POLIS

fight for the hegemony



Rules

Welcome to the 5th century BC, to the splendour of the Poleis, city-states of the Greek culture that form the civilization's cultural centre during their time.

Culture and blood, glory and destruction coexist in this exciting and unique historical period, in which the ambition of Athens and Sparta lead them to a long struggle over hegemony.

Previous to this confrontation, the Greek Poleis find themselves under the threat of surrendering to the Persian power in the Persian Wars and losing their identity and autonomy. Facing together a possible extinction, a strong Panhellenic feeling emerged in several Poleis, that teamed up under the command of the two main Poleis, Athens and Sparta, and with an iron conviction to fight for survival, they managed to defeat such a powerful enemy.

However, after victory, both powers, with colliding views regarding government, army, economy, and many aspects of understanding society, even life itself, started to distrust the growing power that the opposite Polis accumulated, causing an expansionist and military race that eventually ended up in an epic clash between them.

Culture, arts and philosophy flourished in this period, known as the Classic Period, especially in Athens, hand in hand with Pericles. Nevertheless, the two most powerful Poleis, the now conflicting Athens and Sparta, confronted periodically over the Greek hegemony, a fight that lasted until the mutual destruction that the Second Peloponnesian War brought about, which although it ended with the surrender of Athens, it meant the definitive weakening of both powers.

Each player will play the role of Athens or Sparta, expanding their power, striving to make other Poleis join their cause by means of diplomacy or force, administrating in a reasonable manner their growing Poleis League, knowing when to expand without depleting their resources, trading to obtain the scarce wheat, fighting against the enemy armies when necessary, and gaining prestige with your actions. Have fun!

Polis

Fight for the Hegemony

2 Players – 150 minutes

COMPONENTS

- 1 Board: where the map is displayed in its central and right area. In the left section, it is contained the Market Value table, the Territory Tables, the spaces for placing the Projects of each round and the spaces to specify the current round.



- 40 Event cards: that they will be put into play at the beginning of each round and divided in round Events: 3, 4, 5α, and 5β respectively.



- 18 Polis cards: to be set if each Polis is neutral or affiliated to a player, its base population or fortificacion, its maximum growth and its maximum population.



- 14 Project cards: which represent the different works which the Poleis might undertake; they also represent the attraction of certain personalities of Ancient Greece.



- 24 Combat cards: to solve the battles, either land or sea battles.



- 1 four sided die: for determining the increase or reduction of the market value of certain goods, and for resolving sieges.



- 45 blue wooden cubes and 45 red wooden cubes: which will be used as Poleis population, hoplites and galleys of each player. Also, they will be used for marking the goods in the individual boards of each player.



- 5 black wooden cubes: for marking the market value of the four kind of goods and the current round.



- 25 blue wooden discs and 25 red wooden discs: for marking the ownership of each polis and the collection of each territory.



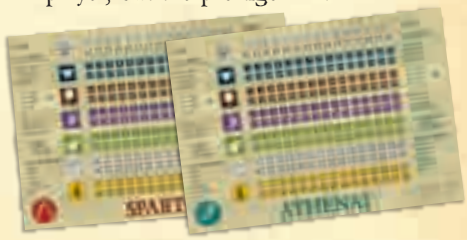
- 8 blue wooden ships and 8 red wooden ships: which represent the merchants of each player.



- 1 blue pawn and 1 red pawn: which represent the proxenos of each player.



- 2 individual boards: for showing not only the available goods in the stock of each player, but the prestige also.



MAIN TERMS

The two main terms of "Polis: Fight for the Hegemony" are the population and the prestige, its importance lies on the fact that the player's final score is the addition of both elements when finishing the four rounds that take place during a game.

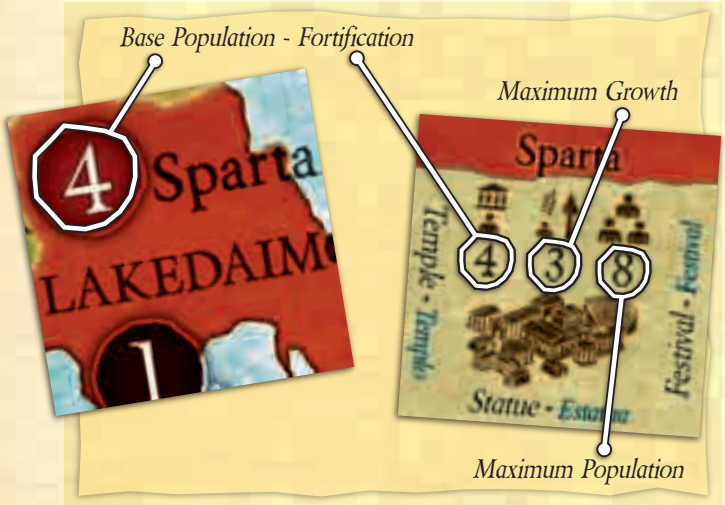
Therefore, the player must achieve all the remaining aspects of the game, keeping in mind that only these two elements of the game will give him or her the final victory.

The **population** lives in the Poleis. In the game, the players will struggle to have the greatest number of the 18 altogether as allies of his or her Poleis League, but taking into account that they must feed their population when the round finishes (otherwise, they will see how their prestige or own population decrease).

The key to success in the game will be to know how much your influence may expand in a right way without undertaking an excessive and unsustainable expansion or avoiding a lack of ambition that will make the victory of the opponent player's Poleis League easier.

The Poleis appears in the map with a encircled number that represents, two things: First, **base population**, this is the population that the city has when it is not owned by a player (neutral Polis); secondly, it represents its **fortification**, that it is a concept that affects the action Besiege Polis (page 9), representing the difficulty to besiege a Polis (more difficult with a higher fortress number).

