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**RULES &
SCENARIOS**

SYRACUSE

415-413 BC

SYRACUSE

415-413 B.C.

« *Lysistrata: That task should not be difficult, unless they're so aroused they screw each other. I'll quickly notice that. But where is she, the young girl Reconciliation? Come here, and first, take hold of those from Sparta, don't grab too hard or be too rough, not like our men who act so boorishly, instead do it as women do when they're at home. If they won't extend their hands to you, then grab their cocks. Now go and do the same for the Athenians. You can hold them by whatever they stick out. Now then, you men of Sparta, stand here close to me, and you Athenians over here. All of you listen to my words. I am a woman, but I have a brain, and my common sense is not so bad—I picked it up quite well from listening to my father and to speeches from our senior men. Now I've got you here, I wish to reprimand you, both of you, and rightly so. At Olympia, Delphi, and Thermopylae (I could mention many other places if I had a mind to make it a long list) both of you use the same cup when you sprinkle altars, as if you share the same ancestral group. We've got barbarian enemies, and yet with your armed expeditions you destroy Greek men and cities. At this point, I'll end the first part of my speech ».*

Aristophane, *Lysistrata*.

Syracuse, 415 to 413 B.C. is an historical game for two players recreating the land battles, the naval actions and the siege operations caused by the Athenian invasion of Sicily, to try to overcome Syracuse and its Spartans allies, during the Peloponnesian War 431-404BC.

O - GENERAL INFORMATION

0.1 - Dice

The game requires the use of 6 sided dice (d6) and a cup.

0.2 - Map

The map is divided into zones, which regulate the placing and movement of the units. The zones are distinguished between naval zones (identified by M and a number), land

zones (identified by T and a number) and the off-map zone of Catania. See rules 3 and 4 for the effects of the terrain on movement, stacking and combat.

• Naval zones

There exist 3 three types of naval zones:
– Ports (surrounded by a fortification which is impassable to the opponent, rule 5.2). Syracuse has two ports (in M6 and M7) and the Athens one port, when built (in M12);

– Protected naval zones (M9, M10 and M11). **Precision: M12, before the construction of its port, is also a protected naval zone;**

– Sea (all other naval zones).

• Land zones

There are 4 types of land zones:

– Fortified (surrounded by a fortification impassable to the opponent, rule 5.2). Syracuse have their city (T16) and the Athens their camp, once build (T17);

– Clear land (example T1);

– High land (for example T8);

– Clear and high land reinforced by a fort (already built or to build, for example T21 with Olympieion).

• Limits of zones

Certain zones are limited, to one or more sides, by walls (once built), chains (once built) or rivers

• Constructions

As long as the fortifications, the forts, the walls and the chains are not built (rule 5.), their effects are ignored. **Example: as long as *Plemmyrion* is not built, the T27 zone is clear land. It becomes a reinforced zone after construction.**

• Off map zone of Catane (Catania)

This area is only accessible to the units of the Athens force and is used as a rear base, mainly to allow the avoidance of attrition, for as long as its camp is not built. The Syracuse force cannot attack this zone.

Historical note: Catania was one of the few cities in Sicily to ally with Athens. The task force can return here during the first winter of the campaign.

0.3 - Scale of play

One Force Point (PF) represents depending on unit; 1 Trireme, 150 Cavalry, 250 Hoplites, 350 Peltasts (light infantry) or 500 Archers and Slingers.

Each game turn represents three months.

1 - COUNTERS

The respective sides of the combat units, leaders and the events are indicated by the main colour of the counter. A white vertical band is shown on all the Athens and Syracuse counters and makes it possible to distinguish them from their respective allies who do not have this band.

1.1 - Combat units

Combat Units have double sided counters:

- The front of the counter shows the values of the unit when at full force;

- The reverse shows reduced values of this same unit when it is weakened.

Precision: *Weakened units with a value of PF 0 are not eliminated they simply do not have a combat value. They can then be returned later in the game.*

Each unit has:

- Letter: T for Trireme, H for Hoplites, C for Cavalry, P for Peltasts (light units) or A for Archers (and slingers)

- Force Points (PF) representing their manpower (rule 0.3).

- several units possess a bonus shown by a sword.

General rules:

- Land Units (H, C, P and A) have an allowance of 4 points of movements (PM) in the land zones and may also be convoyed by sea;

- The naval units (T) have an unlimited movement capacity.

Note: *Movements Points are not shown on the combat unit.*

1.2 - Leaders

Leaders are represented by counters with double sides:

- The front indicates the leader in full health;

- The back indicates the leader when wounded or sick;



- Certain Leaders have a bonus, indicated by a "sword", or a double bonus, materialized by two "swords".

Generic Rules:

- Leaders have a movement factor of 5 PM in the land zones and unlimited in the naval zones.

Note: *the Movement Points are not shown on the counters.*



1.3 - Events

The Events are counters with double sides with either an event or a specific combat bonus as well as an identification number (rule 7).

1.4 - Markers

They are used to show the number of Activation Points (rule 2.B) and the Supply Level and also the Turn (rule 2.D) on the chart included for this purpose. Other markers show the constructions for both players and their control (rule 5.).

2 - SEQUENCE OF PLAY

Each turn of play consists of the following phases:

A - Phase of selection of the Events

All the Events available are placed in a cup. Each player draws 2 events and keeps them secret. Once used, a Event is returned to the cup, except the Events S6 and S21 which both have a permanent effect and are withdrawn from the game after being played (by placing them on the chart included for this purpose).

