

Rather Dead Than Persian! allows you to recreate the two Persian Wars of 490 and 480 BC. The game requires the use of two six-sided dice. When a dice roll requires only one dice, this is shown as 1d6; when a dice roll requires two dice, this is shown as 2d6, and the total is used.

One player controls the army of the free Greek cities, the other the Persian invasion forces.

A game by Frédéric Bey and Nicolas Stratigos, translated by Charles Vasey

0 - General rules

0.1 - Game scale

A game turn is equivalent to 3 months a centimetre on the map represents about 12 km. Each strength point represents 200 to 1000 men. Each naval point represents 20 to 40 battle or transport ships.

0.2 - The map

The map is divided into land zones each representing one "province" or part of a province, naval zones and special zones (see 5.4). These zones serve to regulate movement. For game purposes, there is no difference between the borders of historical provinces (full line) and the dotted-line zones. The cities may be situated in any such zones.

In terms of control (see also 13.), the zones have default control as follows:

- Persian: controlled by the Persian player.
- Persian Vassals: controlled by the Persian player.
- Greeks: controlled by the Greek player.
- Neutral Greeks: controlled by neither player at the start.

The colours of the different zones are shown on the map.

Note: the map corresponds to the historical situation at the start of the scenario 14.3.

0.3 - Stacking

The stacking of units (leaders, combat units, naval units and markers) in the same zone or city is unlimited.

0.4 - Losses

Most of the combat results are given in terms of the minimum number of points to be eliminated (at the choice of the owning player).

1 - Game counters

1.1 - Leaders (see illustration)

These represent the historical leaders. They have a Strategic Value used to obtain Action Points or for land interception and a Tactical Value used for the resolution of land or naval combats (yellow box) and naval interception. [The tactical value (in the yellow box), is only used for naval combats.]

1.2 - Combat units (see illustration)

To record the losses due to combat and attrition, the players eliminate counters, to at least the value of the losses shown on the "*Table des résultats de combat*" or the "*Table d'attrition*".

1.3 - Action points (PA)

The Action Points counters (PA) represent the activity level of each side. Place these in an opaque container to act as the pool; they are drawn at random before each operations phase. Depending on the side drawing the counter, the PA value is different (yellow for the Greeks, green for the Persians).

Use of PA

PAs are used to move the leaders and the fleets on the map or to attempt political manoeuvres to overturn alliances (see Special scenario rules 14.3).

2 - Game Sequence

Rather Dead Than Persian! is played over a series of game turns, each turn consists of several phases. All the phases are played simultaneously, except the Operations Phase where the players alternate action segments.

1. Supply Phase: each player checks the supply of his units.

2. Operations Phase:

PA Pool (action points): The Greek player then the Persian player randomly draws a PA counter from the pool. If a Stratagem marker is drawn, the player keeps it, without revealing it, and immediately redraws (before his opponent). If he draws another stratagem, he keeps it but the other player automatically becomes first player if he has not drawn one. If this does not occur each player throws 1d6 then adds the value of his commander-in-chief. The highest number takes the role. In case of a draw, throw the dice again.

Each player adds to the value of the drawn counter the strategic value of their commander-in-chief to obtain the number of PA available

for that operations phase. The total is kept secret by both the players.

The first player (= player A) may decide to pass on his turn of the first segment if he wishes. The second player (= player B) then starts. If the latter passes in his turn, the Operations Phase is ended.

– player A segment: player A activates one of his leaders and then completes a number of actions as he chooses, by spending PA. A leader may use all or part of the PA available for that turn. After a leader has completed the desired actions, player A may then activate another of his leaders or decide to pass. If it is his first activation, he may also spend PA to persuade a neutral to his side (only scenario 14.3). If he has no PA or if he passes, player B can start his segment.

– player B segment: identical to that of player A.

The players alternate the segments until:

- neither of the two players has any more PA ;
- the two players pass in consecutive segments.

The Operations Phase is then complete.

3. End of the turn. The players reveal their PA counter and put it back in the pool. The Turn markers (Année and Saison) are moved forward by one season.

3 - Actions

After drawing their PA counter and totalling it with the strategic value of their commander-in-chief, each player places, out of sight of his opponent, his Action Points Marker on his Force Organisation Sheet (photocopy this from the back of the counter sheet) on the box corresponding to the number of PA available for the turn.

For each action by a leader, a player spends the necessary number of PA (the cost in PA is shown on the "*table de coût des actions*") and adjusts the marker on the track to show the number of PA that remain.

4 - Leaders and activation

The leaders represent the generals and kings of each side. The leader counters appear on the map, with the "symbol" side uppermost, and are only temporarily revealed during combat.

Each leader corresponds, on the Force Organisation Sheet, to a box in which its accompanying units are placed.

4.1 - Activation of leaders

Only leaders may undertake actions and only when they are activated (except Interception, Rule 6). Combat units may not move without leaders.