When a Polis is owned by a player, its population might range between a minimum of 1 and the **maximum population**, information that appears in the Polis card next to **maximum growth** per round.



The population of every Polis is represented by means of wooden cubes (in the same quantity) in the player's colour (red for Sparta and blue for Athens) and they are placed next to the Polis Card in the player possesion.

These **cubes**, through the payment of part of player's **goods**, might become one of the three kind of units inside the board: **hoplites**, **galleys** and **merchants**.

In this way, the player reduces his or her population (and his or her final victory points), but he or she needs those three kinds of units, by means of the actions that every unit could make, to obtain the necessary goods and prestige to extend his or her power.

The land military unit is the **hoplite**, the infantry of the Classic Greece. In the game, it is the cube that is placed in a territory. A player with the highest number of them will exert blockades to the land movements.

The sea military unit is the **galley**, the period's warship manned by rowers. In the game it is the cube that is placed in a sea. A player with the highest number of them will exert blockades in sea movements and in the merchants routes.

The **battles** take place when there are 8 or more units (hoplites/galleys) in a same region (territory or sea) between both players. In order to solve the battle, the combat card deck is used. The battle includes rounds in which both players play two combat cards, and the rounds alternate until the deck is out, a player has less than 2 units or as a result of other circumstances more detailed in the Battle section (on page 14).

The trade unit is the **merchant**. They allow to obtain the two most prized goods: Silver by means of bartering with other goods, and Wheat, obtained by the same way or paying silver. Their trade routes are affected by the blockades exerted by galleys.

The diplomatic unit is the **Proxenos**, an influential and scheming character in the Polis where he lived. The Proxenos is guided by bribes and, because of that, he is not affected by a blockade of hoplites nor galleys.

The player will manage six types of **goods**, represented in the player board:





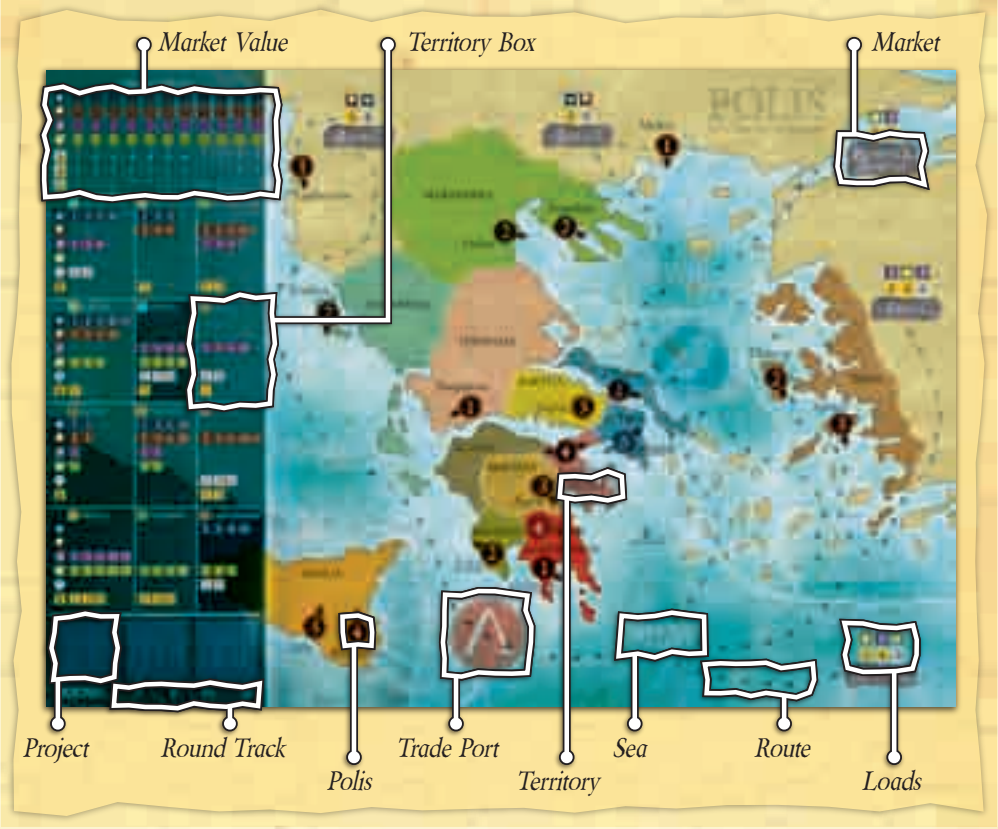
The **prestige**, apart from adding it to the final score, is essential to undertake military actions. It is obtained by acquiring new Poleis, completing projects, causing casualties in battles, and having Poleis with a large population.



BOARD

The picture of the right locates the main elements of the board described in the rulebook.

It consists of two main parts: one column with the common information for both players (the market's value of the four goods that fluctuate, the goods that can be obtained in each territory, the available projects, and the number of the present round), the other part is the map with the 12 territories, the 5 seas, the 18 Poleis, the 5 markets, the 2 trade ports and the routes.