Example: *The Event S6 "Ships reinforced" on the front and S11 "Attacks combined" on the back is withdrawn from the play only if the side "Ships reinforced" is used. The use of the sides "Attacks combined" does not require that the S11 Event is removed from the game; it is replaced in the cup after use.*

B - Activation Phase

B.1 - Action points (PA)

Both players throw 2d6. The player with the highest result obtains the initiative. If both throws are equal, the player having the advantage (rule 8) gains the Initiative. The player with the initiative is shown by turning the turn marker face up to the distinctive coloured face. In addition, each player receives PA equal to the total of the 2d6, divided by two, rounded up. Each

Recto



Verso



Epée =
Bonus



Allié



Syracusain



Athénien





player then adds 1 PA to this total during the summer and autumn turns. Each player removes 1 PA from his total during the turns of winter, except if the total is already 1 or 2. The "Action" markers are placed on the chart to indicate the number of PA available for each player.



Example: During the Spring turn 414, Syracuse throws 8 and Athens 5. Syracuse obtains the initiative with 4 PA and Athens obtains 3 PA.

B.2 - Reinforcements

All reinforcements of both players arriving, as per scenarios instructions or as received due to a S18 Event (rule 7), are deployed on the map, starting with the player having the advantage (rule 8). If none of the zones planned for the placing of reinforcements are free of enemy unit, the player empties the zone containing the least PF by moving the units which are there to an adjacent zone of its choice.

The player can then immediately move the deployed reinforcements (rules 3.2 and 3.4), without spending any PA. Starting with the player having the Advantage, move the units with the constraint of never entering a zone or a fort occupied by enemy units. These new arrived units will then be able to move normally during the Actions Phase (rule B.3).

Wounded or sick leader are turned back over onto 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 the passive player).

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

- **B.3.1.** He must announce the full number of PA (1 being the minimum, all the available PAs being the maximum) which he will spend during the Action Phase. He will progressively deduct these PA as they are used, by moving his Action Marker towards 0 on the chart;

- **B.3.2.** He can activate, one after the other, any of the zones occupied by the units of his side and move all or part of the forces and/or Leaders located in these zones (rule 3).

The cost of activation is of:

- 0 PA (free) per activated zone, if it contains a leader with double bonus (two "swords");
- 1 PA by activated zone if it contains a leader either with a single bonus (a "sword") or with no bonus;

- 2 PA by activated zone, if it does not contain a leader.

Precision: Units in a fort, in a surrounding reinforced zone occupied by friendly units, are activated at the same time as that of the zone and without any extra cost. The units of a fort, in a surrounding reinforced zone occupied by enemy units are activated at the cost of an independent zone, according to the presence or not of a leader (0 to 2 PA).

- **B.3.3.** He must carry out combats (rule 4.) in any zones which includes both player's forces (cost only 1 PA for all the combats taking place in the Action Phase in progress). Exception: surrounded zones, (rule 4.3.)

Exception: Reinforced zones, (rule 4.3.)

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

When either player does not have any more PA left you must reverse his Action marker to its Apathy side then pass and let his adversary carry out a new Action Phase if possible.

Note: A player cannot voluntarily pass on his turn, and is obliged to spend at least a single PA during his Action Phase, so long as he has any PA left. He can only pass his turn when he has no more PAs left.

When both have spent all their PAs, the Activation Phase is finished.

Note: at this moment, all the engagements must be finished.

Both the active and passive players can play any of their Events throughout, with the limit of one Event each per Action Phase

C - Construction Phase

The player who gained the initiative in B.1 carries out the Construction Phase first as the active player (the other player is the passive player).

During his Construction Phase, the active player determines the number of d6 it gains:

As a base **1 d6** for the Syracuse player and **2 d6** for the Athens player and:

+ **1 d6** for the player having the advantage;
+ **1 d6** for the Athens player during the 4 turns of 414 BC;

+ **1 d6** in exchange of removing a Event marker of his colour, without playing it;

+ **1 d6** (both players) for the presence of a leader with double bonus on the map;

+ **1 d6** (Athens player only) if the fort of Labdalon is built and controlled;

- **1 d6** (Athens player only) if the sea chains are built;

- **1 d6** if the player has less than double the total strength in PF of cavalry on the map that his adversary.

Precision: No -1 d6 if the player has exactly the double of the total strength or more.

- **1 d6** in winter;

- **1 d6** during the 4 turns of the year 413.

The Active player throws his dice and carries out Construction according to the results obtained (rule 5).

The Passive player then becomes the Active player and carries out in his Construction Phase.

Special case: The Syracuse Player does not carry out a Construction Phase in any turn before the construction of the Athenian camp. If the Atheians camp is built during turn 2, the Syracuse player can carry out phases of Construction starting from turn 3 only.

D - Adjustment Phase

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

• **D.1.** He can keep the maximum of one Event, of his choice, in his hand and he must replace all the other Events into the cup.

• **D.2.** He can move freely and without constraints his units and his Leaders deployed on the map, into a fortified zone, a fort or a port which he controls, within stacking limits (rule 3.3). The Athens player can also place units within the Catania zone, provided that the chains are not built and that it moves a number of PF of land units lower or equal to the number of PF of naval units which must accompany them (**precision:** *he can move naval units only, but not only land units*);

The second player then carries out his adjustments as per D.1 and D.2.

The player who has the initiative now continues to carry out his adjustments:

• **D.3.** He can turn over as many turn weakened units onto their full side as he has Leader Bonuses;

• **D.4.** He must move the marker "Appro"/"Food shortage" of his colour relating to the situation (rule 6);

• **D.5.** He carries out any possible tests for attrition (rule 6.4), resolves any sieges (rule 4.3) and the destruction of the walls (rule 4.5).

The second player then carries out the adjustment from D.3 to D.5.

The conditions of victories are checked (rule 9).

The Turn Marker is advanced one space.

3 - MOVEMENTS AND STACKING

Leaders and combat unit can move only once per Action Phase, but several times each turn (once per Action Phase). Movement is possible from one zone into an adjacent zone, or from a fort into the surrounding zone which contains it (and vice versa). Two zones touching each other only by a point of angle are not regarded as adjacent (**example:** *the direct movement from T4 into T12 is not possible*).