A leader may only be activated once per Operations Phase and the activation of a leader must be completed before the activation of another leader starts (to show the end of activation of a leader, turn the counter around). This leader and all the units with him may not activate again in that turn (except for Interception, Rule 6).

An active leader who loses a land combat (that is one who must or who chooses to break off combat and retreat into an adjacent zone) may not use PA. The active player must choose another leader to activate or pass play over to his opponent.

4.2 - Multiple activation

When several leaders are in the same zone, a leader may be activated along with a leader of higher rank. This leader and the forces that accompany him is then subordinated to the highest-ranking leader and the PA spent for an action are only those of the highest-ranking leader, but the lower-ranked leader loses the ability to be activated independently. Use the Strategic and Tactical Values of the highest-ranking leader for all resolution (interception, combat, etc.).

If two leaders of the same rank are in the same zone, they must be activated separately to use their respective forces.

4.3 - Reorganisation of forces

Leaders present in the same zone (including city) at the start of a player's Operations Phase, may freely reorganise their forces transferring and exchanging units. The reorganisation does not require activation or PA, but cannot be undertaken after the start of the operations phase.

4.4 - Death of leaders

A leader is eliminated when

- all the units which accompany him are eliminated in combat ;
- or certain die-rolls are made during the combat phase (see 7.5) ;
- or if a leader is intercepted when alone.

The order of succession shown in the scenarios applies for replacing the commander-in-chief.

5 - Land movement

5.1 - General Rule

Only leaders may undertake land movement. Combat units may only move if stacked with a leader. To show this, they are placed on the Force Organisation Sheets, in the respective boxes.

Movement is from one zone to an adjacent zone and ends either by choice of the player, or on the sixth zone entered by the leader.

A force can only move six zones maximum per turn (retreat after combat excluded). Movement is temporarily interrupted in the case of interception but the leader is free to restart his movement after all victorious combat. If defeated the leader must end his activation.

5.2 - Movement of units

A leader may leave behind in a zone (or in the city of that zone) through which he moves, one or more units or inferior-rank leaders that are stacked with him. Similarly, he may pick up units or inferior-rank leaders that are in a zone through which he moves, but he may only continue with his movement or fight with these new forces if they have not already activated that operations phase.

5.3 - Attrition after movement

At the end of each movement, or during a temporary halt, by a force, and after all combat, the player throws the dice against the "Table d'attrition" using the movement section and uses the result based on zones entered by his leader. The result is given as the number of combat units to be eliminated. The losses are applied to all units moved by the leader during his activation. [The number of areas of movement counted for attrition is those occurring after combat where a victorious battle occurs during movement.]

5.4 - Special Zones

– **Thermopyle:** the Thermopyle zone costs + 3 PA to enter. Interception is automatic in the Thermopyle zone. The Greek player benefits from a combat bonus of + 2 columns for each phase of a combat (unless a "Trahison" is played on him, see 11.2 - Stratagems).

– **The mountain chain of Pinde:** to leave this mountain zone (represented by a black dotted line on the map) of enter the zone, the player must spend + 4 PA.

There are four special land-sea zones on the map, they are shown by a red line on their

border. They function normally as sea or land zones but with additional special capabilities:

If land or naval units of the same nationality are present at the same time in the zone, they give mutual support for land or naval combat with a bonus of + 1 column.

In these straits zones, naval combat, gives an advantage to the Greeks if under attack, who were familiar with their coasts and each zone has its own advantages.

- **Eubée:** The naval combat odds are reduced to 1:1, if the actual odds do not exceed 4:1, in which case they are reduced to 2:1. If at least one Chalcis or Erétrie PN is on the Greek coast, it receives a bonus of + 1 to the dice. The bonus of + 1 to the dice per 10 combat points (unmodified) embarked is limited to + 3, for each side. The Leader bonus remains unchanged.
- **Attique:** The naval combat odds are reduced to 1:1, if the actual odds do not exceed 4:1, in which case they are reduced to 2:1. If at least one Athenian PN is on the Greek coast, it receives a bonus of + 1 to the dice. The bonus of + 1 to the dice per 10 combat points (unmodified) embarked is limited to + 2 for each side. The Leader bonus remains unchanged.
- **Hellespont:** The naval combat odds are reduced to 1:1, if the actual odds do not exceed 3:1, in which case they are reduced to 2:1. The bonus of + 1 to the dice per 10 combat points (unmodified) embarked is limited to + 3 for each side. The Leader bonus remains unchanged.
- **Chalcidique:** The naval combat odds are reduced to 1:1, if the actual odds do not exceed 3:1, in which case they are reduced to 2:1. The bonus de + 1 to the dice per 10 (unmodified) combat points embarked is limited to + 4, for each side. The Leader bonus remains unchanged.

6 - Interception

Interception is the only action that is undertaken by a player in his opponent's segment of the operations phase. It is also the only method for engaging in combat with an enemy force in the same zone. Whenever it occurs interception costs 1 PA. Interception is possible by a leader who has already activated.