INITIAL SETUP



GAME START AND COURSE OF THE GAME

The game takes place during 4 rounds so-called type 3, 4, 5a and 5b that correspond with the main historical periods since the founding of the Delian League (478 BC) until the final defeat of Athens in the Second Peloponnesian War (404 BC):

- *The first round (3) corresponds to the beginning of the Athenian expansion, in which they defeat once and for all the Persian fleets that still remained in the Eastern coasts of the Nóties Sporádes while Sparta suffers the scandals of the trials against his king, Leotychidas II, and his general, Pausanias.*
- *The second round (4) begins in the 460 BC, and it is the first in which battles might take place between players. It coincides with the time in which the military confrontations begin between the two powers in the called First Peloponnesian War and with the government of Pericles who took the splendor to Athens.*
- *The third round (5α) begins with a new worsening of the confrontation in the called Archidamus War, during which Sparta made raids in the Attika region. The Attika's population sheltered en masse behind the Athenian walls and they were decimated by the plague; among the losses was Pericles. Athens managed to recover and finally both sides signed a brief truce with the Peace of Nicias.*
- *The last round (5β) includes the final confrontantion between the two powers, in which the fickle military genius, Alcibiades, managed to command both armies. Athens embarked in a disastrous campaign in Sicily and Sparta dealt the final blow by cutting the supply lines of wheat to Athens, thanks to her last naval victories.*

The round type will come by the number specified in each space (3, 4, 5 and 5) and it represents the maximum quantity of hoplites and galleys that each player can keep in a region (territory or sea) and the loads that become available from that round. The name "α" and "β" is used to differentiate the two rounds type 5 and each one has its own events group.

For example: in the first round, type 3, a region can only house 3 hoplites or 3 galleys of each player (that is, 6 as a maximum). In the round type 4, 4 hoplites or 4 galleys of each player (8 as a maximum). In the rounds type 5α and type 5β, 5 hoplites or 5 galleys of each player (10 as a maximum). In the case of trade, in the round type 3, the only available loads will be those with a value of 3, in the round type 4 the loads with value of 4 too, and in the rounds 5α and 5β, they are joined by the loads with value of 5.

In order to start the game, you must have the setup specified in the previous section (page 4).

In the same way, the **projects** must be shuffled and they are placed facedown next to the board. The same is done with each one of the four **event card** groups that corresponds to each one of the rounds.

Now and also before starting each successive round, the 3 project cards of the top of the shuffled deck will be revealed, which become available and they are placed in the projects area (in the lower left section of the board). 1 event card of the present round will be revealed. This event card will be placed in an intermediate place between both players.

The player with more Prestige (in a tie, the Athenian player) reads out loud completely the Event card and he applies what is appropriate, and then the other player does the same. If the text has a blue background only affects the Athenian player and if it is red only the Spartan player. Some cards might determine its effect to the course of the round or its end, in this case, both players should remember the use of the event card during all the round.

The first turn of the round is for the player with less Prestige at the beginning of the round (in a tie, the Spartan player), in other words, the player who applied the Event card secondly.

In each round, both players carry out alternately turns with two different actions to one another, choosing between the 12 possible actions (each military action costs 1 Prestige point).

At the end of the player's turn, it will be checked if a **battle** takes place.

When a player decides to pass (stop making one or both actions during his turn), he will not perform any more actions in the present round. Then the opponent will play carrying out actions alone until he wishes to stop, but each action will cost 1 resource of the player stock at his or her choice (1 metal, wood, wine, oil, silver or wheat resource) before he can perform the action.

A round does not have a certain number of turns, it will finish when both players have decided to pass.

Below, the 12 Action types are described (4 Development type, 4 Military and 4 Political actions). Remember that in each turn the player may perform two actions that must differ from one another.

DEVELOPMENT ACTIONS

1. Create Hoplites

The hoplites are recruited between the population of a single polis, and they are placed in the territory where it belongs as long as the territory might keep them (according to the round).

For each hoplite that is made, the player pays 1 metal (or 1 silver) from his stock as a cost for the impedimenta of the soldiers and he or she moves 1 population cube from the polis card to its territory (the polis can not run out of population).

In the game, it is considered that the logistics develops throughout the game making that the capacity of the armies increases during the rounds: in the 3, 4 and the two of the type 5; 3, 4 and 5 hoplites of each player will fit in a territory respectively.

The two poleis that don't correspond to neither territory: Epidamnos and Abdera (without colored background in the card) can't create hoplites, only galleys.

In the next example the Spartan player, that owns Pylos with a population of 3 (the maximum that can shelter this polis), decides as an action to create Hoplites.
This is the first round (type 3) and, in Messenia, 2 more hoplites still fit in this territory.
The player pays 2 metal resources (the player has 3) and moves two population cubes to Messenia territory (Pylos belongs to it) who become Hoplites.



2. Create Galleys

This action can be carried out in a single polis that has a port.

The galleys are made in the Polis shipyard and they are placed in the sea where the arrow of the polis is pointing at in the map, as long as the sea can keep them (according to the round).

For each galley that is made, the player pays 1 wood (or 1 silver) from his stock as a cost for the hull of the ship and moves 1 population cube (its crew) from the polis card to the corresponding sea (the polis can not run out of population).

The two poleis without port: Sparta and Thebai can't create galleys, only hoplites.

There is a polis that has two ports (two arrows appear in the map): Korinthos, that might place its galleys in the corresponding sea which the player wishes.

The Athenian player, that owns Chalkis with a population of 2 (its maximum), performs Creating Galleys action in the second round (type 4).



The player spends 1 wood resource and moves 1 cube from the polis to the sea of the Kyklades that now becomes the last galley according to the round (the fourth).

3. Create Merchants

This action can only be made in one of the three existing trade poleis. As it can be seen in the ilustrations below, these poleis have the symbol of a trade port and their names appear underlined in the map: Pylos or Gytheion for the Spartan player and Athenai for the Athenian player.



For every merchant that the player has made, the player pays 1 wood (or 1 silver) from his stock as a cost for the hull of the ship and he removes 1 cube from the population of the trade polis (the polis can not run out of population) and places 1 ship piece in the trade port (the colored area) that corresponds: the Spartan area is placed between the Ionio Pelagos and the Myrtöo Pelagos and the Athenian area is in the Kyklades (read the section "Board" on page 4)

Only the specified player with the card symbol's color can create Merchants in that polis.

So, for example, the Athenian player cannot create them in Pylos or Gytheion.