3.1 - Movement Limits

- Land units cannot enter a naval zone;

- Naval units cannot enter a land zone;

- Leaders can move into land zones like land units (on its own or accompanied by a combat unit) and into naval zones like naval units (on the condition of being accompanied both at the beginning and end of the naval movement by at least one unit of the type T);

- Movement through a built fortification is not allowed by the player who is not the owner (rule 5.2);

- Movement through the chains once built is not allowed by either player (rule 5.4).

Special cases:

- Syracuse and Ortygia form a single zone (T16);

- Movement is possible between the zones M6 and M7 (and vice versa), because Syracusan player has a channel between the two ports;

- The units of the Syracuse Player cannot penetrate into M12 until the Athens camp is destroyed (they cannot before it is built as well);

- Movement is possible between the off map zone of Catania and M1 as if the two zones were adjacent naval zones.

3.2 - Carrying out and costs of movements

When a zone is activated in the Action Phase, all the units of the active player present in this zone, including those placed in the fort in a reinforced zone, can move as one or more groups, possibly according to paths and to different destinations

Example: *when the T9 zone is activated, all the units present in T9 including those present in Labdalon, if they belong to the same player, can be moved.*

The movement of a zone into an adjacent zone costs **1 PM**, with the following extra costs:

+ **1 PM** for movement from a clear land zone into a high land zone.

Note: *not +1 in opposite direction, or +1 from one high land zone to another high land zone;*

+ **1 PM** for a movement across a river;

+ **1 PM** to enter or leave a fort from or towards the surrounding zone which contains it;

+ **3 PM** for a movement through a built enemy wall;

+ **1 PM** for a movement through a destroyed enemy wall;

Examples: *the movement of T11 into T20 via T18 costs 4 PM (into T11 with T18 = 1 PM + 1 PM of river + 1 PM of high ground + in T18 into T20 = 1 PM)*

To cross a fortification or a friendly wall does not generate any extra cost.

It is not possible to cross an enemy fortification

As soon as a unit enters a zone occupied by at least one enemy unit (even placed in a fort of the surrounded zone), it is obliged to stop its movement in this zone.

Précision: *a reinforced zone containing a fort controlled by the opponent, but empty of units does not force this movement to stop.*

A unit leaving a fort, towards the surrounding zone which contains it, is also forced to stop there if it is occupied by enemy units.

There is only one exception to this principle of obligatory stop.

- if a zone is only occupied by one or more units of cavalry (standard C), their owner (the passive player) can choose to immediately carry out a free movement of 4 PM maximum (not counting against the limit of only one movement per Action Phase) with his cavalry units to evacuate the zone. The active player can then continue his movement normally.

This free movement of cavalry is not possible if the active player enters the zone with one or more units of cavalry not accompanied by units of other types.

Precision: *in this case, if another group of units of the active player, who is not made up exclusively of units of cavalry, penetrates later on in the zone, that during the same Action Phase of the active player, the units of cavalry of the passive player will be able to then carry out a free movement.*

3.3 - Stacking Limits

Stacking is checked only at the end of movement and retreats after combat (rule 4.2). Any units in excess of the limit are eliminated (owner's choice). Leader counters do not count towards the stacking limits.

The stacking limits, expressed in the number of units of the same player, are as follows:

- No limit in the fortified zones (if built, rule 0.2 and 5.2);

- No limit in the off map zone Catania;

- 5 units, whatever their type, in clear or high land zone;

- 2 units in a fort (if built, rule 5.3), in addition to the 5 units of the zone;

- 3 units in the Athenian camp (rule 5.2);

- No limit in the sea zones and the ports (if built, rule 0.2 and 5.2);

- Up to 50 PF for naval units in the protected naval zones (rule 0.2).

Design note: *this limit corresponds to the number of triremes which each fleet could align in combat formation in these narrow spaces.*

3.4 - Amphibious Operations

Land unit and leaders can be conveyed by sea from one land zone to another land zone.

Precision: *For a leader, any naval movement of any length is counted as complete*

land movement: it will not be able to move again during the same Action Phase.

For movement it is necessary that there is at least one unit of allied triremes in each sea zone (and no unit of enemy triremes). The movement is then carried out as if the crossed naval zones were clear land zones and at the same cost (1 PM by zone) and within the limit of one land PF of unit transported per PF of triremes in the naval zone (Leaders do not count against this limit and are transported for free). The retreats after combat of land units and leaders can be carried out by an operation amphibian using the same rules. A land unit cannot stop in a naval zone, even if it is occupied by friendly naval units.

3.5 - Transport naval

The groups of units arriving in reinforcement by sea or the groups of units coming from the zone of Catania are considered, during their movement like naval units only. They must nevertheless comply with the rule of a maximum of a PF transported by PF of trireme.

At the end of the movement, the land units are unloaded in a land, empty zone of enemy units (*precision: no land combat is possible at the end of this movement, contrary to an operation amphibia*) and adjacent to the naval zone where the fleet ends. If the naval units enter combat, the land units are ignored, but at the end of the combat, the player must check the rule for a maximum of one PF transported per PF of trireme and possibly eliminate any surplus units.

4 - COMBATS

4.1 - General principles of the combats

Combat is **mandatory** when combat units of the two players are in the same zone, after all the movements of a Activation Phase are finished (*exception: see 4.3*).

The player who spends PA (active player) to start the combat during the Action Phase in progress is counted as being the attacker. If the active player does not or can not pay out any more PA to start the obligatory combat, all his units return weakened back to their departed zone.

Precision: it is thus very important to take care to preserve this PA in reserve before entering a zone occupied by enemy units.

A combat can take place exclusively between either land units or naval units. A land unit can never fight a naval unit and vice versa.

