

HELLESPONT, 411-410 av. J.-C.

ALCIBIADES VICTORIES

« The Peloponnesians, finding the Athenian triemes much more numerous than before, and closer to the port, fled toward land. Reunited at the anchorage, they engaged in battle against the enemy who advanced toward them. But Alcibiades, with a detachment of twenty ships, turned and landed on the shore. Seeing this, Mindaros landed as well, and was killed in the fight. Those who accompanied him fled. The ships were all brought back by the Athenians to Proconnesos, save for those of the Syracusans — those the Syracusans had themselves burned » **Xenophon, Hellenica I.17-18**

Hellespont, 411-410 av. J.-C. is a historical game for two players retracing the naval engagements, land battles, and siege operations engaged in by the expeditionary forces of the Athenians and Spartans in the Hellespont, a zone strategic to the resupply of Athens.

0 - OVERVIEW

You will need a six-sided die (d6) and a cup for the game.

0.1 - THE MAP

The map is divided into zones for regulating placement and movement of the game counters. Zones on the map are:

- Sea (Maritime - identified by M and a number)
- Land (Terrestrial - identified by T and a number)
- Ports [Squares with name and anchor symbol]
- Bases [Off-map: B1 - Byzantium, B2 - Thasos, B3 - Chios/Samos]

The Hellespont narrows region is reproduced in larger format at the lower right of the map to facilitate unit deployment. Units may pass freely from the large map to the smaller.

See 3. and 4. for terrain effects, stacking limits, and combat.

• Sea Zones

There are two types of Sea zones:



- Narrows zones (M1-M7)
- Open Sea zones (all other sea zones).

Clarification: M14 is an open sea zone, the islands are only decorative and do not affect the game.

• Land Zones

There are two types of land zones:

- Clear terrain (for example, T7)
- Difficult terrain (for example T27)



Clarification: T30 is a difficult terrain zone, the lake is only decorative and does not affect the game.

Certain types of clear terrain zones also include beaches either in total (e.g. T1) or in part (e.g. T20).

• Ports

Ports are fortified cities able to harbor both land and naval units. These are separate zones entirely, represented by a square whose sides indicate with which zones they are adjacent and an anchor designating the sea zone for entry into the port. Ports are considered in-

differently as land or sea zones for movement purposes (See 3).

Example: *Sestos* is adjacent to both T17 and M5 and naval units can enter the port by M5.

Exception: *Cyzique* (Cyzicus) is the only port adjacent to more than two zones. *Cyzique* is adjacent to M16, M17, T1, T2, and T3 and naval units can enter by M16 or M17. Otherwise, M16 is not adjacent to M17 (to go from M17 to M16 one must pass through *Cyzique*). T3 is not adjacent to T1 or T2. Finally, M16 is not adjacent to T1 and T2 is not adjacent to M17.



• **Bases**



B1 is only accessible to the Spartan player, B2 is only accessible to the Athenian player and B3 is accessible to both.

Historical Note: B3 represents simultaneously the

Athenian base at Samos and the Spartan base at Chios.

No player can attack bases. Arrows indicate possible outlets from bases onto the main map.

0.2 - GAME SCALE

One Force Point (PF) represents, according to the unit type, one Trireme, 100 Cavalry, 150 Hoplites, 200 Peltasts, or 250 Archers/slingers. One game turn represents a month of real time.

1 - COUNTERS

The side to which a combat unit, leader, or stratum marker belongs is indicated by the base color of the counter.

Historical Note: Contrary to other games in the series, in Hellestent there is no game distinction between Athenian and Spartan units and their allies or mercenaries. Only the allied chiefs are identified (See 1.2). It would have been very difficult in the game scale and the original sources to identify with precision the numerous allied or mercenary contingents present. In this period, Athenian forces are composed essentially of Athenians, and in a lesser measure, of the forces of their remaining Delian League allies; on the other hand, the "Spartan" forces, apart from their chiefs and a very reduced number of Lacedaemonian triremes, are only made up of some Peloponnesians, Boeotians, Syracusans, old allies of Athens in revolt (Ionians) and mercenaries. The Persian troops of Pharnabazus figure equally among the allies of Sparta. The true Lacedaemonian hoplites (Spartiates) are at this time deployed in Sparta or at Decelea with King Agis.

1.1 - COMBAT UNITS

Combat units are represented by two-sided counters:

The Front side shows values of full-strength units

The Reverse side shows values of forces reduced by combat ("weakened")

Each unit possesses

- A type symbol: **T** for triremes, **H** for Hoplites, **C** for Cavalry, **P** for Peltasts, or **A** for Archers (and slingers).
- Force Points (FP) representing effective strength (see 0.3)

Certain units possess a bonus represented by a sword.

Historical Note: The Syracusan disaster had marked the end of Athenian naval supremacy. Reconstructed in haste and crewed with inexperienced men, the Athenian fleet is no longer distinguished from its adversaries. No "T" unit has a combat bonus.

Generally

- Naval units (T) have unlimited movement in Sea zones;
- Land units (H, C, P, and A) have 4 movement points (PM) on land zones and can be convoyed by naval units.

PIONS DE COMBAT



Force Points Verso Spartan trireme Verso Athenian trireme

Clarification: Movement Points (PM) are not inscribed on the combat units. It is not possible to "make change" with naval units of different values.