6.1 - Procedure

A leader of the non-activated player may attempt a interception of an enemy leader entering the same zone. If the player does not attempt interception or if the attempt fails, the activated enemy leader may, before resuming his movement, attempt an interception on his own account. After an interception succeeds a battle occurs immediately.

A force may attempt several interceptions in a turn, but may make only one attempt against the same enemy force.

If the two players seek combat but neither of the two succeeds in his interception attempt, they may nevertheless decide by mutual agreement to fight a formed battle.

6.2 - Resolution

Take the difference between the strategic value of the leader attempting the interception and that of the enemy leader, then the intercepting player dices on the "*Table d'interception*" p. 30. If successful, the type of combat is shown (formed battle or ambush).

Add + 1 to the dice in mountain zones.

[A leader may intercept units without a leader which are treated as having a tactical value of 0.]

6.3 - Multiple interceptions

If several interceptions are possible in the same zone (presence of several forces at the same time), the player who intercepts must decide before his die-roll if he wishes to:

- group his forces as one under the command of the highest-ranking leader;
- intercept successively with his forces (interception 1 and combat 1, interception 2 and combat 2, etc.);
- a mixture of the two preceding possibilities.

The player must also designate a single enemy force as the target of the interception before throwing the dice.

7 - Combat

A combat can only occur following an interception (except with agreement, 6.1). Each player deploys the units that accompany the leader on the Tactical Module on the map.

The battle is fought in rounds of combat, each comprising a Fire Phase and a Mêlée Phase.

The battle ends, at the end of a combat round:

- when one of players decides to break off combat (and may suffer pursuit) ;
- when one of the forces is eliminated ;

– by mutual accord of the two players.

7.1 - Combat Procedure

The type of Combat is determined by the "*Table d'interception*" (see 6.2): Formed battle or ambush. The particularities of ambush are explained in 7.7.

Each round of combat, the players complete the following phases:

1. Fire: the units of the two players which can fire do so, the results are applied simultaneously.

2. Mêlée: the units of the two players that can fight in melee do so, the results are applied simultaneously.

If one of the two sides loses the combat, the other has the right to one phase, and one only, of pursuit (see 7.6). The combat is then complete.

7.2 - Resolution of combat

– Fire: the total points of all units that can fire are calculated for both sides. Each player throws 1d6, and checks the result corresponding to the number of points used and applies the result immediately and simultaneously.

– Mêlée: the procedure is identical, with all the units which fight in mêlée (after having fired). Certain units multiply their combat value:

- Hoplites and Persian heavy cavalry ("*lourde*") x 2
- Persian and Greek Archers [and slingers]: x 1/2

The fire and melee modifiers are:

- + Tactical Value of the leader present;
- + 1 if a unit with A morale is present (whatever the number of A units present);
- 1 if the battle occurs in a mountain zone.

7.3 - Results of combat

n: number of combat points to be eliminated (rounded up). The choice of units eliminated is left to the owning player but, with a result of 10, at least one of the losses must be suffered by units of hoplites, Immortals, or of cavalry.

T: Morale test. The player throws 2d6 for each of his units (or for each morale class). The Morale test is taken after losses are applied.

7.4 - Morale and Rally Test

To pass a Morale Test, a unit must score with 2d6 more or the same as the number

corresponding to its morale class (A = 5, B = 6, C = 7, D = 8).

A unit which fails its test become disorganised. It can no longer fight and is immediately placed in the case “*Unites désorganisées*” box. The disorganised units remain there throughout the battle. They are not taken into account for combat, of for the total of combat points to calculate losses, but if the result requires a demoralisation test, they must pass it.

In this case, a disorganised unit that fails a second test is eliminated.

The surviving disorganised units recover a normal status at the end of the pursuit. If they are then attacked in the retreat zone they fight normally. If during combat, the units of one of the two sides are disorganised, they must break off combat and suffer pursuit.

Where troops of both sides are disorganised they must break off combat, there is no pursuit phase.

7.5 - Leaders and combat

The leaders use their Tactical Value, as a positive modifier to the dice:

- during the combat ;
- when the units test their morale ;

If several leaders are present, always use the modifier of the highest ranked leader.

A leader is only affected by a combat if all the units with him are eliminated (in this case, the leaders present are also eliminated) or if a dice score of 2 or 12 is scored by the opponent during the combat phase. In this case, the leader commanding the force (that is the highest-ranking leader) is killed on an even score of 1d6 (owner dices). His succession occurs immediately on the field of battle by the leader with the next highest rank who is present. If there is not another leader present, the force breaks off combat and suffers a phase of pursuit.

7.6 - Pursuit and Retreat

The pursuit phase occurs only if one of the players decides to break off combat. Only the pursuing cavalry units fight (exception: see the “*Pas de quartier*” stratagem), with the following modifiers:

- Greek cavalry, Persian heavy cavalry and light cavalry: x 3

If the stratagem “*Pas de quartier*” is played by the Greek player: hoplites: x 2

Any test results are ignored. Only use the losses which are inflicted on the force that broke off combat.