4.2 - Combat resolution

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

Calculate the attack odds, always round it in favour of the defender. Both the attacking and defending side can play an Event (as long as none played already in this phase, see 2.B.3).

The attacking player throws 1d6, then adds or subtract the modifiers - all are cumulative - and consults the result. The results are shows as: Attacker/Defender, and the winner of the battle is indicated in bold

4.2.1 - Explanation of the Combat Results

E = All the combat units of the force are eliminated.

A = All the combat units of the force become weakened, any already weakened units are eliminated.

Weaken 1/4, 1/2 ou 3/4 of its units (units, not number of PFs). One always rounds down the number of units to be weakened with a minimum of 1 loss; one weakened unit is always gained.

Example: A player who has 3 units and which must apply result 1/2 obtains the figure of 1.5 rounded in his favour to 1. A player who has 2 combat units and which must apply result 1/4 obtains the figure of 0.5 must weaken 1 units as per minimum loss.

R = Nothing: no losses.

Precision: Leaders of a group of units which undergoes a result E are also eliminated.

4.2.2 - Retreats

If there are no zones free of enemy units available, the units which retreat must be eliminated.

If during play a leader finds himself alone in a zone occupied by enemy units, it is eliminated by capture. The losing combat units and leaders not eliminated from combat must leave the zone into an adjacent zone free of enemy

combat units or towards a fortification in the zone where the combat took place (**precision**: combination of these two solutions is possible).

The loser can leave the zone via an operation amphibian (rule 3.4). If this retreat leads to one over stacking (rule 3.3), the player must move again, towards a free adjacent zone of enemy units, as many units as necessary

Precision: the moved units can be selected among the units which already moved back after combat or among those already present in the zone which has been moved into.

4.3 - Specificities relating to Forts

• Combats in a reinforced zone

Units present in the fort do not take part in combat and do not undergo any of the effects, if friendly troops are present in the surrounding reinforced zone in question during resolution of combat. The fort does provide a modifier to the combat dice though (rule 4.2). If friendly units within the zone must retreat, they can enter the fort within the stacking limits.

• Attacking a fort

If the attacked zone is empty of friendly units during the combat phase, the fort can be attacked by the units of the attacking player present in the zone (**precision**: they do not actually have to move into the fort to do it). Attacking is not obligatory. If the fort occupant is defeated, its units are eliminated, the fort changes owner (turn over the marker) and can be immediately occupied by one or two of the units of the winning side. An unoccupied fort is conquered and changes owner (turn over marker) as soon as an attacking unit enters the zone, by paying only the +1 PM movement cost.

• Siege

If during the D.5 phase of a turn of play a fort is occupied, but the zone is empty of friendly units and contains only enemy units, a siege takes place. The besieging side throws 1d6 and adds +1 for each friendly unit present in the zone, with a limit of +4. On a result of 6, the siege succeeds, the units in the fort are eliminated and the fort changes owner (turn over the marker) and can be immediately occupied by one or two of the units of besieging side.

4.4 - Special rule relating to fortified zones

A fortified zone cannot be taken by storm or besieged, except as follows:

- the Syracuse player can attack the Athens camp, only by one combined attack conducted from the zones T13 and T15 (by using the S11 Event). The attack is resolved as per attacking a fort (rule 4.3), by taking into account for defence only any Athens units present on the marker "Camp Athens" (rule 5.2). In the event of the success of the attack, the marker "camp Athens" is turned over to the "destroyed camp" side and the fortified zone returns to a clear land zone and the M12 zone into a protected naval zone. The Athenian units present in T17 and on the marker "Athens camp" must all leave the zone which the Syracuse player can immediately occupy with the number of assaulting units it wishes. The units present in M12 must conform to the stacking rules by a partial retreat, if necessary. In the event of failure of the attack the units of both players remain in their respective initial zones.

4.5 - Special Rules relating to walls and chains

During the B.3 phase the walls can be destroyed and the chains broken only by using the S14 Event (rule 7).

A wall can be destroyed, in the D.5 phase, if the two adjacent zones with the wall are occupied by at least 2 PF of attacking units of type H, A or P, the player who wants to destroy the wall throws 1d6. On a result of 3 or more, the operation succeeds and the marker is turned over to its "destroyed wall" side.

The chains can be broken in the D5 phase, if one of the two adjacent zones to the chains is occupied by at least an attacking unit of type T. The player who wants to destroy the chains throws 1d6. On a result of 3 or more, the operation succeeds and the marker is turned over to its "broken chains" side.

5 - CONSTRUCTION

5.1 - Construction

During his Construction Phase, each player throws the given number of d6 as per phase 2.C, the dice are thrown and gains points of Construction (PT) according to the result:

- each 5 gains 1 PT;
- each 6 gains 2 PT.

The construction of the Athens camp or a fort costs 2 Pt and that of a wall or chains 1 Pt.

The use of a Event S12 or S13 can make it possible to build Athens camp, walls and forts without any PT cost (rule 7.).

To build walls and forts, even with a Event, it is necessary to have at least 2 PF of units of the type H, A or P in the zones concerned (**examples**: *to build his wall 2, the Syracuse player must have at least 2 PF of units of the type H, A or P in T6 or T14. To build the Athens camp, the Athens player must have at least 2 PF of units of the type H, A or P in T17. To build Labdalon, the Athens player must have at least 2 PF of units of the type H, A or P in T9*).

The player then places on the map the markers that show the effective construction. Any unused PT are lost, players cannot save them for a following turn.

5.2 - Fortification

A fortification is a powerful defensive enclosure (once built) which can never change ownership. It enclosures Syracuse and its ports (around the zones T16, M6 and M7) for the Syracuse player, and of the enclosure of the Athens camp and its port (around the zones T17 and M12), for the Athens player. At the beginning of the game, the enclosure around Syracuse is already built, but the enclosure of the Athenian camp is not constructed yet (the zones T17 and M12 are regarded as a clear land zone and a protected naval zone, whose limits do not include fortifications).

