1 Construction of walls

A wall is an entrenchment which extends throughout the length of the boundary between certain zones, and has two sides: interior (i) and exterior (e).

At the start of the game, walls exist between T12 (i) and T7 (e), T11 (i) and T7 (e), and partially between T12 (i) and T11 (e). These walls are permanent and cannot be destroyed.

During the game, the Spartan player can construct (at the same time) walls between T12 (i) and T11 (e), T11 (i) and T9 (e) and between T11 (i) and T7 (e). These walls can later be destroyed and rebuilt.

To do this, the Spartan player must have the advantage and also control the citadel of Amphipolis, and there must not be any Athenian combat units in zones T9 and T7. If this is the case during Phase C of a game turn, he rolls 1d6:

- if he makes the attempt during game turns 0 through 3, a result of 5 or 6 allows construction.
- if he makes the attempt during game turns 4 through 7 (the armistice), a result of 4, 5 or 6 allows construction.
- if he makes the attempt during game turns 8 or 9, a result of 6 allows construction.

The “Mur” (wall) marker is placed on the space provided for it and the walls are considered constructed from that point forward.

**Clarification:** for combat resolution, the “Mur” (wall) marker must be in place in order for an attacker arriving in T12 from T7 to be considered to have crossed a wall when entering the battle zone. Before the “Mur” marker is in place, the permanent wall is only partial and is ignored.

### 5.2 Destruction and reconstruction of walls

During the game, the Athenian player can destroy walls constructed by Sparta, by using the strategem S11 “Sape” (sappers). After their destruction, flip the “Mur” (wall) marker to its “Mur détruit” (wall destroyed) side.

At the end of the following game turn, the Spartan player can attempt to reconstruct these walls, using the procedure described in 5.1.

## 6. Attrition

During Phase D.6 of the Adjustments, each player makes an attrition check for every naval and land unit not deployed in a rear base, a city zone, a port zone or an operational zone whose garrison is on the same player’s side as the units.

For each zone to be checked, the player rolls one d6, adding or subtracting:

- +1 in a clear or elevated terrain zone.
- +1 if 30 PF or more land units are in the zone.
- +1 during hiver (winter) turns.
- 1 during armistice turns.

There is no effect if the modified result is between 1 and 4.

On a modified result of 5, one unit (owner’s choice) is reduced (if already reduced, it is eliminated).

On a modified result of 6, reduce half the units in the zone (rounded down; owner’s choice). If some of the selected units were already reduced, they are eliminated.

On a modified result greater than 6, all units in the zone are reduced. Those already reduced are eliminated.

## 7. Strategems

Each player can use an available strategem if it is printed in his distinctive color or in the neutral color (dark blue). Thus in some cases a player can choose either of the two sides of a strategem counter, in others only one. He can never use a strategem printed in his opponent's color. If both players play a strategem at the same time, their effects can sometimes be cancelled, sometimes added together. Strategems are classified by categories (represented by a symbol on the counter):

### Fleet

S1 *Vents favorable* (favorable winds): This strategem can be used by the Athenian player during Phase D.2 or D.4 to carry out an extra operation.

S2 *Tempête en mer* (storm at sea): This strategem can be used by the Spartan player during Phase B.3. The Athenian player must roll a d6 for each of his naval units on the map that is in a maritime zone other than a port (i.e., in M2 or M3): on a result of 5 or 6, one naval unit is reduced, or an already-reduced naval unit is eliminated.

S3 *Flottille* (flotilla): This strategem can be used by the Spartan player during Phase B.2. The strategem has a permanent effect and is removed from play after use (place it on the map space provided). When it has been played, Spartan units and leaders can cross the river between any zones (no need to use the bridge) at a cost of +2 PM, for the rest of the game.

### Land combat

S4 *Archers*: This strategem can be used during Phase B.3. When it is played, it prohibits entry, during the current Action Phase, by all enemy land units or leaders, into a zone where there is at least one friendly unit of archers (Type A).

S5 *Cavaliers* (cavalry): This strategem can be used during Phase B.3. When it is played during a combat between land units that includes at least one unit of cavalry among the troops belonging to the user, it provides the latter with an extra die roll modifier on the Combat Results Table: -1 if he is the defender, +2 if he is the attacker.