1.2 - LEADERS

Leaders are represented by double-sided counters:

The front indicates the leader at full strength
The reverse indicates that the leader is wounded or ill;



Certain leaders have a combat bonus represented by a sword, or a double bonus represented by two swords.



Clarification: Spartan leaders without a white band are the allied chiefs. Hermocratus, Hypocrates, and Epicles are Syracusans; Doreius is Rhodian; and Pharnabazus is Persian.

Generally

- Leaders have **five** (5) movement points in land zones and **unlimited** movement in sea zones.

Translation Note: *English versions of the Greek names typically add an -s to the -e ending in French, thus Alcibiades, Hermocrates, etc. Thrasylule in English is usually rendered Thrasylulus however, while Pharnabaze is Pharnabazus.*

1.3 - STRATAGEMS

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

1.4 - MARKERS

Markers serve to keep track of the number of action points (see 2.B), supply, and the turn (see 2.D) on the tracks above the inset Narrows map.

1.5 - ENGLISH TRANSLATION OF FRENCH TERMS USED ON THE MAP

1.5.1 - Place names that differ in English

Eléonte = Elaious
Lampsaque = Lampsacus
Cyzique = Cyzicus
Byzance = Byzantium
Mer Égée = Aegean Sea

1.5.2 - Terrain types

Clair = clear
Difficile = difficult
Plein Mer = open sea
Detroit = narrows (Hellespont)
Plages = beaches

1.5.3 - Boxes for markers

Tours = turns
Avantage = advantage

Appro. (Approvisionnement) = Supply Track

2 - SEQUENCE OF PLAY



A game turn is composed of the following sequence:

A – Stratagem Selection Phase

All available stratagem counters are placed in a cup. Each player then draws two and keeps them secret. Once used, the stratagem is replaced in the container, except for S17 and S18 which have permanent effects and are retired from the game after being used, placing them on the map in the correct location.

Example: *Stratagem 18 reads "Alcibiade" on the front side, "Surprise" on the back. This is only retired from the game if the "Alcibiade" event is used. If "Surprise" is chosen, put it back in the cup after use.*

B – Activation Phase

B.1 - Action Points (PA)

Each player rolls **2d6**. The player who obtained the highest roll obtains the initiative. In case of a tie, the player who had the advantage (see 8) obtains the initiative. Moreover, each player receives as many AP as the total of 2d6 divided by 2 and rounded up. Each player **adds 1 AP** to his total in August, September, October, April, and May, unless the total is already 5 or 6. Each player **subtracts 1 AP** from his total in December, January, and February, unless the total is already 1 or 2. The "Action" markers are placed on the map to indicate the number of AP available to each player.

Example: *During the September 411 turn, Sparta gets 6 and Athens 3 per the dice. After dividing each by 2, rounded up and adding +1 for September, Sparta has the initiative and 4 AP and Athens has 3.*

B.2 - Reinforcements

The reinforcements for the two players, whose arrival is set by the scenario for the proper turns, or enter by means of using stratagem S14 (see 7) are deployed on the location indicated, beginning with the player holding the advantage (see 8). Outside of Chios/Samos, reinforcements cannot be deployed except for a base or zone empty of enemy units. If the zone prepared for the deployment of

reinforcements is not free of enemy units, the enemy player must liberate the zone by displacing his units into an adjacent zone of his choice.

Players can then immediately displace all the leaders and deployed units in a base (see 3) without dispensing PA if it is only a matter of reinforcements set by the scenario or at standard cost (see B.3.2) if the base contains equally units repatriated during the D.2 phase of the preceding turn, commencing with the player holding the advantage. If the leaders and units of the base finish their movement in a zone containing enemy units, there is no obligatory combat (see 4) in phase B.2.

Units arriving as reinforcements for a base can newly displace themselves during action phases (see B.2).

B.3 - Actions

Counters for leaders on their sick/wounded sides are flipped back to full strength. The player who held the initiative in B.1 takes an action phase first, becoming the active player (the other player is thus the passive player):

B.3.1. He must announce the total number of PA (at least 1, up to his maximum available) that he will dispense over the course of the action phase. Then he deducts PA as he uses them, moving his action marker toward the 0 on the chart;

B.3.2. He may activate, one after the other, zones occupied by the units of his side, and move any or all of the unit and leaders located in these zones (see 3).

The cost of activation is

0 AP (free) per activated zone, if it contains a leader with a double bonus (two swords), during the turns of August, September, October, April, and May; and **1 AP** if not;

1 AP per activated zone if it contains a leader with a simple bonus (one sword), or without a bonus;

2 AP per zone activated having no leaderf.

Clarification: Ports and bases are separate zones entirely. Dispensing PA to activate units situated in T3 does not permit you to activate units in Cyzique and vice versa. Dispensing PA is necessary to activate Thasos, except if the base only contains reinforcements (see B.2).

B.3.3. You must have combat (see 4) in the zones where both players have units (this costs only 1 AP for all current phase combats).

The passive player then becomes active and takes his action turn.

When a player no longer has any PA left (turn the "Action" counter over to the "Apathie" side), he must pass and let the other player have a new action phase.