To build the enclosure around his camp and port, the Athens player must first build the "Athens camp" (place the marker). Consequently the fortifications around T17 and M12 exist and become permanent.

Movement is forbidden through the fortifications for the player who is not their owner (rule 3.2).

The Athens player does not need to permanently leave units on the marker "Camp Athens". In the event of attack of the camp, it can simply select 3 units (including possibly one or more Leaders) already present in the T17 zone



and immediately place them freely on the marker to ensure the defense of the camp. The fortifications around the Athens camp can be destroyed (rule 4.4), once destroyed it can no longer be rebuilt. The fortifications of the town of Syracuse cannot be destroyed.

5.3 - Fort

A fort is a zone fortified by walls. At the beginning of the game, only the fort of Olympieion is already built. The 3 other forts - Labdalon, Syke and Plemmyrion - can be built only by the Athenian player. The forts, if they are conquered, change owner (rule 4.3). Once built, they can never be destroyed.



5.4 - Wall

A wall is an entrenchment along the length within certain zones. No wall exists at the beginning of the game. Both players can build them in the sites as shown on the map. A wall can be destroyed (rule 4.5), then rebuilt. When built, a wall exists - along the zone limit - the marker conforms to the area (point the arrow of the marker in this direction). **Example**: *the segment of wall between boxes 2 and 1 exists only when the wall number 2 is built. Once built place a marker "wall" Athens in the box 2 of Athens colour on the map, with an arrow in direction of the box 1.*



The Athens player must build the Athens camp (rule 5.2) before building his walls.

The walls must in addition be built in a precise order: for the Athens player 1, then 2 then finally 3, for the Syracuse player first 1, then 2 and finally one of both 3A or 3B.

Special Case: Construction by the Syracuse of wall 3A forbids Athens the construction of his wall 3. Construction by the Athens of wall 3 forbids Syracuse the construction of wall 3A. These rules are removed if the Athens wall 3 or the Syracuse wall s3A are destroyed. If a segment of wall is destroyed, the player must build it before continuing to build another of them.

Example: *Syracuse cannot build the wall 3A or 3B if one of walls 1 or 2 is destroyed. He must rebuild them before continuing.*

5.5 - Chains



The chains which can come to close the ports of Syracuse are the naval form of a wall. Only Syracuse can build them, or rebuild them after they were broken (rule 4.5), and only if they also control the fort of Plemmyrion. Once built, they prevent the movements between the zones M8 and M9, until their destruction. They have also an effect on the Athens supply (rule 6.1).

6 - SUPPLY AND ATTRITION

Supply concerns both players. It is shown using the markers "Appro"/"Disette (Supplied/Food Shortage)". These markers can be moved between boxes 0 to 3 on the chart. At the beginning of the game, both markers are placed on their sides "Appro" on box 3. During the Adjustment Phase of D.4 of every turn, if the markers are on their sides "Disette" they are moved one box towards the 0. If they are on their sides "Appro" they are moved one box towards the 3, except during winter turns (they remain on 3 if they are there already).

6.1 - Athens supply

The marker "Appro" Athens will be turned over onto its side "Disette":

- As soon as the chains are built (it is turned back over to "Appro" if the chains are destroyed);

- If after all D.2 adjustments, Syracuse has more than PF of cavalry, deployed, in clear or raised zones, than the Athens player have placed, in clear or raised zones, then throw 1d6. If the result is even, the "Appro" marker for Athens is turned over onto its "Disette" side.

Note: if the marker is already showing "Disette", it remains as such without other consequences.

6.2 - Supply Syracuse

The marker "Appro." Syracuse will be turned over onto its side "Disette":

- as soon as the walls A1, A2 and A3 are built (it is turned over again on "Appro." as soon as one of the 3 is destroyed);

- if the Athens player occupies with at least one unit Syke, the T7 zone and the zones M5 and M8 after the D.2 adjustments.

- if after the D.2 adjustments, the Athens player lays out of more than PF of cavalry, deployed, in clear or raised zones, than the Syracuse player have placed, in clear or raised zones, then throw 1d6.. If the result is odd, the marker "Appro." Syracuse is turned over on its sides "Disette"

Note: if the marker is already showing "Disette", it remains as such without other consequences.

6.3 - Food shortage and capitulation

If the Athens marker "Disette" is on 0 after the D.4 phase of play:

All the Athens combat units are weakened (those already weakened are eliminated).

If the marker Syracuse "Disette" is on 0 after the D.4 phase of a turn of play:

Syracuse capitulates and the Athens player is automatically declared victorious.

If the "Disette" is only due to the differential PF of cavalry values, the markers are turned back onto their "Appro" side after their movement towards 0.

6.4 - Attrition

During the D.5 Adjustment Phase, each player tests the attrition of any naval or land unit which are not deployed in the town of Syracuse, the Athens camp (built), a fort, any port or in the zone of Catania.

For each zone concerned, the player throws 1d6 to which he adds:

- +1 per full multiple of 5PF (land units) or 20 PF (naval units) present in the zone;
- +1 during winter turns.

On a modified result of 5, a unit (owner's choice) is weakened, if it is already weakened it is eliminated;

On a modified result of 6 or more, all the units of the zone are weakened, so if some are already weakened then they are eliminated.

There is no effect on a modified result from 1 to 4.

7 - EVENTS

Each player can use one of the Events available if it is its forces colour or on a neutral colour (dark blue).