S6 *Peltastes* (peltasts): This strategem can be used during Phase B.3. When it is played during a combat between land units that includes at least one peltast unit among the troops belonging to the user, it provides the latter with an extra die roll modifier on the Combat Results Table: -2 if he is the defender, +1 if he is the attacker.

S7 *Spartiates* (Spartans): This strategem can be used during Phase B.3. When it is played during a combat between land units that includes at least one unit of Spartan hoplites, it gains the Spartan player one extra column shift in his favor on the Combat Results Table (to the left if he is the defender, and to the right if he is the attacker). *Clarification: the Spartan units (Helots) are the 5 H Spartan units with a white vertical band.*

S8 *Attaque combinée* (combined attack): This strategem can be used during Phase B.3, but only on the main map. When it is played during a combat, it allows the player to add half (rounded up) of the PF of combat units in an adjacent zone to his force in the zone where that combat is occurring. These units are not actually moved (they stay in the zone where they were). During a combat, the adjacent zone selected for the combined attack must also be a land zone, and the PF added must be from land units. This strategem can be played by either the attacker or the defender.

S9 *Discorde* (discord): This strategem can be used during Phase B.3. If it is played immediately after the opponent has played strategem S8, it nullifies the effects of the latter. Otherwise, it allows the player who uses it to cancel one enemy unit's PF when calculating the odds for one combat. The combat is then resolved normally, and the cancelled unit suffers the same effects as

the rest of the opposing force. This strategem can be used only if the opponent has at least three units involved in the combat.

S10 *Surprise*: This strategem can be used during Phase B.3, but only on the main map. When it is played, this strategem permits the player using it to move any one of his units into an adjacent zone where a combat will take place (even if it has already been activated or already participated in a combat earlier in the current Action Phase).

S11 *Sape* (sappers): This strategem can be used by the Athenian player during Phase B.3. When it is played, it allows the automatic destruction of walls previously constructed by the Spartan player (see 5.). Turn the wall marker to its “Mur détruit” (wall destroyed) side.

### **Recuperation, reinforcements and desertion**

S12 *Récup. x1* (recuperation x1): This strategem can be used during Phase D.3 to flip one reduced unit to its full-strength side.

S13 *Récup. x2* (recuperation x2): This strategem can be used during Phase D.3 to flip two reduced units to their full-strength side.

S14 *Renforts retardés* (reinforcements delayed): This strategem can be used during Phase B.2 to delay by one turn a historical enemy reinforcement, or to cancel a reinforcement that his opponent was going to bring in during the same phase by the use of strategem S15.

S15 *Renforts* (reinforcements): This strategem can be used during Phase B.2, to bring in an optional reinforcement (provided by the scenario rules). This strategem can be cancelled by the opponent if he immediately plays strategem S14.

S16 *Perdiccas*: This strategem can be used by the Spartan player during Phase B.2. When it is played, the Spartan player deploys a maximum of 3 allied units of his choice (without a white vertical band) in Macédoine (Macedonia). These units must be taken from the available supply of units which have not yet entered the game.

S17 *Désertion*: This strategem can be used during Phase D.5 to permanently remove from the game one allied unit on the enemy side (see 1.2.1). *Clarification: allied units are those which do not have a white vertical band on them.*

### **Leaders**

S18 *Chef Blessé* (leader wounded): This strategem can be used during Phase B.3. When played before a combat, it cancels any enemy leader bonus for calculating the die roll modifier “a” on the Combat Results Table. The leader is flipped to his wounded side and remains wounded until Phase B.2 of the following turn.

### **Diplomacy**

S19 *Diplomatie* (diplomacy): This strategem can be used during Phase D.5. When played before resolution of a diplomatic action (see 4.3.1), the player receives a bonus of +2 on the die for resolving it.

S20 *Défection* (defection): This strategem can be used during Phase D.5. When played before resolution of an assault or a blockade (see 4.3.2 and 4.3.3), the player receives a -1 modifier on the die for resolution of an assault and +1 on the die for resolution of a blockade.