After the phase of pursuit, the force which broke off must retreat into an adjacent zone.

Note: if an enemy force is in the retreat zone, it may be used for an interception attempt by the enemy player.

7.7 - Resolution of ambushes

The ambushes are resolved in the same fashion as formed battle, but the number of combat rounds is limited to two, followed by an automatic phase of pursuit to the benefit of the force that staged the ambush.

The following modifiers apply:

On the table de combat

- + 2 columns to the right for the ambushing force;
- 1 column to the left for the ambushed.

To Morale Tests

- + 1 to the dice for the ambushing force;
- 1 to the dice for those ambushed.

8 - Cities

Unlike the two preceding games in the series, **Rather Dead Than Persian!** is set in an epoch where the fortifications (when they existed) were unable to survive sieges lasting several months. As a result the rules for sieges from the previous games do not apply here.

8.1 - Procedure

In the case of interception in a zone containing a city with a “formed battle” result, the player who controls the zone may choose to fight outside the city (in this case all the combat rules apply normally) or in the city itself. [The player who controls the city may choose to fight outside the city or inside the city. The choice is made after seeing the composition of the enemy force]. In this case, the following modifications apply:

- the player outside the city suffers a malus of – 2 columns in all the phases of combat ;
- The forces inside the city are eliminated if they break off combat; there is no phase of pursuit;
- the attacker retreats into an adjacent zone if he loses the combat, there is no phase of pursuit.

8.2 - Destruction of cities

Where the besieged are destroyed, the victor must throw 1d6 to discover if he destroyed the

city or not. The result may involve the draw of a Stratagem by the other player. A “*citie détruite*” marker is placed on the city.

– Persians: the city is destroyed on a 1d6 roll of 1 to 5 and all the inhabitants sold into slavery. The Greek player receives the stratagem “*Pas de quartier*” (scenarios 14.2 and 14.3).

– Greeks: the city is destroyed on a 1d6 roll of 1 or 2. The Persian player recovers the “*Political manoeuvre*” stratagem (scenarios 14.3 only). [If the two stratagems are in the hands of the Greek, he may retain both. If the 2 stratagems have already been played, do not reuse them in the game. The rule “Once played, a Stratagem counter is removed from play” is strictly applied.]

9 -Naval operations

Like land units, naval units can be activated to undertake a number of actions by spending the corresponding PA. The difference from land units is that the naval units can activate without a leader. They do not need to be activated and may move several times in a turn, in a non-linear manner.

A naval operation therefore occurs during the activation of a friendly leader.

Example: it is possible to activate a leader, and move into a zone and to use a fleet in an adjacent zone.

Each ship counter represents a certain number of naval points (PN), from 1 to 5. The naval units can be grouped into fleets without any limit.

Each fleet corresponds, on the Force Organisation Sheet, to a box in which are the naval units and the leaders that comprise the fleet.

9.1 - Movement and attrition of naval units

The units and the fleets may move from sea zone to sea zone, up to a maximum distance of six zones.

It requires 1 PA to move an isolated naval or to move a fleet (whatever the number of units in the fleet). To be moved as a fleet, the naval units are obliged to be grouped as a fleet represented by a marker (the units are placed in the respective box).

A fleet may leave in a zone through with it moves one or more naval units that comprise it, it may also “pick-up” one or more naval units from a zone through with it moves, even if these units have already be activated.

At the end of a naval movement, and before combat, a player must throw 1d6 on the “*Table d’attrition*” for each fleet or naval unit that was moved. The result is applied immediately. All land units transported on an eliminated naval unit are also eliminated. A player may halt temporarily the movement of a fleet or unit and restart later in the turn, but he must total all the zones crossed by the fleet or unit during the entire turn for the calculation of attrition. [A victorious naval force only counts Areas entered after the victory just as with a land force]

9.2 -Naval interception

When a fleet enters a sea zone containing an enemy naval force, it may be intercepted. As with land interception, the enemy player may attempt interception. If it fails, the fleet may in its own turn attempt an interception or continue its movement. An interception is successful on a score of 6 or more on 2d6. If a “naval” leader is present on a naval unit, it may add it tactical factor to the dice.

9.3 - Naval combat

A naval combat always follows after a successful interception.

Procedure: each player calculates the odds ratio of his units’ naval points (PN) and those of enemy units. He then throws 1d6 and checks the result on the “*Table de combat naval*”, in the column corresponding to the odds. These losses, given in terms of PN lost by the enemy force, are immediately applied.

The players continue the combat until one fleet is destroyed or retreats in to an adjacent zone. A naval combat always has at least one round.

Modifiers to the dice:

+ tactical value of the highest-ranking “naval” leader embarked.

+ 1 to the dice per 10 unmodified combat points embarked.

Column modifiers:

– See the rules for special zones (5.4).

– Difference in Strategic Values of the leaders of the highest rank present.

9.4 - Transport of troops

A naval force may embark or debark troops in a coastal zone. The embarkation, the transport and the debarkation may occur in the same operations phase, if the player spends PA in sufficient number.