A player can thus, according to the counter, be able to choose between either of the Event on a counter or to be able to use one of them. He can never use a Event that is in the colour of his opponent. If the two players play two Events at the same time, their effects can sometimes be cancelled or accumulated. The Events are classified by categories (represented by a symbol on the counter):

→ Fleet

- **S1 Periplous** : This Event can be used during the B.3 phase. Athenian tactic of envelopment allowing the surrounding of their enemies from the side or the back. This Event gives a 2 column shift to the right if the attacker or 2 columns towards the left, if played by the defender. This Event cannot be played when the combat is in the protected naval zones which are too narrow for this tactic.

- **S2 Kuklos** : This Event can be used during the B.3 phase. A defensive circle formation used by fleets with numerical inferiority. This Event gives a shift of 1 column towards the left for the defender during a combat between triremes, in any naval zone. It cannot be played by the attacker.

- **S3 Dieklous** : This Event can be used during the B.3 phase. Column attacks to bore into the enemy line. This Event gets a shift of 1 column towards the right for the attacker in a fight between triremes, in any naval zone. It cannot be played by the defender.

- **S4 Tempête en mer/Storms at sea** : This Event can be used during the B.3 phase. Each player throws 1d6 for each naval unit which is on the map in a naval zone: on a result of 5 or 6, a full strength force is turned over to its weakened sides and an already weakened unit is eliminated. In the protected naval zones, the results of 5 are ignored. **Special case**: the ports (M6, M7 and M12, if built) are not affected by this Event.

- **S5 Coques pourries/Hulls rotted** : This Event can be used during the D.5 phase. The Athens port was a temporary port where

the hulls of the triremes could not dry regularly as needs. The Athens player must eliminate 1 type T unit deployed in the M12 port and weaken another.

- **S6 Navires renforcés/Naval Improvements (permanent)**: This Event can be used during the phase C., if Erasnides is present on the map. Applying Corinthian techniques, Syracuse reinforced their triremes to make the corvus more effective. From now on, during all the naval actions the Syracuse player profits from an additional shift of a column in his favour on the Combat Table (towards the left if he is defender, towards the right if attacking).

→ Land combat

- **S7 Archers**: This Event can be used during the B.3 phase. When played, it makes it possible to prohibit the entry into a zone where there is at least one unit of archers or slingers (type A) for any enemy land unit or leader during the Action Phase in progress. Place the Event in the zone to show it.

- **S8 Spartiates**: This Event can be used during the B.3 phase. When played, during a combat between land units including at least one unit of Spartan Hoplites, the Syracuse player gains an additional shift of a column in his favour on the Table of the engagements (towards the left if he is defender, towards the right if he is attacking).



Precision: There are two allied units H Spartan Syracuse units and can be identified by the symbol A on the shield.

- **S9 Cavalry**: This Event can be used during the B.3 phase, after the application of the combat result. The victorious player can automatically eliminate a unit already weakened from the opponent if it has a unit of cavalry in the zone where the battle took place.

- **S10 Attaque de nuit/Night Attack** : This Event can be used during the B.3 phase. When played, before the resolution of a combat, the possibility to simulate the advantages and the risks of a night attack are shown. The Athens player throws 1d6, if the result is between 3 to 6, the total of the PF of the Syracuse is reduced by a third (round down), if the result is from 1 to 2, the PF of the Athens player are reduced by half (round up).



- **S11 Attaque combinée/ Combined Attacks:** This Event can be used during the B.3 phase. When played during a combat, it makes it possible to add half (round up) of PF of friendly combat units located in an adjacent zone to the combat during the calculation of the force ratio. These units are not moved, they remain in their zone. During a land combat, the adjacent zone selected for the combined attack must also be a land zone and the PF added to come from land units. It is the same with a naval zone and units for a naval action. This Event can be played by both the attacker and defender.

→ **Construction**

- **S12 Mur/Wall:** This Event can be used during the phase C. When played it makes it possible to build a wall without spending of any PT, if all the other requirements for construction (rule 5.4) are filled.

- **S13 Fort:** This Event can be used during the phase C. When played it makes it possible to build the Athens camp or a fort, without spending any PT, if all the other requirements for construction (rule 5.2 and 5.3) are filled.

- **S14 Sape/Saps:** This Event can be used during the B.3 phase. When played, it allows the automatic destruction of an enemy wall, or chains, if all the other requirements for the destruction (rule 4.5) are filled.



→ **Reinforcements and recovery**

- **S15 Recup. x1 (Recovery):** This Event can be used during the D.3 phase to turn over a weakened unit to its full strength.

- **S16 Recup. x2 (Recovery):** This Event can be used during the D.3 phase to turn over two units weakened onto their full strength.

- **S17 Renforts retardés/Delayed Reinforcements:** This Event can be used during the B.2 phase to delay for one turn an enemy historical reinforcement or to cancel a reinforcement due to, during the same phase, a S18 Event of the enemy.



- **S18 Renforts/Reinforcements:** This Event can be used during the B.2 phase, to allow an optional reinforcement allowed by the scenario. This Event can be cancelled by the enemy if he plays the S17 Event immediately.

→ **Leaders**

- **S19 Chef Blessé/Wounded Leader:** This Event can be used during the B.3 phase. When played before a land or naval combat, it makes it possible to cancel the bonus of the enemy Leaders for the combat modifier to the dice; "a" on the Combat Table. The relevant leader is turned over on his back and remains wounded until the B2 phase in the following turn.



- **S20 Discorde chez l'ennemi/Enemy Discord:** This Event can be used during the B3 phase. When played its owner can try to eliminate from the game any enemy leader without a bonus or with just a single bonus. The player chooses the leader then throws 1d6 and must obtain 3 or to more eliminate a leader without a bonus, or a 5 or 6 to eliminate a leader with single bonus. This Event cannot be used against a leader with a double bonus.

- **S21 Alcibiade (permanent):** This Event can be used during the B.2 phase. It recreates the political plot of "the business of Hermes" which caused the recall of Alcibiades to Athens to be judged there. When this Event is played, the Alcibiades counter is immediately and permanently withdrawn from the game.