Clarification: A player cannot pass voluntarily, he is obliged to dispense at least ONE PA during his action phase, as long as he has any available, even if he only takes a free action. He cannot pass until he is out of PA.

When both players have spent all their PA, the action phase ends. No PA can be accumulated from one turn to the next.

Clarification: At this point, all combats must have been resolved.

The active and passive players can play stratagems at any moment, with a limit of one stratagem per action phase.

C - Siege Phase

The player who claimed the initiative in **B.1** resolves his sieges first, as active player (the other player is the passive one). A siege is possible each time that the active player has a naval unit AND a land unit in one or several zones adjacent to a port in which there is at least one enemy unit.

The passive player then becomes active player and resolves his siege phase.

D - Adjustment Phase

The player who claimed the initiative in **B.1** resolves his adjustments first in the following order:

D.1. He can save at maximum one stratagem of his choice, and must replace in the cup any beyond his one saved stratagem;

D.2. He can repatriate freely and without constraint to their bases his leaders and up to half (in number of PF) of naval units deployed in maritime zones and ports on the map, as well as land units deployed in land zones or ports, on condition of respecting the ratio in PF of naval movement (see 3.4) during these repatriations. These leaders and units may leave the bases during phase B2 of the following turn (see B.2);

He can equally displace freely and without constraint units and leaders to a port free of enemy units and adjacent to the zone where they are currently located, as long as stacking limits are followed (see 3.6).

The second player then follows D.1 and D.2

The player who has the initiative now takes these adjustments:

D.3. Flip to full strength as many units as you have bonus swords on active leaders;

D.4. Place the "Appro/Disette" marker of your color according to the situation (see 6);

D.5. Make attrition tests (see 6.4)
Second player makes his adjustments. D3 to D5.

Check victory conditions (see 9)
Advance the turn marker one month.

3 - MOVEMENT AND STACKING

Leaders and combat units can move a single time per Action Phase, but multiple times per turn. Movement is possible from a zone to an adjacent zone, or from a port zone adjacent to one of its four sides (and vice-versa).

There are **three** types of movement (See 3.2, 3.3, 3.4).

3.1 - LIMITS TO MOVEMENT

– Units of the active player can freely leave during phase **B.3** a zone in which are also found enemy units arriving as reinforcements in phase **B.2**;

– Leaders can move in land zones like land units and in sea zones like naval units (as long as they are accompanied by at least one T unit);

– Leaders cannot move both by land and sea during the same Action Phase;

– Land units cannot move alone into sea zones;

– Naval units cannot move into land zones;

– Naval and Land units can move into ports;

– No land unit or leader can move into a port occupied by enemy land or naval units;

– Land units and/or leaders can leave a base by naval movement (free for reinforcements, paying normal cost in PA otherwise) but cannot enter there except during adjustments (see 2.D.2) or during deployment of reinforcements.

3.2 - LAND MOVEMENT

Land moves are moves during which leaders and land units move from land zones or ports to land zones or adjacent ports, in the limit of their PM.

3.3 - NAVAL MOVEMENT

Naval moves are moves during which leaders and naval units, accompanied or not by land units, move from sea zones to other sea zones, narrows zones, or ports. Leaders and land units which accompany the naval units must be located in the zone from which the naval units depart at the start of movement, can be dropped off in any port free of enemy units, as long as the naval units pass by that port, or they can remain stacked in a sea zone with the naval units transporting them. During a naval movement the number of PF of naval units must always equal 5 times or more the number of PF of land units transported; it may be necessary to weaken or eliminate land units over that number to respect this constraint (see example in 4.2.3).

Example: Alcibiade, 1 H de 4 PF et 20 PF de T sont déployés à Sestos. Lorsque la zone de Sestos est activée, la pile fait mouvement en M5, M6, M7, Lampsaque (occupé par un P athénien) où le H de 4 PF est déposé, puis M8, et M9 ou les 20 PF de T et Alcibiade terminent leur mouvement.

3.4 - AMPHIBIOUS MOVEMENT

Amphibious movements are the movements during which leaders and land units are moved from a port or a clear terrain zone adjacent to a sea zone toward a port or clear terrain zone adjacent to a sea zone. For this, it suffices that in each sea zone crossed is found at least one friendly naval unit and no enemy naval units. The movement is then done like land movement, as if the sea zones crossed were clear land zones, and at the same cost (1 PM per zone) and in the limit of a PF of land unit per PF of T in the sea zone crossed (leaders do not count). An amphibious movement cannot exceed 4 PM and leaders and land units must stop in the zone of their disembarkation.

Example: Mindaros, 2H of 4PF and 1AR of 2PF (10 PF in total) are in T5. A unit T of 10PF is in M13 and a T unit of 20PF is in M14. Mindaros, the 2H and the AR can then make an amphibious movement

from T5 to T3 via M13 and M14. Leaders and land units must stop in T3, the disembarkation zone.

Retreat after combat of leaders and land units can take place by an amphibious movement by following these same rules. During amphibious movement, a leader or a land unit cannot stop in a sea zone, even if it is occupied by naval units.

3.5 - MANAGEMENT AND COSTS OF MOVEMENT

When a zone is activated in the Action Phase, all units of the active player in that zone can move in one or multiple groups, possibly according to different routes and destinations.