4. Begin Project

Certain poleis have the chance to undertake the construction of one or several projects. These projects provide the so necessary Prestige to the player that fulfills them. The projects that can be initiated appear in the own polis card and must be chosen between those available in that moment in the board.

You can only begin a Project in a polis that does not have already another project in progress (a turned card can not build a new project again in this round).

The player must pay the cost in resources to be able to begin a project (he or she can always replace each set of resources to pay for the same quantity in silver). Afterwards, the player turns the polis card where the project is began and he places the project card over that polis card, covering it partially. That project will not be available for the other player, although he might capture the polis by siege or civil war in order to get hold of its benefits.

The Athenian player decides to Begin a Project in Athenai. He checks that there are 2 remaining projects available and among them the only one that he can undertake is the Philosopher, Socrates.



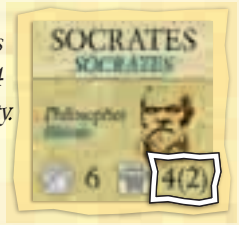


He pays the cost to begin this Project, that is 6 silver resources (this cost is shown in the white boxed areas), he takes the card and places it over the Athenai polis card that he turns to indicate that a Project is being developed, in this case, housing the Philosopher Socrates among his citizens.



At the end of a round, the poleis of each player that are developing a project, will finish them, awarding them with immediate Prestige points and "for posterity" (between brackets, are awarded at the end of the game).

Following the example, if Athenai achieves to fulfill the project, Socrates will give him 4 immediate Prestige points and 2 for posterity.



If a polis changes of player owner, he receives it with all the projects in progress and/or completed, as the opposite player had them. If the polis becomes neutral, because the player owner could not feed it at the end of a round or by besiege, the projects remain in the city as they are at the players disposal, if one of them recover the polis.

There are 14 unique projects and 3 of them become available for the players at the start of each one of the 4 rounds *(therefore, 2 will not appear in each game, so it might be possible in a game that Socrates decides to study butterflies instead of developing the philosophical thinking).*

The 14 projects gathers in 7 types (in brackets the quantity of each group):

- Philosopher (3): In the card it appears the silver needed to attract a pilosopher to your polis. They could go to Syrakousai or Athenai. In these project cards, its title is the name of the thinker, the instruction that he is a philosopher appears just below.
- Artist (1): Phidias will make beautiful sculptures and he will design splendid buildings in exchange of a wage in silver, in the same way that philosophers. The Athenian player must have the peace of mind that the artist will only accept to work in Athenai, but on the other hand, he must take into account that the immediate Prestige of the artist's contributions depends on the importance that the own capital has in that round, because Phidias awards with as many points as the half of the population rounded up at the end of the round.
- Temple (2): These are impressive buildings, being difficult to defray, considering the amount of wood and metal that they need in the process and by the silver needed for the workers wages, but they will give a big boost to whom might build them. Syrakousai and Sparta can undertake its construction.
- Theater (2): These are buildings more affordable than temples. Their stands are made in the hillsides next to the polis. Korinthos, Thebai and Athenai can build them.
- Statue (2): These are the projects easier to build, the devout sculptors only ask for wood to their rulers and maybe some metal resources for the frame and scaffolding, but the Prestige that awards in exchange is trifling. Epidamnos, Abdera, Gela and Sparta are the poleis eager to raise them.
- Festival (2): These are celebrations in which wine is used to be smothered over the presents, so this is the more necessary resource. Sparta, Poteidaia and Samos welcome them.
- Games (2): Apart from the Olympics, other minor games took place periodically in the Greek poleis, where oil was given, and ocassionally wine, as an award to the winners of the competitions. They can be played in Pydna, Argos and Korinthos. .

MILITARY ACTIONS



Every Military Action always costs 1 Prestige Point.

5. Move Hoplites (-1 Prestige)

The hoplites movement may be by land or by sea and is always performed between territories.

You can combine those two types of movement when you use the hoplites, but the destination of all must be the same and they can't exceed the round capacity (3, 4, 5, and 5). Therefore, the maximum quantity of hoplites that can be moved in an action would be 5, circumstance that only happens if they move to an empty territory in one of the last two rounds (5α or 5β).

In the land type, the hoplites move between territories, without crossing any territory controlled by the other player (where he has more cubes than you). He can control the origin or destination territory because your hoplites are not crossing it.

The movement of hoplites, although their destination has to be the same, is not simultaneous. For this reason the player has to think in which order he will move them, because it might happen that removing the hoplites from regions that they share with hoplites of the opposite player, they gain control of the regions (because they have now the majority) and the enemy hoplites block the movement through that region.



The sea movement of hoplites must follow the same rule as land movement: only crossing seas not controlled by the opposite player (again, he can control the origin or destination territory but not the seas you cross). Each hoplite cube moved in this way embarks in the sea corresponding to the territory where it is and disembarks in the common destination without moving through land regions. For checking this movement you have to follow the broken lines of the sea route, taking into account that if anyone owns Korinthos, he or she can move hoplites from Ionio Pelagos to Kyklades and vice versa, directly crossing by the diolkos of the isthmus (see the two arrows of the polis in the map).

The term "embark" does not involve that the hoplites need allied galleys where they have to cross. These seas could even be empty.

All the territories have, at least, a sea where the hoplites can embark to or from in this type of movement.

For example: to Makedonia only corresponds the Thrakiko Pelagos but to Thessalia corresponds three seas: Thrakiko Pelagos, Kyklades (both by their northeastern coast), and the Ionio Pelagos (southwest coast).

There are two territories, without any other adjacent territory, where the hoplites can only enter or leave by means of sea movement: These are Sicily (by the Ionio Pelagos) and Ionia (by the Nóties Sporádes).