→ **Various events**

- **S22 Ravitaillement/Supply:** This Event can be played at the end of the D.4 phase to move its marker "Appro."/"Disette" towards the number 3.



Note: if it has just been moved towards the 0, then this just cancels this displacement.

- **S23 Epidémie/Epidemic:** This Event can be played during the B3 phase. When a player uses it, it can weaken two land units and turn over an enemy leader (sick). The leader counter is immediately moved to a fortified zone from where it cannot move any more until it is turned over on his front (cured) during the B.2 phase of the following turn.

- **S24 Desertion:** This Event can be played in during the D.5 phase to withdraw permanently from play an Allied unit of the opposing side (rule 1.).

- **S25 Bons Augures/Goods Omens:** This Event can be played at any time. When played, it allows, the choice:

- To take again the Advantage from his opponent (turn over the marker "Favours");
- Or to be used as the S15 Event or the S18 Event and under the same conditions;
- Or to draw a new Event in the cup.

8 - ADVANTAGE



The player who has the advantage can constantly (except contrary Note) choose and profit from one and only one from following opportunities:

- To add 2 PA to its total in B.1 phase, without changing the initiative;
- To reverse the initiative determined in B.1;
- To cancel the result of a dice throw in consequence of a combat, an attack, a siege, a test for the destruction of a wall or chains, a test of attrition, or a test related to the use of a Event. The dice are then thrown again;
- To turn over a unit weakened onto its full strength side;
- To recover a leader eliminated via the S20 Event.

Once used, and whatever the result, the advantage passes to the possession of the opponent and by turning over the marker.

9 - VICTORY

9.1 - Total Victory

• During the game :

The Athens player wins if Syracuse capitulates (rule 6.3).

The Syracuse player wins if the Athens player has 40 PF or less naval units (T).

• At the end of the Game:

The Syracuse player wins if the Athens camp is destroyed or if the chains are built and the three A1 walls, A2 and A3 are not.

The Athens player wins if the walls A1, A2 and A3 are built, Plemmyrion is built and controlled and the chains are not built

9.2 - Marginal Victory

If no total victory is decided, the two players are awarded victory in the following way, by deducting points of victory:

• The two players calculate:

5PV for controlling each of the 3 following forts: Labdalon, Syke and Plemmyrion (15PV maximum);

2PV per built wall;

- 3 PV** per eliminated enemy naval unit
- 2 PV** per enemy land unit of type H eliminated;
- 1 PV** per enemy land unit of other types that H eliminated;
- 1 PV** by enemy leader killed during a combat.

• The Syracuse Player alone scores :

5 PV if the Athens player did not build Plemmyrion before the end of turn 4.

If the difference between the two sides lies between 0 and 5 PV (included), the result is a draw.

If the difference between the two sides is equal to or higher than 5 PV, the player who has the most PV gains a tactical victory.

If the number of PV of the winner is higher or equal to the double of the number of PV, it is a strategic victory.

10 - SCENARIOS

Note: elements of battle order, the origin or the exact type of the units are noted between brackets.

10.1 - Historical Scenario

The Turn Marker is placed on 1 and the scenario lasts 9 turns, up to turn 9 included.

The Appro marker of both players are placed on 3 and the Action Markers on 0.

The Advantage starts with Athens.

The Olympieion fort is placed on the map, on the Syracuse side.

• Spécific rule

At the beginning of the game, the Athens player has a Event S13 and the Syracuse player has the Event S21 and they do not draw any Event during Phase A turn 1.

• Athenian Deployment

Nicias, 2xH Athens /3PF/bonus, 1x H allied/5PF (hoplites of the allied cities), 1xC allies/2PF (riding of Ségeste) and 1x A/2PF Athens (archers) in T 25.

Lamachos, 1x H Athens/3PF (thètes), 1x H allied/2PF (hoplites of Argos), 1x H allied/1PF (hoplites of Mantinée), 1x H allied/6PF (mercenaries) and Athens 1x A/2PF (slingers) in T24.

2x T athéniennes/20PF/bonus (tacheiai, fast triremes of combat) in M10.

1x T athéniennes/25PF (stratiôdites, triremes of transport and combat) in M11.

1x T athéniennes/25PF (stratiôdites) and 1x T athéniennes/20PF/bonus (tacheiai) in M9.

Alcibiade, 1x T athéniennes/25PF (stratiôdites) in Catania.

• Athens reinforcements

Turn 3 : 1x C allies/4PF (riding allied sicilians) in T1, T8, T10, T18, T19, T22 or zone except chart of Catania.

Turn 8: Demosthene, Eurymédon, 2x T athéniennes/25PF/bonus (tacheiai), 1x T athéniennes/20PF/bonus (tacheiai), 2x H Athens/5PF/bonus, 2x H allies/5PF (hoplites combined, including 700 Thouriens), 1x P Athens/5PF/bonus (acontists), 1x P Athens/4PF (acontists) and 2x has Athens 2PF (archers and slingers) in M1, M2, M3, M4, M5 or M8

Optional reinforcements (S18 Event): 1x C allies/2PF (riding allied sicilians) in T1, T8, T10, T18, T19 or T22.

• Syracusain deployment

Hermocrate and 1x A Syracuses/3PF in T16.
1x C Syracuses/6 PF in T11.

Sycanos, 1x H Syracuse/6PF, 1x H Syracuses/5PF and 1x P Syracuses/2PF in T13

Héraclide, 1x H Syracuse/6PF/bonus, 1x H Syracuses/6PF and 1x P Syracuses/2PF in T15.

1x T Syracuses/25PF/bonus in M7.