Movement from one zone to an adjacent zone costs **1 MP**, with the extra following costs;

+1 MP for a movement into difficult terrain.

Note: no +1 from difficult terrain into clear terrain.

Example: I: movement from Lampsaque to T27 via T23 and T7 costs 4 PM (from Lampsaque to T23 = 1PM, T23 to T7 = 1PM and T7 to T27 = 2PM).

When a unit enters an enemy occupied zone, it must cease movement in that zone.

Exceptions to mandatory stops

- If a zone is occupied ONLY by one or more units of cavalry (Type C), their owner (the passive player) can choose immediately a free movement of 4 PM maximum (not counting in the limit of a single movement per Action Phase) with his cavalry units to evacuate the zone. The active player can then continue his movement normally;

- in the course of naval movement, the active player can attempt to continue his movement when he crosses a zone occupied by enemy naval units. He rolls **1d6**, on a result of **1** (in narrows) or of **1, 2, or 3** (in open sea zones) he can continue his movement;

- during naval movement, the active player can continue his movement if he crosses a zone occupied by enemy naval units if he has a 10 to 1 advantage in PF.

Examples: a group of Athenian naval units of 50PF accompanied by a leader and some land units wishes to move from M5 toward Parion. He is not forced to stop in M7 where there are only 4PF of Spartan naval units. He must roll a 1-3 to cross M5 where there are 20PF of Spartan naval units accompanied by some land forces, to conti-

nue his free movement toward M9 then to Parion. On a 4-6 the group must stop in M8.

3.6 - STACKING LIMITS

Stacking is only verified at the end of movement and of retreat after combat (see 4.2). Units found to be above the limits are eliminated (at the choice of the owner). Leader counters do not count toward stacking limits.

Stacking limits, expressed in number of units or of FP of the same player, are the following:

- **no stacking limit** no matter the type of units, in open seas or narrows zones;
- **no stacking limit** for land units in clear terrain;
- **5 land units**, whatever their type, in difficult terrain;
- **50 FP maximum of naval units in ports**;
- **12 FP maximum** for land units in ports.

4 - COMBATS

Combat is mandatory when units of the two players are found in the same zone, after all movements of an Action Phase of Phase **B.3**.

There are two types of combat

- naval combat in sea zones, between naval units;
- land combat in land zones, between land units.

Land units transported by naval units and land units situated in a clear terrain zone with beaches, adjacent to the sea zone where a naval combat is being resolved, can influence the naval battle (see modifications to the Combat Results Table).

Example: Land units located in T22 can influence a naval combat taking place in M4 or M5, but cannot influence a naval combat taking place in M3 or M6.

4.1 - GENERAL PRINCIPLES OF COMBAT

The active player who spends PA to initiate combat in the Action Phase is the **attacker**. The passive player is the **defender**. If the attacker does not have enough PA to engage in mandatory combat, all of his counters are weakened and return to the zone from which they departed.

Clarification: It is thus very important to watch over and conserve PA in stock before entering an enemy occupied zone.

A combat cannot take place other than between land units or between naval units. A land unit cannot directly attack naval units and vice versa.

4.2 - COMBAT RESOLUTION

The attacker decides the order of resolution of combats. To resolve a combat, you must use the Combat Resolution Table and follow the following procedure.

4.2.1 - Evasion

After the active player pays for combat with AP, but before resolution of a given combat, the passive player can attempt to avoid combat by evading toward an adjacent zone (including a port, but not a base), free of enemy units and toward which movement is allowed. If there is no such zone or port adjacent free of enemy units, the attempt to evade is not allowed.

The passive player rolls **1d6**, then:

- **Adds 1** if he has a leader with a 2 sword bonus, or if he has a leader with a single bonus and the active player has no leader with at least one bonus;
- **Adds 1** if he is in an open sea zone;
- **Subtracts 1** if he is in a Narrows zone or a Difficult Terrain zone.

On a modified result of 6 or more, the evasion succeeds. The active player remains in place and the passive player weakens one of his units or eliminates an already weakened unit before moving to the evasion zone.

4.2.2 - Combat Resolution

The players determine the ratio of their forces, rounding **always** in favor of the defender. The players may use a stratagem, the active player first, as long as no other stratagem has been played in the same Action Phase (see 2.B.3) Stratagems of the attacker and stratagems of the defender are revealed simultaneously. The attacker then rolls **1d6**, adding or subtracting the modifiers and consulting the results.

4.2.3 - Les résultats des combats

Step losses are made in number of units for land forces and number of PF for naval forces. During a naval combat, the losses indicated only affect naval units but can have repercussions on the land forces being transported (the number of PF of naval units must always equal at least 5 times the number of PF of land units being transported, see 3.3).

E = All units are eliminated.

A = All units are weakened by one step. Already weakened units are eliminated.

Weaken 1/4, 1/2 or 3/4 of the units. Always round the number of units or of PF by weakening the entire inferior force with a minimum of one unit weakened in any case. Already weakened units will be eliminated.