To be embarked or debarked, the units must be accompanied by a leader. A naval point may embark 3 combat points of infantry or 2 points of cavalry. Land and naval leaders do not count against embarkation limits.

Leaders transported by PN are not considered “activated” unless they participate in a combat naval. They may move after debarkation if they had not moved before embarkation, in the same turn.

10 - Supply

Each supply phase, the players must check if their land units are supplied. If a force is not supplied, the player throws 1d6 on the “*Table d’attrition de non-ravitaillement*”, checking against its geographical location, and suffers the losses immediately.

The Persian units are automatically supplied in the following cases:

- they are in a coastal land zone (including one with a “*Terre brûlée*” marker) without enemy units and in a sea zone with only friendly ships.
- they are in a non-coastal zone (including one with a “*Terre brûlée*” marker) without enemy units and adjacent to a coastal zone as previously described and no more than 30 unmodified combat points.
- they are in a zone that does not correspond with the preceding descriptions (presence of enemy forces on sea or land), despite the zone possessing a “*Terre brûlée*” marker, and they do not have more than 15 unmodified combat points.

Persian forces capable of tracing a continuous line of controlled zones to Eolide are automatically supplied.

Dummy counters interdict supply.

In all other cases, a Persian force is not supplied.

The Greek units are always supplied, except when with enemy forces, in the zones which are part of the anti-Persian coalition and except in a zone which has a “*Terre brûlée*” marker.

[Neutral zones do not interrupt supply.]

11 - Special counters

11.1 - Dummy counters

The dummy counters are non-existent leaders or fleets and serve to create strategic uncertainty.

The dummy counters are moved like real counters, paying the necessary PA keeping

their dummy side hidden. During movement, dummy counters cannot undertake any other action.

If a dummy is intercepted successfully, the dummy is removed from play. A dummy removed from the game returns at the start of the following Operations Phase, and is stacked with a leader counter or a fleet on the map.

A leader dummy counter (grey bust) has a strategic value of 3, which value is used only for interception. A dummy fleet counter (empty sea) has no value.

11.2 - Stratagem counters

The Stratagem counters are mixed with the PA counters and placed in the pool, according to the rules of the scenario. In addition, certain Stratagem counters are given to players at the beginning of a scenario or during the game. When drawn, the Stratagem counters are retained by the player and can be used at any time in an operations phase. Once played, a Stratagem counter is removed from play unless an exception is given.

The Stratagem counters are the following:

1 - *Trahison* (Treason) [x 2] (drawn): this counter, played at the start of a combat (land or naval), gives a modifier of + 2 columns to the right in all the phases for the duration of the combat. It removes the bonus of Thermopyles.

2 - *Reconnaissance* [x 2] (drawn): this counter permits the automatic identification of the composition of a land or naval force on the map (a dummy is treated as intercepted) or earns + 2 columns to the right (on the “*Table d’interception*”) during an interception.

3 - *Tempête* (Tempest) (drawn): played on one area only, requires the player to immediately take attrition on the [six areas] column. This stratagem is returned to the pool after being played.

4 - *Manœuvres politiques* [x 2] (taken or drawn): permits the use of a modifier of + 4 to the dice for attempting to overturn an alliance (see scenario special rules).

5 - *Pas de quartier* (No Quarter) (taken): during a pursuit phase by Greeks with hoplites. The effect of this stratagem lasts from the moment it is played, to the end of the game.

6 - *Oracle* [x 2] (drawn):

– add or deduct 2 to the dice in a land or naval combat, or

– add or deduct 2 to the dice in a land or naval interception, or

– add or deduct 4 to the dice in a political manoeuvre.

At the moment of play the owner dices 1d6, if the result is even the oracle is favourable; if it is odd the oracle is unfavourable.

7 - *Ostracisme* (drawn): permits the Persian player to remove from play an Athenian leader of his choice, to simulate an ostracism vote against him by the Athenian Assembly.

8 - *Intrigues au palais* (Palace intrigue) (drawn): allows the Greek player to select five Persian [land] units and remove them from play, along with the Xerxes counter, to simulate the return to Asia of the King of Kings and his troops to deal with the revolt in his capital (off map).

9 - *Isolationnisme spartiate* (Spartan Isolation): allows the Persian player to require the Greek player to immediately redeploy all Spartiate units (land or naval) and their leaders to any zone in the Péloponnèse, this remains in effect until the “*Panhellénisme*” stratagem is played by the Greek player. The Greek chooses one or more zones in the Péloponnèse, except Corinthe and Argolide, in which to place these units.

10 - *Panhellénisme* [x 2] (drawn): see *Isolationnisme spartiate* or it can be used to give a combat bonus to the Greek player of + 1 column in all the battles of this combat phase.

11 - *Génie de Thémistocle* (Themistocles’ genius) (drawn): if the Greek player plays this stratagem during a combat where Thémistocle is present, it doubles Thémistocle’s tactical bonus.