At the top of this page appears a movement example with 5 hoplites (so in one of the two last rounds) in which the two types are combined: by land and by sea, and that will be useful to see the importance of the order in which the hoplites are moved.

The destination has to be the same and the Athenian player chooses the Thessalia territory in which he has no hoplites. The forces that he moves are in three different territories.

A.- He begins to move his hoplite from the Ionia region (with the 1 number) by a sea movement. He must embark in the territory where he is and he can already do it because the opposite player is not blocking the Nóties Sporádes (by having more galleys), the hoplite crosses the Kyklades (in this case Athens would block all the spartan movement that crosses this sea because he controls it by having more triremes) and the hoplite disembarks in the destination territory: Thessalia.

B.- By land movement the player moves two more hoplites (numbers 2 and 3) from Attika through Boiotia, where neither player is blocking the way by controlling the territory (both players have 2 hoplites).

C.- Finally, again by land movement, the player moves the 2 hoplites that he has in Boiotia, first number 4 (that left the territory under Spartan control) and then number 5 (moving from a territory which is now controlled by the enemy but he can do it because he is not crossing it).

The order in the sea movement (A) is unimportant, because it is only influenced by the situation of the galleys, however, the (B) movement must be done before the (C) movement, if not so, Sparta will block the way through Boiotia and Athens will have to seek other type of (B) movement (in this case, he could easily solve it with a sea movement through the Kyklades).

6. Move Galleys (-1 Prestige)

It is guided by the same rules than the hoplites land movement but in this case is between sea spaces.

The galleys move from one or several sea spaces to only one space, without exceeding the round capacity (3, 4, 5, 5) in the destination and without crossing through sea spaces controlled by the opposite player (in which he has more cubes than you). The enemy can control the origin and destination sea spaces because you are not crossing it.

For this movement, you have to follow the broken lines corresponding to the sea route, taking into account that who owns Korinthos can move directly galleys from the Ionio

Pelagos to the Kyklades and vice versa (going through the diolkos of the isthmus).

As well as it happened when moving hoplites, this movement is not simultaneous, and you shall take into account the order in which the galleys move because the movement could be influenced by the other player blockades in the sea spaces that the galleys must cross.

7. Besiege Polis (-1 Prestige)

A polis is besieged through the hoplites that you already have in the territory where that polis lies.

You can besiege a neutral polis (placed above the upper section of the board) or owned by the other player if you:

- Have as many hoplites as its fortification or more (although its current population were greater or lower). This number appears circled in each polis in the map, and on its own card.
- Control that territory by having more hoplites than the opponent.

There are two poleis with a fortification of 4 (Korinthos and Syrakousai), that can not be besieged in the first round, because a player can not have in the territory the necessary hoplites to besiege them.

Declaring the siege, if the polis has a fortification (and base population) greater than 1, the besieging player rolls the 4 sided die. If, at least, he matches with the result the number of the polis fortification, the player achieves the siege and he obtains that polis. Therefore, if a polis has a fortification of 1, it is not required to roll the die, and the player automatically obtains the polis.

You can not besiege the capital of the opponent.

If the siege is not achieved, because the die roll does not match or exceed the fortification of the polis, the player who tried the siege loses 1 hoplite and, if the polis is not neutral (that is, it is owned by a player), that polis loses 1 population point. If the polis, belonging to a player, only had 1 population point, this is lost also, but instead of remaining in 0 population points, the polis decides to become neutral. That involves the frightened people deciding to overthrow the governor and to withdraw from the Poleis League.

The player that failed in his attempt to besiege and conquer the polis, will be able to try again the siege when he has the hoplites required (if he does not have them yet), and as long as the new attempt shall not be in his same turn (it would be the same kind of action).

If the siege is achieved, the player receives the polis (with its completed projects or in progress if it had them) and as many Prestige points as its fortification / base population points. Also, if the enemy Proxenos were in the polis, he would be captured by the besieging player, removing the pawn from the board and becoming his hostage until he might be released. If the polis is neutral, he receives it with its base population and if it is an enemy polis, he receives it with its current population replacing the population cubes by the same amount of cubes of the player who executed the siege. Afterwards, he shall put a disc from his color in the polis in the map (replacing the opposite player's disc if he owned the polis).

Example 1: The Athenian player tries to conquer the neutral polis of Naupaktos through siege in the round type 3. To that end, he moves three hoplites to Thessalia (because there are two Spartan hoplites and he must exceed that number) spending 1 Prestige point. Paying another Prestige point (making a total of 2) executes the siege that he achieves automatically, because it is not necessary to roll the die in this case (fortification of 1 in Naupaktos). The Athenian player takes the Polis card from the upper section of the board and places it in his area of play, afterwards, he receives 1 Prestige point (as many points as its fortification, that is, 1).

Example 2: Let's suppose that in the next round, type 4, the Athenian player wants to conquer the neutral polis of Thebai through siege. He moves three hoplites, that is, the minimum and necessary to besiege a polis like Thebai, which has 3 base population / fortification points and in which territory there are not Spartan Hoplites. Both actions already suppose 1 prestige point less for moving and another additional point for besieging. The Athenian player rolls the four sided die and he obtains a 2... Not only he does not achieve the siege but he also loses a hoplite. In his next turn, he decides to move another two hoplites to the region of Boiotia to reinforce the hoplites already present and to try again the siege and, consequently, he spends another 2 prestige points (1 for the movement of the hoplites, and 1 for trying the siege). He rolls the die and he obtains a 3... Therefore, he achieves the siege, he draws the Thebai Polis card and he receives 3 Prestige points by taking the fortification of that Polis. If the player had conquered Thebai in the first attempt, or he would have moved more hoplites, he would not have obtained negative balance of prestige and he would have avoided the loss of 1 hoplite.