### **Events**

S21 *Epidémie* (epidemic): This strategem can be played during Phase B.3. When played, it causes two enemy land units to be reduced and one enemy leader to be flipped to his wounded/ill side. The leader counter is immediately moved to a rear base, where it cannot move until it is flipped to its front side (recovered) during Phase B.2 of the next turn.

S22 *Bon augures* (good auguries): This strategem can be played at any time. When played, it allows any one of the following:

- to seize the Advantage from the opponent (flip the “Avantage” [advantage] marker to the friendly side).
- to use it like strategem S12 or strategem S15 under the same circumstances.
- or to draw a new strategem from the cup.

## 9. Advantage

The player with the advantage can at any time (except where specifically prohibited) choose and benefit from one of the opportunities listed below:

- add 2 PA to his total in Phase B.1, without changing the initiative.
- reverse the initiative determined in B.1.
- cancel the result of one die roll during a combat or a siege, an attrition check, or a test triggered by the use of a strategem. The die or dice are then re-rolled.
- flip one reduced unit to its full-strength side.
- return one eliminated leader to play. *Design note: this corresponds, to a degree, to the return of a leader who was wrongly thought to be fatally wounded.*

Once used, for whatever purpose, the advantage passes to the opponent, with the marker being flipped to his side.

## 9. Victory

### 9.1 Complete victory

*During the game:*

A player wins if the citadel of Amphipolis and the 8 operational zones contain a garrison belonging to his side during Phase D.7 of a game turn, except during Turns 0 and 1. If this happens, the game immediately ends.

*At the end of the game:* see scenarios.

### 9.2 Marginal victory

If neither player wins a complete victory, the two players determine the level of victory by counting up victory points (PV) at the end of the scenario:

*Each player scores:*

5 PV for the player whose garrison occupies the citadel of Amphipolis.

5 PV per combat won, when Cleon and Brasidas are both involved (even if one of them dies in the combat).

2 PV per enemy type H land unit eliminated.

1 PV per garrison in place on the operational map

1 PV per enemy land unit other than type H eliminated.

1 PV per enemy leader killed in a combat; or 2 PV if the leader has a double or triple bonus.

*The Spartan player scores:*

1 PV if the “Mur” (wall) marker is deployed.

1 PV if the “Flotille” (flotilla) strategem has been used.

*The Athenian player scores:*

3 PV if Eion (T5) is occupied by at least one Athenian combat unit.

1 PV if the “Mur détruit” (wall destroyed) marker is deployed.

If the difference between the scores of the two players is between 0 and 4 (inclusive), the result is a **draw**.

If the difference between the scores of the two players is 5 or greater, but one is less than double that of the other, the result is a **tactical victory**.

If the score of the winner is at least double that of the loser, the result is a **strategic victory**.

## 10. Scenarios

IMPORTANT: When units are eliminated in Scenarios 10.1, 10.2 and 10.3, they are eliminated permanently. However, in Scenario 10.4 they can return to play (by being automatically returned to the stock of available units). The victory points linked to elimination of a unit are still counted in this scenario, even if the units return to play (score the points the moment the unit is eliminated).

### *Design notes:*

- Scenario 10.2 is the simplest as well as the most limited, since it is played solely on the operational map during the period of the armistice, with numerous offensive restrictions and only a few PA for the two sides;
- Scenarios 10.1 and 10.3 are the two historical scenarios that are relatively short and of moderate complexity, allowing the players to make use of the main map as well as the operational map;
- The long scenario (10.4) is the most complex: it allows both players to use strategic options different from those historically employed by Athens and Sparta;
- The elements of the order of battle and also the origin or exact type of units are noted in parentheses.

### **10.1 Brasidas against Thucydides**

The Turn marker is placed on Turn 1, and the scenario lasts 3 turns, through Turn 3.

The Spartans have the advantage.

#### **Garrisons**

- Acanthe (Acanthos) and Stagiros: Spartan garrisons.
- Dion, Galepsos, Mendè, Sanè, Skionè and Toronè: Athenian garrisons.
- The Citadel of Amphipolis: Athenian garrison.