12 - *Sacrifice de Léonidas* (Leonidas’ sacrifice) (drawn): If the Greek player plays this stratagem during a combat led by Léonidas, Léonidas automatically dies, but the Persian losses are doubled.

12 - *Terre brûlée* (Scorched earth)

A player may decide to sack a zone containing his units and a leader. After having spent the necessary PA [that is, 2 PA], a *Terre brûlée* marker (use any marker to indicate the “*terre brûlée*” status) is placed in the zone. The effects are as follows:

– one or more units in such a zone, and not supplied under Rule 10, must dice on the “*Table d’attrition*” at the moment they enter the zone (even if they are only passing through) depending on their number. The modifiers are cumulative.

13 - Control

A zone is controlled by the player who alone has units there units, or whose units were the last to stay in the zone for at least a complete turn. In this case, the players use the zone controls markers. In all other cases, the zone is not controlled.

If an enemy unit enters a zone with a zone controls marker, the marker is immediately removed.

The “*Terre brûlée*” zones can be controlled only for the Victory conditions.

14 - Scenarios

In all the scenarios: the commander-in-chief is indicated in bold. In the case of death, the order of succession is from most to least stars, except for rules given in the scenario

14.1 - The defeat of the Ionian revolt

The Persian must capture the cities of the Ionian (Asian) Greeks and occupy Doriscus.

Length: maximum 5 turns.

Start: Summer – 495

End: Summer – 494

Control

Persians: Eolide only

Persian Vassals: None

Greeks: Persian Provinces of Asia Minor (cities of Antandros, Phocée, Erythrées, Ephèse, Milet, Halicarnasse), Athènes, Érétrie

Neutral Greeks: All the other zones

Deployment

– Greeks

The Greeks have one dummy, a fleet and a dummy fleet.

– 1 counter (4C) in each of the six Asian Greek cities: Antandros, Phocée, Erythrées, Ephèse, Milet, Halicarnasse

– Stratégos 3 at Ephèse

– **Stratégos 2** + Stratégos 1 + 2 x Athenian hoplite counters (4A) + Érétrie counter (4B) + 2 x (4C) + 3 Athenian PN + 1 Eretrian PN at Milet.

– Thracians (treat as neutral Greeks)

– 3 x (4C) in Thrace.

– Persians

The Persians have a dummy, a fleet and a dummy fleet.

Eolide: **Mardonios**, Anabase, Artabase,

x (3B), 6 x (5C), 8 x (6*D), 1 heavy cavalry (3B), 2 light cavalry (3C), 10 PN

Special rules:

The Political Manoeuvre stratagems, *Pas de quartier*, *Ostracisme*, *Intrigue au palais*, *Isolationnisme spartiate*, *Panhellénisme*, *Génie de Thémistocle* and *Sacrifice de Léonidas* are not in play. If the provinces of Milet or Ephèse fall into the hands of the Persian player (that is to say under his control), throw 1d6. If the result is even, all the Athenian counters are immediately removed from the game, if it is odd, all the “éritréien” counters are immediately removed from the game.

Victory conditions

The Persian must capture the 6 Greek cities of Asia Minor and occupy Doriscus to win at the end of the game.

The game stops automatically when Milet and Ephèse are in the hands of the Persians. The victor is the one who controls the majority of the seven cities listed as a scenario objective. If at the end of the game, Milet and Ephèse are Greek, the Greek player scores a victory.

14.2 - Marathon and the First Persian War

Length: 4 turns.

Start: Spring – 490

End: Winter – 490

Control

Persians: Default Persian Provinces on the map (including Thrace)

Persian Vassals: None

Greeks: Greek default provinces on the map in which at least one combat unit starts the game.

Neutral Greeks: All the other provinces (including Macédoine)

Deployment

– Greeks

The Greeks have a dummy, a fleet and a dummy fleet.

– **Miltiade**, Callimaque and 4 x Athenian hoplite counters (4A) + 2 x (4C) at Athènes

– Aishines and Erétrie counter (4B) in Erétrie

– Platée counter (4B) in Béotie

– Stratégos 1 + 4 x PN athéniens in the Attique zone + 1 PN Eritréen in the Erétrie zone

– Cléomène + 4 x hoplites spartiates (4A) + 2 x (4*D) + 2 x (4C) at Sparte.

– Persians

The Persians have a dummy, two fleets and a dummy fleet.

Datis, Arthaphèrnes, Anabase + 2 x (3B), 4 x (5C), 5 x (6*D), 1 heavy cavalry (3B), 1 light cavalry (3C), 20 PN at Halicarnasse.

Special rules

The following stratagems: *Political manoeuvre*, *Intrigue au palais*, *Génie de*

Thémistocle and *Sacrifice de Léonidas* are not used during the game.

The game begins with the *Isolationnisme Spartiate* stratagem in force.

Macédoine and the other provinces of Greece remain neutral during the game.

Victory conditions: the Persian must destroy the city of Erétrie, ravage the zone (“terre brulée”) and control Athènes at the end of the game, otherwise the Greek player wins.