Example 3: Let's suppose that in the round type 5, the Spartan player chooses to try conquering Thebai through siege and he moves four hoplites to Boiotia. Let's suppose too that Thebai has a current population of 2 and there are two Athenian hoplites in the territory. In this case, it is irrelevant that Thebai has a population of 2, because what it counts is its fortification being 3, on the other hand, he achieves to exceed the amount of Athenian hoplites and because the circumstances don't lead to a battle happening at the end of the turn (minimum of 8 hoplites and, in this case, there would have been 6 among the two players). The Spartan player spends 2 Prestige points (movement and siege), and he rolls the die, obtaining a 4. It means that he seizes the control of Thebai from the Athenian player and he receives 3 Prestige points too.



If he had failed the throw, the Spartan player would have lost a hoplite and Thebai would have lost 1 population point. If the Spartan player continues stubbornly to besiege Thebai, he could try it again in his next turn. In fact, he already had the necessary hoplites for doing that (3), and they would be continuing to exceed the amount of Athenian hoplites (if the Athenian player does not move more hoplites in his turn), but he should take into account that if he fails the throw, Thebai would return to neutrality, because it would run out of population (0).

8. Collection (-1 Prestige)

The player that has the support of part of the population, in other words, the player who owns, at least, one polis in the region, could demand to his peasants part of the goods they produce. These are showed in the territory squares in the left section of the board.

By means of collecting you will obtain a quantity of goods according to the distribution of hoplites that he carries out. To do this, the player will place, as he or she whises, the cubes in the numbered boxes, providing that if he or she places several in a same line, the player must begin by the leftmost box (the one with a number 1) and going on with the following boxes at the right in the same line.

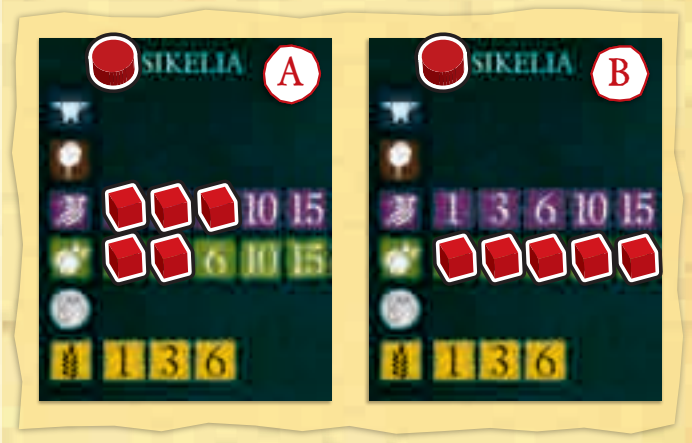
He or she obtains the quantity of goods that is marked by the last cube of each line. Thus, the player can obtain 1/3/6/10/15 goods of one type with 1/2/3/4/5 hoplites addressed to the plundering of the peasants, all of that depending on each region availability and the round in which it is collected (because there could be a maximum of 3, 4 or 5 hoplites in a region in each one of the 4 rounds).

In the home regions of each player, Lakedaimon for the Spartan player and Attika for the Athenian player, when a player collects, he or she does not lose Prestige. Both territories boxes are darkened and the correspondent symbols appear on the identifiying color of the upper left corner.

When the player finishes the collection, the player returns the hoplite cubes to the territory in the map and he puts a disc from his color in the territory box (at the left of the board, in its upper right corner), indicating that the region has been plundered and that nothing else can be collected during this round.

Achaia is the only region without polis in it, so it can be collected by the first player to do so.

In Sikelia up to 15 wine or oil resources can be collected, and up to 6 wheat resources.
In the next example, Sparta collects in Sikelia during the third round (5). Having the maximum number of hoplites (5), with three of them, he can obtain 6 wine resources, and with the other two, he can obtain 3 oil resources (A). Assigning all to oil, he would obtain 15 oil resources (B). After he chooses between the different collection options, the player has to place a disc in the upper right corner of the territory box, indicating that Sikelia has already been plundered.



POLITICAL ACTIONS

9. Trade

The silver and wheat are two resources really necessary in the game but they are usually scarce and difficult to obtain by means of Collection. When your Poleis League is growing, you must trade to keep the poleis related to your cause.

In order to trade in one of the five markets (Illyria, Thraki, Euxeinos Pontos, Persis or Aigyptos), the player must have a free sea route from his trade port (see colored area in the section "Board", on page 4) to the corresponding market, in other words, without crossing sea spaces controlled by the other player with his galleys.

The trading port of the Athenian player (belonging to Athenai) is considered to be placed in the Kyklades, being that space the first crossed sea of all routes started by the merchants. So, if this sea space were controlled by Sparta, the Athenian player would not have free route to any market because the merchants could not even leave the port.

The Spartan trade port (belonging to the Pylos and Gytheion poleis) is placed between the Ionio Pelagos and the Myrtöo Pelagos, and the player could choose in which of the two sea spaces he starts the merchant's route. If neither of the two poleis (Pylos and Gytheion) is owned by Sparta, his player will not be able to trade.

The movement of the merchant follows the broken lines of a sea route, taking into account that the player who controls Korinthos might move them directly from the Ionio Pelagos to the Kyklades and vice versa. The merchants does not block among them nor the galleys, but the galleys can block merchants if the opposite player have more of them in a sea space, controlling it.

The goods of each market are read in vertical: the market demands from you the goods whose symbol is shown in the upper box: metal, wood, wine, oil (or silver, because in the game all sets of material to pay, as it happens when creating units or beginning a project, could be replaced by silver) and in exchange it offers the amount of wheat or silver (depending on its color) shown in the lower box.