#### **Athenian deployment**

- Euclès, 1x H/6PF Athenians, 1x H/5PF+bonus allies and 2x P/5PF allies at Amphipolis (T12) and 1x P/5PF allies in T11.
- Thucydides, 1x T/7PF Athenians, 2x H/6PF+bonus Athenians, 2x H/6PF Athenians, 2x 5PF allies and 1x A/3PF at Thasos.

#### **Athenian reinforcements**

Turn 2: 1x P/5PF allies in Thrace or Thasos.

Optional reinforcements (strategem S15): Autoclès, 1x T/10PF Athenians, 2x H/6PF+bonus Athenians and 2x H/6PF Athenians and 2x P/5PF+bonus Athenians at Thasos.

#### **Spartan deployment**

No units on the main map.

#### **Spartan reinforcements**

Turn 1: Brasidas, Polydamidas, 1x H/8PF+bonus Spartans ([Helots](#)), 4x H/5PF+bonus Spartans ([Helots](#)), 1x H/8PF allies ([Peloponnesian mercenaries](#)), 3x H/7PF allies ([Peloponnesian mercenaries](#)), 1x P/6PF allies ([Peloponnesian mercenaries](#)) and 1x C/5PF allies ([Peloponnesian mercenaries](#)) in Macédoine (Macedonia).

Turn 2: 2x P/6PF allies and 1x C/5PF allies in Macedonia.

Optional reinforcements (stratagem S15): 2x H/7PF allies, 3x P/5PF allies and 1x C/5PF allies in Macedonia.

### **Specific rules**

Stratagem S15 can be used only once per side during the scenario.

The Spartan player automatically has the initiative on Turn 1.

Thucydides and his units do not get to use the reinforcement rule on Turn 1.

*Clarification:* Brasidas and his units arrive as reinforcements during Turn 1, so they can move during Phase B.2 on Turn 1, whereas Thucydides and his units cannot do so until Phase B.3 of that turn.

### **Victory conditions**

Apply the standard victory conditions from Rule 9.

## **10.2 The expedition of Nicias**

The Turn marker is placed on Turn 4, and the scenario lasts 3 turns, through Turn 6.

The Spartans have the advantage.

### **Garrisons**

- Acanthe (Acanthos), Galepsos, Mendè, Toronè, Skionè and Stagiros: Spartan garrisons.
- Sanè and Dion: Athenian garrisons.
- Citadel of Amphipolis: Spartan garrison.

### **Athenian deployment**

No units on the main map.

### **Athenian reinforcements**

- Nicias, Nicostratos, 1x T/20PF Athenians, 2x T/10PF Athenians, 1x T/10PF allies ([triremes from Chios](#)), 4x H/6PF+bonus Athenians, 4x H/6PF Athenians, 2x A/3PF, 1x P/5PF+bonus Athenians and 4x P/5PF allies ([Thracian mercenaries](#)) at Thasos.

Optional reinforcements (stratagem S15): 1x P/5PF+bonus Athenians and 1x H/5PF+bonus allies at Thasos.

### **Spartan deployment**

- Polydamidas, 3x H/7PF allies ([Peloponnesian mercenaries](#)) and 1x P/6PF allies ([peltasts from Chalcidique \[Chalcidicè\]](#)) at Mendè.
- 2x H/7PF allies ([Peloponnesian mercenaries](#)) and 1x P/6PF allies ([peltasts from Chalcidique \[Chalcidicè\]](#)) at Skionè.

### **Spartan reinforcements**

- Brasidas, 1x H/8PF+bonus Spartans ([Helots](#)), 4x H/5PF+bonus Spartans ([Helots](#)), 1x P/6PF allies, 1x C/5PF allies in Macédoine (Macedonia).

Optional reinforcements (stratagem S15): 2x P/6PF allies and 1x C/5PF allies in Macédoine (Macedonia).

### **Specific rules**

The 3 game turns are armistice turns.

The main map is not used; no movement on it is allowed. The game is played solely on the operational map and the rear bases.

Strategem S15 can be used only once per side during the scenario.

### **Victory conditions**

Apply the standard victory conditions from Rule 9.

The Spartan player automatically gains the 5 VP linked to occupation of the citadel of Amphipolis, and the Athenian player gains the 3 VP linked to occupation of Eion.