14.3 - Rather Dead Than Persian: the Second Persian War

Length: 8 turns.

Start: Spring – 480

End: Winter – 479

Control

Persians, Persian Vassals, Greeks and Neutral Greeks: as defined by defaults on the map.

Deployment

– Greeks

The Greeks have 2 dummies, 2 fleets and 2 dummy “fleet” counters.

– Sparte: **Léonidas**, 5 x (4A) + 4 x (4C) + 4 x (4*D)

– Athènes: Stratégos 3, 4 x (4A) + 1 x (4B) Egine + 2 x (4 C)

– Mégare: + 2 x Mégare (4A)

– Corinthe: Stratégos 2 + 3 x (4A)

– Erétrie: 1 x Chalcis (4B)

– Béotie: 2 x Platée and Thespies (4B) in Béotie (pro-Greek),

– Attique: **Thémistocle**, Eurybiades, Léotycides, Stratégos 1, 12 Athenian PN + 3 Corinthian PN, + 2 Egine PN + 2 Spartan PN Sparte + 1 Megarean PN + 1 Chalcis PN

– Neutral:

Thèbes: 3 x (4C) + 2 x (2C) Thèbes

Larissa (Thessalie): 2 x (4C) + 3 x (2C)

Argos: 1 x (4B) Argos

– Persians

The Persians has 2 dummies, 2 fleets and a dummy fleet.

– Antandros: **Xerxes**, Mardonios, Artémise, Ariabigue, Préxaspe, Mégabaze, Anabase, Artabase, 3 x (3A), 3 x (3B) Immortals, 6 x (5C) Sparabara, 10 x (6*D), 3 x (3B) heavy cavalry, 3 x (3C) Light cavalry, 39 PN.

– Each city in Asia Minor: 1 x (4C) Greek

– Méthoné (macédoine): 1 x (4C) + 1 x (3C)

Reinforcements

Pausanias enters the game at Sparte in Spring – 479

Special rules:

All the stratagems are in play.

Xerxes: In Winter 480, Xerxes is removed from the game with half of the Immortals counters in play as well as the Artémise counter [whahay]. Mardonios becomes the Persian commander.

Leaders: All the Greek leaders may command units of any non-neutral Greeks.

Order of succession: the Greek player may use either Léonidas or Thémistocle as commander-in-chief. If the two are killed, the immediate successor is Eurybiades then Pausanias. The successor to Xerxes is Mardonios.

Greek Neutral Cities:

The units of the Greek Neutral Cities may not leave their zone while they are neutral. If they become pro-Persian they can move with a Persian leader and fight alongside the Persians, if they become pro-Greek, they do the same with the Greeks.

Each player may during his first activation once per turn per city attempt to bring these into his camp.

The player indicates the province that he wishes to recruit to his side, he throws 2d6 and adds the number of PA that he wishes to spend (Note: the player must make a choice between the military and political options); he needs the following results:

If he is Persian:

- Thessalie = 10
- Béotie = 13
- Argolide = 15

If he is Greek:

- City in Asia Minor = 17
- Thessalie = 15
- Béotie = 13
- Argolide = 10

Modifiers:

- Stratagem Political manoeuvre: + 4 to the dice
- Stratagem Oracle: + or – 4 to the dice
- Greek presence in the province: + 1
- Persian Presence: + 3

If the test succeeds and the province is neutral, the units of that province immediately join the successful player's side. They are not moved but may be picked-up by a friendly leader.

If the test succeeds and the province is already declared for one side, it becomes neutral and the units are immediately placed in the city of origin.

A province may change sides several times in a game but passes through neutrality on each change.

Victory conditions: The Persian player scores a marginal victory if he controls: Attique, Mégaride, Corinthe, Erétrie and a Total Victory if he also controls Laconie.

The Greeks score a marginal victory by preventing a Persian Marginal Victory, and Total if they free at least one Greek city in Asia.

If Xerxes dies, the Greek victory is automatic.

ERRATA

I. Rules :

Clarification 1.1 – Tactical value of leaders.

The tactical value (in the yellow box), is only used for naval combats.

Clarification and correction 5.3-Attrition after movement. The number of areas of movement counted for attrition are those occurring after combat where a victorious battle occurs during movement.

Clarification 6.2 – Land interception A leader may intercept units without a leader which are treated as having a tactical value of 0.

Clarification 8.1 - Procedure The player who controls the city may choose to fight outside the city or inside the city. The choice is made after seeing the composition of the enemy force.

Clarifications 8.2 – Destruction of cities Stratagems "*Manœuvres politiques*". If the two stratagems are in the hands of the Greek, he may retain both. If the 2 stratagems have already been played, do not reuse them in the game. The rule "Once played, a Stratagem counter is removed from play" is strictly applied.

Clarification 9.1 – Naval attrition The effect of a combat, during movement, is the same as that for land attrition.

Clarification 10 – Supply Neutral zones do not interrupt supply.