Examples : A player with 3 land units who must apply a 1/2 result obtains the number 1.5 rounded in his favor, so one unit is weakened. A player with 2 land units gets a result of 1/4 and theoretically eliminates 0.5 unit, weakens 1 (minimum). A player with 5 naval units (10PF, 10PF, 10PF, 4PF and 4PF = 38 PF) and who must apply the result 1/2 obtains the number 19 PF to weaken, and must for this weaken 2 units of 10 PF. A player who disposes of 5 naval units already weakened (5PF, 5PF, 2PF, 2PF, 1PF = 15PF) which is transporting 1 land unit of 3 PF. In applying the result 1/4, he gets the number 3.75, rounded to 3. He must eliminate, for they are already weakened, a naval unit of 3PF and a naval unit of 1PF. He now has only 12 PF of naval units which can only transport 2 land units. The land unit of 3PF being transported must be weakened to 1PF to respect this constraint.

R = Rien: nothing, no losses.

Clarification: The leaders of a group of units which undergo an **E** result are also eliminated.

4.2.4 - Retreats

The **victor** in battle is indicated in **bold** on the Table. Leaders and combat units of the losing side not eliminated by the victor must retreat toward a zone or a port free of enemy combat units, adjacent to the zone where combat had taken place. If there are no zones free of enemy units available, the units which should retreat are eliminated. If at an instant sometimes in the game a leader finds himself alone in a zone occupied by the enemy, he is eliminated by capture. The losing player can leave the zone by an amphibious movement (see 3.4). If retreat results in overstacking (see 3.6) the player must retreat again, towards an adjacent zone free of enemy units, as many units as necessary.

Clarification: Displaced units can be chosen from among the units which have just retreated into the

overstacked zone, or among those already present in the zone retreated into.

5 - SIEGES

During the siege phase, the active player determines the order of resolving sieges and the number of d6's which he will roll.

5.1 - NUMBER OF DICE FOR SIEGES

For each siege: **1 d6** base (minimum)

- + 1 d6** if the active player holds the advantage;
 - + 1 d6** for each land or sea zone adjacent to the port occupied only by active player units;
 - + 1 d6** if a stratagem is put back in the container without playing it;
 - + 1 d6** if the active player has a double-bonus leader in a sea or land zone adjacent to the port and the passive player has no bonused leader in the port;
 - 1 d6** if the passive player has a double-bonus leader in the port;
 - 1 d6** per each land or sea zone adjacent to the port occupied solely by passive player units;
 - 1 d6** if the passive player immediately returns a stratagem to the container without playing it;
 - 1 d6** in November, December, January, February, or March;
 - 1 d6** if the total PF of land and naval units of the active player adjacent to the port **is less** than the number of PF of land and naval units in the port.
 - 2 d6** if the total PF of land and naval units of the active player are **less than 2 times** the number of land and naval units in the port.
 - 3 d6** if the total PF of land and naval units of the active player are **less than 3 times** the number of land and naval units in the port.
- Clarification:** The modifiers based on ratio of forces are **not** cumulative. All other modifiers are.

5.2 - SIEGE RESOLUTION

To resolve a siege, the active player rolls his d6s. For **each 1** rolled, he must weaken a unit. The siege is successful if he obtains **at least one 6**: all units present in the port are **eliminated** and the active player can advance into the port any adjacent leaders and units respecting the stacking limits (see 3.6).
If he does not obtain any 6's, but gets **at least one 5**: all units present in the port are **weakened**, and

those already weakened are eliminated. In this case the siege does not succeed unless all of the units in the port are eliminated, in which case the active player can then advance into the port as before, always respecting stacking limits (see 3.6).

6 - SUPPLY AND ATTRITION



Supply involves both players. Its status is tracked using the markers "Appro."/ "Disette" (Provisioned/Scarcity). These markers can move between 0 and 3 on the Amphora track on the map. At start, the markers are placed on their "Appro" side on **the 3 Amphora square**. During the adjustment phase **D.4** of each game turn, if the markers are on the "Disette" face, they are moved **one step toward the 0**. If they are on the "Appro" side, they are moved **one step toward the 3** Amphora block, except during November through March (inclusive). The markers remain on the 3 Amphora block if they are already there.

6.1 - ATHENIAN SUPPLY

The Athenian "Appro" marker is turned onto the "Disette" side when:

A- Eleonte and Rhoeteion

or B- Sestos and Abydos

are occupied by Spartan naval or land units, with at least one naval unit in one of the two ports A or one of the two ports B,

or C- the number of PF of Athenian naval units in the bases is **superior** to the number of PF of Athenian naval units in the sea zones or in the ports.

Clarification: It must be **A OR B OR C** to flip the marker. If the marker is already on the "Disette" face, it remains there with no other consequence.

6.2 - SPARTAN SUPPLY

The Spartan "Appro" marker is flipped to the "Disette" side when:

A- Cardia, Parion, Lampsaque, AND Abydos are occupied by Athenian land or naval units, with having at least one naval unit in Lampsaque or Abydos.

or B- The number of Spartan naval units in the bases is **superior** to the number of Spartan naval units in naval zones or ports.

Clarification: It must be **A OR B** to flip the marker. If the marker is already on the "Disette" face, it remains there with no other consequence.

6.3 - HUNGER AND CAPITULATION

If the "Disette" marker of one of the two players is at **0** after phase **D.4** of a game turn: **all** units of his side deployed in a **base** are weakened (already weakened units are eliminated).

6.4 - ATTRITION

During phase **D.5** of adjustments, each player checks attrition for **each** naval unit or land unit which is not in a base, a port, or a maritime zone adjacent to a land zone with beaches.