The Athenian player gains 5 extra VP if he has a garrison at Mendè and Skionè at the end of the game.

### **10.3 Cleon against Brasidas**

The Turn marker is placed on Turn 7, and the scenario lasts 3 turns, through Turn 9.

The Athenians have the advantage.

#### **Garrisons**

- Acanthe (Acanthos), Galepsos, Toronè, Skionè and Stagiros: Spartan garrisons.
- Mendè, Sanè and Dion: Athenian garrisons.
- Citadel of Amphipolis: Spartan garrison.

#### **Athenian deployment**

- 2x P/5PF+bonus Athenians, 2x A/3PF allies and 1x C/5PF Athenians at Skionè.

#### **Athenian reinforcements**

- Turn 7: Cleon and Autocles, 1x T/20PF Athenians, 1x T/10PF Athenians, 4x H/6PF+bonus Athenians, 4x H/6PF Athenians, 4x C/5PF Athenians, 2x H/5PF+bonus allies ([hoplites from Imbros and Lemnos](#)), 2x H/5PF allies ([hoplites from Imbros and Lemnos](#)) and 6x P/5PF allies at Thasos.

Optional reinforcements (strategem S15): 1x T/10PF Athenians and 1x T/7PF Athenians at Thasos.

#### **Spartan deployment**

- Brasidas, 1x H/8PF+bonus Spartans ([Helots](#)), 3x H/5PF+bonus Spartans ([Helots](#)), 1x H/8PF+bonus allies ([Peloponnesian mercenaries](#)) and 2x H/7PF ([Peloponnesian mercenaries](#)) in T21.
- 3x P/6PF allies ([peltasts from Myrkinos](#)) and 3x C/5PF allies ([cavalry from Myrkinos](#)) in T20.
- Clearidas, 1x 5PF+bonus Spartans ([Helots](#)), 1x H/8PF+bonus allies ([Peloponnesian mercenaries](#)), 1x H/7PF allies ([Peloponnesian mercenaries](#)), 2x P/6PF allies ([Thracian mercenaries](#)) and 3x P/5PF allies ([peltasts from Myrkinos](#)) at Amphipolis.
- Pasitelidas, 2x H/7PF allies ([Peloponnesian mercenaries](#)), 1x P/5PF allies ([peltasts from Chalcidique \[Chalcidicè\]](#)) and 1x C/5PF allies ([cavalry from Chalcidique \[Chalcidicè\]](#)) at Toronè.
- 4x C/5PF allies ([Thracian mercenaries](#)) in T11.

#### **Spartan reinforcements**

Optional reinforcements (strategem S15): 1x P/5PF allies ([Thracian mercenaries](#)) and 1x C/5PF ([Thracian mercenaries](#)) in Thrace.

#### **Specific rules**

Turn 7 (the first turn) is an armistice turn. During Turn 7, initiating a combat on the main map is not allowed.

Strategem S15 can be used only once per side during the scenario.

Strategem S16 cannot be used in this scenario.

### **Victory conditions**

Apply the standard victory conditions from Rule 9.

In addition:

2 VP if the Spartan player doesn't attack a zone where Cleon is with units commanded by Brasidas.

*Design note:* Brasidas wanted to defeat and destroy Cleon's army, knowing that he had to have a swift and decisive victory to safeguard his future, since he was far from his bases and had been deprived of the alliance with Macedonia.

#### 10.4 The Amphipolis campaign

The Turn marker is placed on 0 (zero) and the scenario lasts 10 turns, through Turn 9.

Sparta has the advantage.

##### Garrisons

- Acanthe (Acanthos), Mendè, Skionè, Galepsos, Stagiros, Toronè, Sanè and Dion: Athenian garrisons.
- Citadel of Amphipolis: Athenian garrison.

##### Athenian deployment

- Euclès, 1x H/6PF Athenians, 1x H/5PF+bonus allies and 2x P/5PF allies at Amphipolis (T12).
- 1x P/5PF allies in T11.

##### Athenian reinforcements

- Eucles, 1x H/6PF Athenian, 1x H/5PF+bonus allies and 2x P/5PF allies at Amphipolis (T12).
- 1x P/5PF allies in T11.