Thus, for example, the Persis Market has 3 goods: they demand wine in exchange for 3 wheats, oil in exchange of 4 wheats, and wine in exchange for 5 silvers.

To trade, the player moves (if he has a free route) one single merchant's ship, that he has in his trade port, to one of the loads of goods that are free (without being already occupied by other merchant) and available.

The loads are available depending on the offered amount and the current round. In the first round (type 3), you can only trade with the 3 offered amount, in the second round (type 4), they become available the 4 amount too, and from the third round, the 5 amount, so all goods become available.



In the round type 3, it will only be available the first load, in the type 4, they will be available the 2 from the left, and in the two last rounds (types 5α and 5β), all of them will be available.

The merchants don't occupy the loads from left to right, they might choose which one they want from the loads that are free and available that round.

The player always receives the amount of the offered good in the load's lower space, that now is occupied by the merchant and he chooses if he trades it by bartering the goods in demand in the market (upper space) or paying silver. Taking into account that he can not trade silver in exchange for silver.

If you choose to trade by barter, the amount of goods in demand that you must give is what results of crossing the column in which the goods value is placed (see the cube) and the row according to the kind of load traded (3, 4 or 5) in the Market Value box (upper left section of the board).

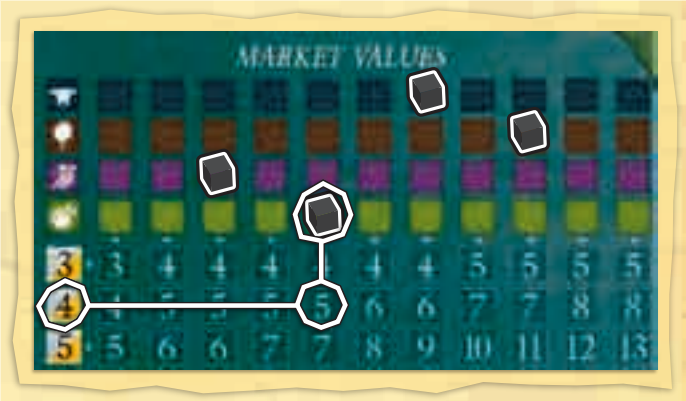


The Athenian player wants to trade with one of his merchants in the Persia second load (oil in exchange for 4 wheats). It is unoccupied and this is the second round (type 4), so that load is also available. He checks that he has a free sea route from his trade port: Sparta does not block the exit from Kyklades Islands (1 Spartan galley against 2 Athenian galleys) nor the passage through the Nóties Sporádes (neither player blocks because there is a tie in galleys).

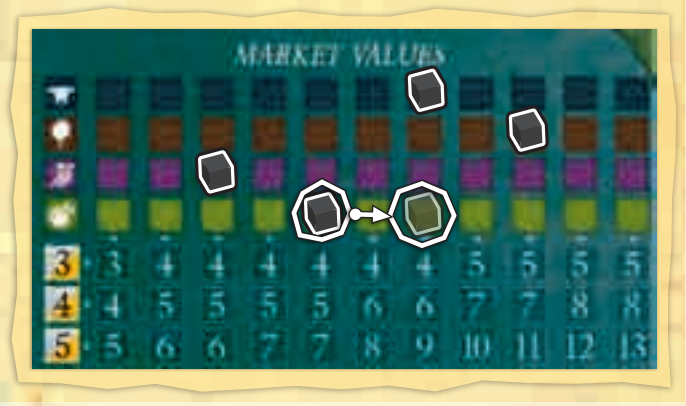


The Athenian player places his merchant over the second load and he checks how many oil he must give to receive 4 wheat resources from Persia.

As he is trading by barter, he crosses the column in which is the oil value (see the cube) and the row according to the kind of load (4). The result is that he must give 5 oil resources to receive 4 wheat resources. The player will adjust his new values on his player board.



After a barter, the market value of a good, that you have given, is depreciated, because it loses part of its value when it is more used in the exchanges. The player rolls the four sided die and moves the cube of the corresponding good to the right as many spaces as the result.



Finishing the previous example, the player rolls the 4 sided die. The result is 2. Therefore, he devalues the oil value and he moves the cube two spaces to the right.

Instead of making a barter, to receive wheat, you can pay with silver. So you must give as many silver as wheat you receive. Both goods have always the same market value so they don't fluctuate. *In the example explained above, the Athenian player had paid 4 silver resources in exchange for the 4 wheat resources.*

If the player has paid with silver, the good value that this market demanded changes too, but in this case, the good value is increased because it is not used in the exchange. The player rolls the four sided die twice and he moves the corresponding cube as many spaces as the bigger result of the two rolls to the left.

The player that owns Epidamnos will be able to trade with Illyria and who owns Abdera will be able to trade with Thraki. In that situation, the player does not have to check if he has a free sea route to the corresponding market, he just moves his merchant to the unoccupied and available load that he wishes.



The merchant token always remains over the load space for the remaining of the round, showing that the merchant has already traded and that the load space is occupied. It will be recovered when finishing the round.

10. Move Proxenos

The Proxenos was the diplomat that served as ambassador in the ancient Greece. The important poleis appointed famous citizens where they wanted to exert their influence, and to that end the poleis provided them with economic resources.

He is represented by a pawn in the map and always moves from polis to polis.

His movement can consist of two kinds to choose from: land or sea movement, as well as the hoplites movement. In the sea movement he embarks/disembarks at the sea the polis' arrow points to.

As it can be checked in the map, there are two poleis which can only be reached by sea movement: Epidamnos and Abdera (because they don't have territory where the Proxenos might travel to them) and on the other hand, Thebai and Sparta can only be reached by land movement (they don't have port).