Examples: *No attrition checks in M5 or M12, but attrition checks in M8 or M12. No test for attrition in Parion, but attrition check in T6.*

For each zone concerned, the player **rolls a d6** to which **he adds:**

+1 for each entire group of 5PF (land units) or 20 PF (naval units) present in the zone;

+1 1 during the turns of December, January, and February.

On a modified result of 5, a unit (chosen by the owning player) is weakened, if already weakened, eliminated.

On a *modified result of 6 or more*, all the units in the zone are weakened, already weakened units being eliminated.

No effect if the roll is **1-4**.

7 - STRATAGEMS



Each player can make use of one of the stratagems available which is of his own color, or the neutral (blue) color. A player can thus, according to the case, choose between the two sides of a stratagem counter but can only use one of them. He can **never** make use of an enemy color stratagem.



If the two players use a stratagem in the same Action Phase, the effects can sometime cancel each other, or add to each other:



• Naval Stratagems

S1 Periplous: This stratagem can be used in

phase **B.3**. Athenian envelopment tactic allowing the ships to ram enemies on the flank or in the rear. This stratagem gets a shift on the Combat Table of 2 columns toward the right, if it is played by the attacker, or 2 columns to the left if played by the defender. This stratagem cannot be played during combat in the narrows which are too tight for this tactic.

S2 Kuklos: This stratagem can be used in phase **B.3**. Defensive circle formation used by outnumbered fleets. This stratagem obtains a shift of one column left by defenders in Trireme combat in any sea zone. It cannot be used by the attacker.

S3 Diekplous: This stratagem can be used in phase **B.3**. Attack in column to pierce an enemy line. This stratagem obtains a shift of one column to the right, if it is played by the attacker in trireme combat. It cannot be played by the defender.

S4 Tempête en mer (Storms at Sea): This stratagem can be used in phase **B.3**. Each player must roll a d6 for each naval unit found on the map in a sea zone: On a result of 6 in a sea zone not adjacent to a port occupied by a friendly unit or where no part contains a beach, on a 5 or 6 in other sea zones, one full force unit is flipped to its weakened side and a unit already weakened is eliminated. Land units being transported can be indirectly affected if the transport ratio of 3.4 changes.

S5 Coques pourries (Rotten Hulls): This stratagem can be used in phase **B.5**. On the beaches trireme hulls cannot dry regularly as they ought. The opposing player at whom this stratagem is aimed must eliminate one T unit deployed in a sea zone where at least one part has a beach, and weaken a second unit.

• Land Combat Stratagems

S6 Archers: This stratagem can be used in phase **B.3**. When it is played, it allows interdiction of entry to enemy leaders and units moving into a land zone there are at least one unit of archers or slingers of type A during the Action Phase. Place the stratagem marker in the zone to show this.

S7 Cavaliers (Cavalry): This stratagem can be used in phase **B.3**, after the application of combat results of a land combat. The victorious player can automatically eliminate one unit already weakened of the opposing player if he himself possesses a cavalry unit in the zone where the battle took place.

• **Combats & Siege Stratagems**

S8 Attaque combinée (Combined Attack): This stratagem can be used in phase **B.3**. When it is played during a combat, it allows the player to add half (rounded up) of the PF of friendly combat units in a zone adjacent to the combat zone when calculating the ratio of forces. The units are not moved, they remain in their own original zone. During a land combat the adjacent zone selected for the combined attack must also be a land zone and the PF provided by land units. It is the same for sea zones and naval combat. The stratagem can be used by attacker or defender.

S9 Sape: (Sappers): This stratagem can be used during **phase C**. When it is played, it allows the active player to add 2 d6 for siege resolution. This stratagem cannot be added to returning a stratagem unless the player already has 1d6 (See 5.1).

S10 Surprise: This stratagem can be used during phase **B.3**. This stratagem obtains for the attacker a column shift to the right during a combat. It cannot be played by the defender.

• **Reinforcements and Recuperation Stratagems**

S11 Recup. x 1 (Recuperation): This stratagem can be used during phase **D.3** to return one weakened unit to full strength.

S12 Recup. x 2 (Recuperation): This stratagem can be used during phase **D.3** to return two weakened units to full strength.

S13 Renforts retardés (Late Reinforcements): This stratagem can be used during phase **B.2** to retard by one turn an enemy reinforcement or to prevent a reinforcement tied to the utilization, during the same phase, of a Stratagem S14 by the opposing player.

S14 Renforts (Reinforcements): This stratagem can be used during phase **B.2** to bring into the game an optional reinforcement allowed by the scenario. This stratagem can be prevented by the opponent if he immediately plays Stratagem S13.

• **Leader Stratagems**

S15 Chef Blessé (Leader Wounded): This stratagem can be used during phase **B.3**. When it is played before a land or naval combat, it allows for the annulment of enemy leader bonuses for the calculation of the “a” modification to the die on the combat results table. The leader is flipped to its reverse side and remains wounded until phase B3 of the next turn.

S16 Discorde chez l'ennemi (Discord Among the Enemy): This stratagem can be used during phase **B.3**. When it is played by its owner, he can attempt to eliminate permanently from the game an enemy leader with no bonus, or a one sword bonus. The player designates the target leader then rolls a d6 and must obtain a 3 or better to eliminate a non-bonus leader, or a 5 or 6 to eliminate a one sword bonus leader. This stratagem cannot be used against a two sword bonus leader.