##### Athenian reinforcements

Turn 1: Thucydides, 1x T/7PF Athenians, 2x H/6PF+bonus Athenians, 2x H/6PF Athenians, 2x P/5PF allies and 1x A/3PF at Thasos.

Turn 2: Two units of type P in Thrace or at Thasos.

Turn 3: One unit of type P or type A in Thrace or at Thasos.

Turn 4: Nicias, Nicostratos, 1x T/20PF Athenians, 2x T/10PF Athenians, 1x T/10PF allies (triremes from Chios) and all still available Athenian type H counters at Thasos.

Turn 5: Two type P units in Thrace or at Thasos.

Turn 6: One type P or C unit in Thrace or at Thasos.

Turn 7: Cleon and Autocles, all still available Athenian type H counters and 4x C/5PF Athenians at Thasos.

Optional reinforcements (strategem S15): Any two available units (player's choice).

##### Spartan deployment

No units on the main map.

##### Spartan reinforcements

Turn 0: Brasidas, Polydamidas, 1x H/8PF+bonus Spartans (helots), 4x H/5PF+bonus Spartans (Helots), 1x H/8PF+ bonus allies (Peloponnesian mercenaries), 3x H/7PF allies (Peloponnesian mercenaries), 1x P/6PF (Peloponnesian mercenaries) and 1x C/5PF (Peloponnesian mercenaries) in Macédoine (Macedonia).

Turn 2: Two type P units in Macedonia.

Turn 3: All Spartan and allied still available type H units in Macedonia.

Turn 4: 2 type P units and 2 type C units in Macedonia or in Thrace.

Turn 5: 2 type P units and 2 type C units in Macedonia or in Thrace.

Turn 6: Clearidas and Pasitelidas and 4 type P units in Macedonia.

Optional reinforcements (strategem S 15): Any two available units (player's choice).

### **Specific rules**

The Spartan player automatically has the initiative on Turn 1.

Turns 4, 5, 6, and 7 are armistice turns.

During turns 4, 5, 6, and 7, no combat is allowed on the main map.

Generic reinforcements:

Generic reinforcements identify units by number and type (Example: 2 P units for Athens on Turn 3) and are taken from the available supply (units already eliminated or not yet brought into play). Reinforcements are not received if no units of the indicated type are available.

Retreats:

- if the citadel of Amphipolis is controlled by the Spartan player during Phase D.7 of a turn, Eucles is permanently removed from play.
- if the citadel of Amphipolis is controlled by the Spartan player during Phase D.7 of Turn 3, Thucydides is permanently removed from play; otherwise, he remains in play through the end of the scenario.
- Nicias and Nicostratos, the T/10PF allies counter (triremes of Chios) and the strategem S16 are permanently removed from play during Phase D.7 of Turn 6.

### **Victory conditions**

Apply the standard victory conditions from Rule 9.

In addition:

2 VP if the Spartan player doesn't attack a zone where Cleon is with units commanded by Brasidas.

*Design note:* Brasidas wanted to defeat and destroy Cleon's army, knowing that he had to have a swift and decisive victory to safeguard his future, since he was far from his bases and had been deprived of the alliance with Macedonia.

Credits: A game by Frédéric Bey. Counters: Christophe Camillotte and Pascal Da Silva. Map: Pascal Da Silva. Production: Nicolas Stratigos. Proofreading and playtesting: Jean-Marc Labeyrie, Stephen Neuville, and Ryszard Tokarczuk.

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To give your opinion of the game (Boardgamegeek):

<http://boardgamegeek.com/boardgame/165909/amhipolis-424422-av-j-c>

Official forums for discussion and support:

*In French* at [www.lestafette.net](http://www.lestafette.net) and *in English* at [www.consimworld.com](http://www.consimworld.com)