Clarifications 11.2 – Stratagem counters Stratagem "Tempête". "the least favourable column" is that of the 6 sea areas on the Table. Stratagem "Isolationnisme spartiate". All the units – leaders, hoplites and naval units – are

redeployed. The Greek chooses one or more zones in the Péloponnèse, except Corinthe and Argolide, in which to place these units.

Clarifications 12. - Terre brûlée “After having spent the necessary PA, a Terre brûlée marker is placed in the zone”. This neglects to mention the required number of PA which is 2.

II. Scenarios :

Clarifications 14.1 – The crushing of the revolt of the Greeks of Asia Minor. For the Thracian units, use the counters Thèbes blue/light blue. They are commanded by the Greek.

The number of Immortals to be deployed is 3 units.

Correction and Clarifications 14.3 – Rather Dead Than Persian: The Second Persian War The two 4C counters from Thessalie are shown as 3C

The 4B Erétrie counter is not used in scenario 3 and replaced by the Chalcis counter of the same value.

The 1PN Chalcis is not on the VV N°49 counter-sheet, use the 1PN Erétrie counter, while awaiting the new counter. The 2PN Sparte counter in scenario 3 is noted by error as 2PN Péloponnèse on the counter-sheet. Use that counter while awaiting the replacement counter.

For Asia Minor : The Persian player uses the deep blue Greek counters, which are treated for all purposes as green Persian counters.

Xerxes' Retreat : The first priority for removing counters is the morale A Immortals along with Xerxes.

III. Tables:

Correction “*Table d'attrition due au mouvement*”... *et en cas de non-ravitaillement* There is an error in the note on the application of results. It is the “normal” zones and not the “mountain” zones where one only takes account of forces greater than 15 combat points.

IV. Counters :

One of the two dummy “Greek fleet” unfortunately has an erroneous Bull's Head illustration.

A cavalry counter (2C thessalienne blue/green and a cavalry counter (thébaine 2C deep blue/light blue) are missing

The Platée counter is 4A on the counter-sheet, 4B in the scenarios. The correct value is 4B. A Chalcis naval counter is missing

The 2PN Sparte counter from scenario 3 is noted as 2PN Péloponnèse in error.

Six replacement counters are on the counter sheet in Vae Victis n°50 to correct these errors.

Thanks to Claude Vergy

The Persian Version (by Robert Graves)

Truth-loving Persians do not dwell upon
The trivial skirmish fought near Marathon.
As for the Greek theatrical tradition
Which represents that summer's expedition
Not as a mere reconnaissance in force
By three brigades of foot and one of horse
(Their left flank covered by some obsolete
Light craft detached from the main Persian fleet)
But as a grandiose, ill-starred attempt
To conquer Greece - they treat it with contempt;
And only incidentally refute
Major Greek claims, by stressing what repute
The Persian monarch and the Persian nation
Won by this salutary demonstration:
Despite a strong defence and adverse weather
All arms combined magnificently together.

Charts

[The charts for this game are prepared in Illustrator and so cannot be included in this translation. I give below the various notes to the tables]

Table de Combat Naval

The axes are Odds (Attacker/Defender) and dice score

The results are in naval points lost.

Naval interception: See Rule 9.2

Column modifiers: Special Areas see 5.4 and Strategic Value differential

Dice Modifiers: +1 per 10 land points embarked, and + the tactical value of the leader [yellow values only see above].

Table d'Interception

The axes are Differential (Interceptor less Intercepted) and dice score

The results are:

“e” = ambush against the interceptor

“E” = ambush against the intercepted

“b” = formed battle

Naval interception: See Rule 9.2

Dice Modifiers: +1 if the attempt is made in the mountains, and +/- 2 if an Oracle is used.

Column modifiers:

+1 column to the right if *Panhellisme* has been played

+2 columns to the right if Reconnaissance has been played.

Cout des Actions

Costs are listed down the right side.

Rows:

FOR LAND

Movement per Zone

Movement per mountain zone

Thermopylae

Mountains of Pinde

Interception Attempt

Combat

FOR SEA

Embarkment or debarkment

Naval movement per zone per fleet

Naval movement per zone per unit

Naval Interception

Combat Interception

Atrition due au mvt

Axes: Number of zones entered (by land and sea) and Dice

...et en cas de non-ravitaillement

Axes: Type of zone occupied (Mountain, Normal, Terre Brule) and Dice

Losses are in Naval Points or units.

Terre Brule: Whatever the number of units.

Normal: Only if over 15 combat points value.

Table de Combat Terrestre

Axes: Number of Combat Points and dice

Results given in number of combat points lost.

Dice Modifiers:

+Tactical Value of Leader

+1 if a Morale A unit present.

-1 if fought in a mountain zone

and +/- 2 if an Oracle is used.

Ambush (see Rule 7.7)

+2 columns to the right for the Ambusher

-2 columns to the left for the victim of the ambush

Column modifiers:

Thermopylae, Trahison +2 columns

City - 2 columns

Special Zones: +1 column