S17 Tissapherne (Tissaphernes) (**permanent effect**): This stratagem can be used during phase **B.2**. It models the diplomatic encounter between the Persian satrap Tissaphernes and Alcibiades followed by which Alcibiades became a prisoner. Alcibiades is immediately retired from the game and placed on the Tissaphernes box. This stratagem is then removed from the game.

Historical Note: See *Xenophon, Hellenica, 1.1.9*.

S18 Alcibiade (**permanent effect**): This stratagem can be used during phase **B.2**, if Alcibiades is already in the game and on the map. It models the escape of Alcibiades. If it is played after S17 has been played, Alcibiades is immediately freed and placed in the base of Samos and the stratagem is removed from the game. If it is played before S17 has been played, then stratagems S16 and S17 are removed from the game without other effect, but the Spartan player marks 2 VPs (he keeps the two stratagems on the board to remind of this).

• Other Event Stratagems

S19 Ravitaillement (Revitalization): This stratagem can be played at the end of phase **D.4**, putting his "Appro/Disette" marker one step toward the 3.

Clarification: If the marker is already on 0, it cannot be moved by S19.

S20 Epidémie (Epidemic): This stratagem can be used during phase **B.3**. When a player uses it, he can weaken two land units and flip a leader marker to the sick side on any map zone. The weakened leader is immediately displaced to a port free of enemy units or to a base, from which it cannot move until it returns to full strength during phase **B.2** of the following turn.

S21: see S23, this marker having been numbered S23 erroneously...

S22 Bons Augures: Good Omens): This stratagem can be played **at any moment**. When it is played, it permits, players choice:

- take the Advantage away from the opponent (take the Advantage marker);
- or to be used like stratagem S12 or stratagem S14 and in the same conditions;
- or to draw a new stratagem from the container.

S23 Désertion: This stratagem can be played during phase **D.5** to retire permanently from the game an enemy unit of 10 PF maximum.

8 - ADVANTAGE

The player who holds the advantage can at any moment (save specific contraries) choose and benefit from one and one alone of the following opportunities:

- add **2 AP** to his total in phase **B.1**, without changing the initiative;
- reverse the initiative determined in **B.1**;
- cancel the result of a die roll from a combat, assault, siege, attrition roll, or a test tied to the use of a stratagem. The die or dice are rerolled one new time;
- return a weakened unit to full strength;
- return to the game an eliminated land unit;
- return an eliminated leader to the game.

Note: *this corresponds in some sense to the return of a leader wrongly believed wounded or dead.*

Once used, and whoever used it, the advantage moves to the other side and the marker is given to him.

9 - VICTORY

9.1 - TOTAL VICTORY

• During the game

The Athenian player wins if the **8 ports** on the map are occupied by land or naval units from Athens.

The Spartan player wins if **all ports except Cardia** (that is, 7 ports) are occupied by Spartan land or naval units.

• At the end of the game

The Spartan player wins if the Athenian player has only **30 FP** or less of naval units and he himself has **45** or more **FP**.

The Athenian player wins if the Spartan player has only **20 PF** or less of naval units and he himself has **40** or more **FP**.

9.2 - MARGINAL VICTORY

If no victory total can be obtained, the two players determine victory in the following manner, by counting victory points (VP):

• Both players mark

5 VP for the occupation of Cyzique

3 VP for the occupation of the two following ports: Sestos and Abydos (6 VP total possible);

1 VP for any other occupied port;

3 VP per level of provisions on the map superior to the opponent's level.

Example: *if the Spartan player has his "Appro/Disette" marker on box 3 and the Athenian player has his on box 1, then the Spartan player marks 6 VP.*

3 VP for each block of **10 FP** of naval units still in the game outside of the bases (in a port or sea zone);

2 VP per enemy land unit of type **H** eliminated;

1 VP per any other enemy land unit eliminated;

1 VP per enemy leader killed in combat.

– If the VP difference between the two opponents is between **0 and 5 VP** (inclusive), the result is a draw.

– If the difference is **superior to 5 VP**, the player with more has a Tactical Victory. If the difference

is more than **double** the total of the opponent, it is then considered a Strategic Victory.

10 - SCENARIOS

10.1 - HISTORICAL SCENARIO

The turn marker is placed on "Aout -411" and the scenario lasts 10 turns, until May -410 inclusive. The two players place their "Appro" markers on 3 and their "Action" markers on 0. Sparta holds the advantage.

10.1.1 - Specific Rules

• At Start Stratagems

The Athenian player first and the Spartan player next can choose in secret **one stratagem** of their player side (not a neutral), numbered between S1 to S10.

Clarification: S4 and S6 cannot be selected as they are neutral.

A single stratagem will be drawn by each player during phase A.

• Persians



Pharnabazus and the **3 land units of 5PF** cannot move either by sea or amphibiously. If these three are weakened, they can never be flipped back to full strength in phase D3. However, they can be returned to full strength by using Stratagem S11 (but not with S12).