## Combat Results Table

1d6	ODDS						
	1 – 3 or less	1 – 2	2 – 3	1 – 1	3 – 2	2 – 1	3 – 1 or more
<b>-1 or less</b>	E - R	A - R	3/4 - R	1/2 - R	1/2 - R	1/2 - R	1/2 - R
<b>0</b>	E - R	3/4 - R	1/2 - R	1/2 - R	1/2 - R	1/2 - R	1/4 - 1/4
<b>1</b>	A - R	1/2 - R	1/2 - R	1/2 - R	1/2 - R	1/4 - 1/4	1/4 - 1/4
<b>2</b>	A - R	1/2 - R	1/2 - R	1/4 - R	1/4 - 1/4	1/4 - 1/4	1/4 - 1/2
<b>3</b>	3/4 - R	1/2 - R	1/4 - R	1/4 - 1/4	1/4 - 1/4	1/4 - 1/4	R - 1/2
<b>4</b>	1/2 - R	1/4 - 1/4	1/4 - 1/4	1/4 - 1/4	1/4 - 1/4	R - 1/2	R - 3/4
<b>5</b>	1/2 - 1/4	1/4 - 1/4	1/4 - 1/4	R - 1/4	R - 1/2	R - 1/2	R - A
<b>6</b>	1/4 - 1/4	1/4 - 1/4	R - 1/4	R - 1/2	R - 1/2	R - 3/4	R - A
<b>7</b>	1/4 - 1/4	R - 1/4	R / 1/2	R - 1/2	R - 1/2	R - 3/4	R / E
<b>8 or more</b>	R - 1/2	R - 1/2	R / 1/2	R - 1/2	R - 3/4	R - A	R / E

### *Die roll modifiers:*

- a) + number of leaders on the attacking side with a bonus (single, double or triple) – number of leaders on the defending side with a bonus (single, double or triple).
- b) + 1 if the attacker has at least one type H unit with a bonus and the defender has no type H units with a bonus.
- c) -1 if the defender has at least one unit of type A or C.
- d) +1 if the attacker has three different types of units.
- e) -2 if the defender is entirely composed of type H units having a bonus.
- f) -2 if the combat occurs in a city zone or a zone in humid terrain.

### *Column modifiers:*

- a) shift two columns to the right if the attacker has at least one type H unit and the defender has none.
- b) shift one column left if the attacker has no type H units and the defender has at least one.
- c) shift one column left if the attacker entered the battle zone by crossing a bridge or a river.  
*Clarification: only the Spartan player can cross a river, and he must play strategem S3 to do so.*
- d) shift one column left if the attacker entered the battle zone via an amphibious operation.
- e) shift one column left if the combat occurs in a zone with elevated terrain and the attacker entered that zone from an adjacent clear terrain zone.
- f) shift two columns left if the attacker entered the battle zone by crossing a wall.

*Special Case: the two modifiers f) are not cumulative. Count only the column modifier in a case where an attack occurs in a city zone across a wall.*

*Modifiers linked to strategems: see 7.*

*Explanation of combat results:* see 4.2.1.

*Death of Brasidas and Cleon in combat:* If a combat includes both Brasidas and Cleon, after resolution of the combat each player rolls a d6. If they roll the same result, both players roll again: on a result of 1, their leader (Cleon or Brasidas) is killed and immediately removed from play. If the first roll was not a tie, the player rolling higher rolls again. On a result of 1, his leader is killed and immediately removed from play.

### **Player Aid: Different Types of Movement**

	<b>Normal Movement (3.1.1)</b>	<b>Movement via naval transport (3.1.2)</b>	<b>Amphibious movement (3.1.3)</b>	<b>Operational Movement (3.2)</b>
<b>Phase B.2</b> (free) - Limited to 2 operations	From Macédoine (Macedonia) or Thrace to land zones free of enemy units.	From Thasos to land zones free of enemy units.		From a rear base or a zone of the main map to an operational zone.
<b>Phase B.3</b> (must be paid for) - Limited by number of PA remaining and the restriction to a single operation per Phase B3. per player	Between zones on the main map.		1/ From Thasos to zones on the main map. 2/ Between zones on the main map.	1/ From a rear base or a zone on the main map to an operational zone. 2/ Between operational zones. 3/ From an operational zone to a rear base.
<b>Phase D.2</b> (free) - Limited to 1 operation				From a clear or elevated terrain to a city zone free of enemy units.
<b>Phase D.4</b> (free) - Limited to 1 operation of type 1/ and 1 operation of type 2/				1/ From an operational zone to a rear base. 2/ From a zone on the main map to a rear base.