1x T Syracuses/25PF/bonus in M6

• Syracuse Reinforcements

Tour 4: Gylippe, 1x T allies/5PF (triremes of Sparte), 1x H allies/3PF/bonus (neodamôdeis, new citizens Spartans) and 1x P allies/2PF (marine) in M1, M2, M3, M4, M5 or M8; 1x H allies/4PF (hoplites of Sélinontes) and 1x C allies/2PF (riding of Himère and Sélinontes) in T1, T8, T10, T18, T19 or T22; 2x T Syracuses/25PF/bonus in M6 or M7.

Turn 5: 1x T allies/5PF (triremes of Sparte), 1x H allies/4PF/bonus (neodamôdeis) in M1, M2, M3, M4, M5 or M8

Turn 7: Erasnidès, 1x T allies/5PF/bonus (triremes of Corinth), 1x H allies/1PF/bonus (hoplites of Thèbes) in M1, M2, M3, M4,

M5 or M8.

Turn 8 : 1x T allies/25PF/bonus (triremes of Corinth), 1x H allies/3PF (hoplites of Corinth) in M1, M2, M3, M4, M5 or M8

Turn 9 : 1x T allies/5PF (triremes of Froze), 1x P allies/2PF (light infantry of Froze) and 1xC allies/2PF (riding of Froze) in M1, M2, M3, M4, M5 or M8; 1x H allies/2PF (hoplites of Camarina) and 1x has allies/2PF (archers of Camarina) in T1, T8, T10, T18, T19 or T22.

Optional reinforcements (S18 Event): 1x T allies/20PF/bonus (triremes of Corinth) in M1, M2, M3, M4, M5 or M8

• Alternative Historical Scenario

The S21 Event is this time put in the cup at the beginning of the game (for the Syracuse player only). This alternative, while making random the recall of Alcibiades brings a greater uncertainty for the planning of the strategies for both players.

10.2 - Scenario "And if Alcibiades...?"

What would have occurred if Alcibiades, instigator of the invasion of Sicily had not been the victim of a political plot in summer recalled to Athens to be judged there?

The scenario takes again exactly starting information and the deployment of the scenario history 10.1.

The only changes are the following:

- the marker "Turn" is placed on "0" and the scenario lasts 10 turns, not turn 9 as normal;

- the S21 Event is withdrawn from the play.. □

Crédits : a game of Frédéric Bey. Counters : Christophe Camilotte et Pascal Da Silva. Map : Pascal Da Silva. Layouts : Nicolas Stratigos. Second reading criticizes rules : Angel Ballesteros, Michel Lepetit, Patrick Receveur, Vincent Salas et Alan Snider. Tests and development : John Nebauer et Markus Stumptner. Translation : Craig Ambler.

Site : www.fredbey.com

Forums : in french www.lestafette.net, in english www.consimworld.com

DICE MODIFIERS

a) + number of attacking leaders with a bonus (single or double) – number of defensive leaders with a bonus (single or double)

b) + 1 if the attacker consists of at least one unit type H with a bonus and the defender has no H type unit with a bonus

c) -1 if the defender use at least consists of at least one unit of type A or C

d) +1 if the attacker consists of three different types of units

e) -2 if the defender consist only of units type H with a bonus

f) +1 if the combat takes place in a reinforced zone and

the fort is occupied by at least one allied unit, -1 if the fort is occupied by enemy troops

g) – the number of swords bonus on the fort during and assault (rule 4.3)

h) + the number of attacking of type T with a bonus – minus the number of defending units T with a bonus

COLUMN MODIFIERS

a) Move two columns to the right if the attacker includes at least one unit type H and the doesn't have H type any deployed.

b) Move one column to the left if the attacker doesn't have any Type H units and the defender has at least one.

c) Move one column to the left if the attacker entered the battles zone of battle by crossing a river

d) Move one column to the left if the attacker entered the battle zone during an amphibious operation

e) Move one column to the

left takes place in a high ground zone and the attacker arrived from a clear adjacent zone

f) Move 2 columns to the left if the attacker enter the battle zone by crossing a wall.

g) Move 3 columns to the left when assaulting a fort (rule 4.3)

MODIFIERS DUE TO EVENTS (SEE 7)

COMBAT RESOLUTION TABLE

Die	1/3 & -	1/2	2/3	1/1	3/2	2/1	3/1 & +
-1-	E - R	A - R	3/4 - R	1/2 - R	1/2 - R	1/2 - R	1/2 - R
0	E - R	3/4 - R	1/2 - R	1/2 - R	1/2 - R	1/2 - R	1/4 - 1/4
1	A - R	1/2 - R	1/2 - R	1/2 - R	1/2 - R	1/4 - 1/4	1/4 - 1/4
2	A - R	1/2 - R	1/2 - R	1/4 - R	1/4 - R	1/4 - 1/4	1/4 - 1/2
3	3/4 - R	1/2 - R	1/4 - R	1/4 - 1/4	1/4 - 1/4	1/4 - 1/4	R - 1/2
4	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
5	1/2 - 1/4	1/4 - 1/4	1/4 - 1/4	R - 1/4	R - 1/2	R - 1/2	R - A
6	1/4 - 1/4	1/4 - 1/4	R - 1/4	R - 1/2	R - 1/2	R - 3/4	R - A
7	1/4 - 1/4	R - 1/4	R - 1/2	R - 1/2	R - 1/2	R - 3/4	R - E
8+	R - 1/2	R - 1/2	R - 1/2	R - 1/2	R - 3/4	R - A	R - E

results are shows as: Attacker/Defender, and the **winner** of the battle is indicated in **bold**.

E: All the combat units of the force are eliminated.

A: All the combat units of the force become weakened, any already weakened units are eliminated.

1/4, etc.: Weaken 1/4, 1/2 ou 3/4 of its units

R: Nothing; no losses.

Note: Leaders of a group of units which undergoes a result E are also eliminated.