10.1.2 - DEPLOYMENT

• Athenian deployment

1 x **T/10** FP, 1 x **T/4**FP, 2 x **T/2**FP, 1 x **H/3**FP, 1 x **P/2**FP at Sestos
1 x **P/2**FP at Cardia

• Athenian Reinforcements

Septembre -411: *Thrasybule, Thrasyllus, Chereas*, 1 x **T/20**FP, 3 x **T/10** FP, 1 x **T/5** FP (10 PF weakened), 1 x **H/4** FP (bonus), 2 x **H/4** FP, 1 x **P/4** FP (bonus), 1 x **A/2** FP at Samos

Octobre -411: *Alcibiade*, 1 x **T/10** FP, 2 x **T/4** FP, 1 x **H/4** FP(bonus), 1 x **A/3** FP (bonus) at Thasos; *Tymocharès*, 2 x **T/10** FP at Samos

Novembre -411: *Tis* retired from the game.

Historical Note: *iHe was sent to Athens.*

Février -410: *Théramène*, 1 x **T/20** FP 1 x **H/3** FP at

Samos; 2 x **T/4** FP, 2 x **T/2** FP, 1 x **A/2** FP at Thasos
Optionnal Reinforcements (stratagem S14): 1 x **T/20** FP at Samos ou 1 x **T/10** FP at Thasos.

Clarification: The Athenian player can only enter reinforcements during the game once at Samos and once at Thasos.

• Spartan Deployment

2 x **T/4** FP at Byzance
1 x **T/10** FP, 1 x **T/4** FP, 1 x **T/2** FP, 1 x **H/3** FP, 1 x **P/2** FP at Abydos
1 x **P/4** FP at Cyzique

• Spartan Reinforcements

Septembre -411: *Mindaros, Hermocrate, Hypocrate*, 1 x **T/20** FP, 5 x **T/10** FP, 1 x **T/5** FP (10PF weakened), 1 x **H/4** FP (bonus), 1 x **H/4** FP, 1 x **H/3** FP, 1 x **P/2** FP, 1 x **A/2** FP at Chios

Octobre -411: *Doreius*, 1 x **T/10** FP, 2 x **T/4** FP, 1 x **H/3** FP, 1 x **A/2** FP at Chios; *Pharnabaze*, 1 x **C/5** FP (bonus), 1 x **P/5** FP in T29

Février -410: *Epiclès*, 1 x **T/20** FP, 3 x **T/2** FP, 1 x **H/4** FP (bonus), 1 x **A/2** FP à Chios; 1 x **C/5** FP (bonus) in T29

Optional Reinforcements (stratagem S14): 1 x **T/20** FP at Chios or 1 x **T/10** FP at Byzance.

Clarification: The Spartan player can enter reinforcements once at Chios and once at Byzance during the entire game.

10.2 - NON-HISTORICAL VARIANT

Alcibiade, Alcibiades, the new Pericles

This alternative scenario is based on an early return of Alcibiades, with the full powers that he never obtained historically, and the application by him of his own strategy, but without Thrasybulus, the best of the Athenian tacticians, by his side.

Follow the historical scenario set-up with the following changes:

- Athens holds the advantage at start of the scenario;
- Stratagems S1, S16, S17, S18, and S23 are retired from the game;
- *Alcibiades* enters the game in September -411 in place of *Thrasybulus* who is removed from the game;
- *Theramenes* enters in October -411 in place of *Alcibiades*;

- *Thrasyllos*, retired from the game in November -411, returns to the game in February -410 in place of *Theramenes*. ◆

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En français sur www.lestafette.net
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COMBAT RESULTS 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 - 1/4	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

Attacker Results - Defender Results, and the victor is indicated in **bold**.

All modifiers are cumulative

Die Roll Modifiers

• Battles in a land or a sea zone

a: + numbers of leaders on the attack with a bonus (single or double) – number of leaders on the defense with a bonus (single or double)

• Battles on land only

b: + 1 if the attacker has at least one unit of type H with a bonus and the defender has none of the same

c: +1 if the attacker has three types of different units

d: -2 if the defender is solely composed of type H units with a bonus

e: -1 if the defender has at least one unit of type A or C

• Battles entirely in Sea Zones

f: +1 if the attacker transports as many or more PF of land units as the defender

g: -1 if the attacker transports less PF of land units as the defender

Column Modifiers

• Battles on land only

a: Move two columns to the right if the attacker has at least one unit of type H and the defender has none

b: Move one column to the left if the attacker has no units of type H and the defender has at least one

c: Move one column to the left if the attacker has entered the combat zone by amphibious movement

d: Move if the combat is in a difficult terrain zone and the attacker has moved in from an adjacent clear terrain zone

• Battles entirely in Sea Zones

e: Move to the right if the attacker has land units in a land zone with beaches adjacent to the sea zone where a naval combat is taking place, and the defender has no forces there

f: Move one column to the left if the defender has land units in a land zone with beaches adjacent to the sea zone where a naval combat is taking place, and the attacker has no forces there

Historical Note: *“Pharnabazus arrived as a rescuer; He advanced himself on horseback into the sea as far as he could to fight and he called to his aid his horsemen and infantry; while the Peloponnesians, after having tightened and aligned their ships fought near to the beach.”.*
Xénophon 1.1.7, on the Battle of Abydos.

Modifiers tied to stratagems: See 7.