Moving his proxenos, the player must assume the cost of bribing all the units (hoplites or triremes, never both) of the opponent that are in the regions that the diplomat crosses in his movement between poleis, including the origin and the destination territory or sea. Each opposite unit that is bribed costs 1 silver resource, which is not received by the other player but it is considered that the own hoplites or galleys keep the silver.

The proxenos has the advantage of being the only unit able to cross territories controlled by the opposite player.

A same polis can only house the proxenos of one player.

If a siege of a polis housing the proxenos is completed, he will be captured. Therefore, keep in mind the situation of your diplomat and try to avoid that he might be easily captured.

Moving the Proxenos, you have to take into account that his more obvious way to move does not have to be the cheapest way, and you should also remember, that if he is in a polis with port, the chance of choosing among land movement (bribing hoplites) or sea movement (bribing the crew of the galleys).



The Athenian player wants to move his Proxenos from Naupaktos to Potidaia. The obvious way is by land, crossing the two regions, the origin one and the destination one (see picture above). In this movement, he should pay 4 silver resources for bribing the 4 Spartan hoplites. But, in this case, he discovers that, by means of a sea movement (see figure on the next page), he manages to arrive paying only 1 silver resource bribing the Spartan trireme in the Myrtöo Pelagos.

11. Release Proxenos

Each player can only have one Proxenos, so if he is captured by the opponent by seizing a polis, he can only be recovered releasing him.

The cost for releasing him is 2 silvers from the player's stock as ransom, amount that is paid to the player who captured him. The pawn of the Proxenos is placed again in the player's capital, becoming available.



12. Instigate Civil War

The proxenos can instigate a Civil War (called "stasis" in the ancient Greece) in a polis in which he currently is. To do this, he must bribe with silver the citizens able to stir up the political situation and to cause the conflict.

The Civil War can be instigated in a neutral polis or in a polis controlled by the other player. In both cases, the polis with its population will join the player who instigated it.

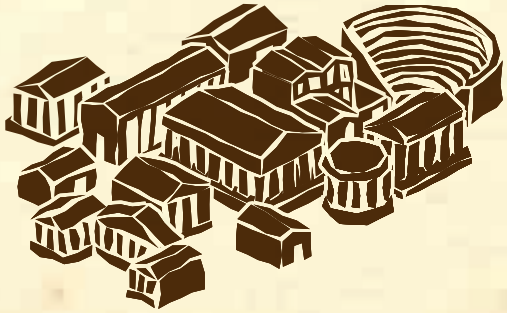
The silver amount for the bribe is:

- If the polis is neutral: 2 x base population.
- If the polis is controlled by the opposite player: 3 x current population. (The silver is not received by the other player)

The polis in which you instigated a Civil War, is now yours with the population and their projects in progress or already completed. Take the polis card, remove the cubes that the other player had (if it was not neutral) and place the cubes from your color next to it, according to the corresponding population. After, put a disc from your color in the polis in the map (replacing the opposite player's disc if he owned the polis).

You can not instigate a Civil War in the capital of the other player.

By means of this action, the player receives as many Prestige points as the number of population the player has paid for.



BATTLE

After finishing the second action of a player turn, you must always check if a battle takes place.

It happens automatically (it is not an action) if, at the end of the turn, both players have 8 or more units in a same region (territory or sea).

It may be the case in which a player has passed and 8 or more units coexist in one or more regions. On this assumption, the player who has not passed could keep carrying out actions and when he finishes with all of them and passes, the battle will take place (so, even if the opponent has passed). If after this battle there are still 8 or more units in a region no more battles take place until the next round.

The battle consists of assaults and it finishes by imperative when the deck runs out of combat cards.

Whenever a battle takes place, the combat cards deck will be used. After shuffling it thoroughly, it is placed near the board and the players draw as many cards as cubes (hoplites or galleys) have in the region. *So, for example, if a player has 5 hoplites in the round 5α., he draws 5 cards.*

Combat Card Description:

Formation: The illustration of the combat card determines the formation played by the attacker. The defender will try to match the formations played by the attacker with the same type of formation. There are 6 land formations: Phalanx, Cavalry, Archers, Peltasts, Mercenaries and Salpinx Call. In the same manner, there are 6 naval formations: Elite Trireme, Trireme, Bireme, Triacontor, Mercenaries and Salpinx Call.

***Maneuver:** Its value ranging from -1 to 2 determines the Prestige than can be obtained by the attacker in an assault. That Prestige would also depend on the cards played by the defender.*

There are 5 types of land maneuver: Othismos (2), Advance (1), Hold (0), Shooting (0) and Ambush (-1). The types of naval maneuvers are 4: Diekplous (2), Periplous (1), Kyklos (0) and Ambush (-1).

The first player to play a card, during an assault, is called the attacker and the other player, the defender. In a land battle the first attacker will always be Sparta, whereas Athens will be the first in a naval battle.

In each assault, the attacker chooses 2 combat cards from his hand and places them face-up in front of him, in the area of play. The defender, after seeing them, chooses 2 cards from his hand and places them face-up right opposite to the enemy cards, facing one by one.

Finally, the assault is resolved comparing first the formation and then the maneuver of each card. There are two possibilities:

1. If the defender has not been able to match the formation of the card played by the attacker, he loses 1 cube and the attacker wins the Prestige that is given by the maneuver of his card.
2. If the defender matches the formation content in the card played by the attacker, he does not lose any cubes, but the attacker may win the difference in Prestige among both maneuvers (if his card has more Prestige).

   After each assault, the 4 cards played are discarded and they are not returned to the deck until the battle ends. The players change role, so the attacker of the previous assault becomes the defender and the defender of the previous assault becomes the attacker.

   Each player takes the needed cards from the deck to have again as many cards in his hand as cubes remaning in the battle *(So, for example, if a player has suffered a loss of 1 cube in the previous assault he will need to take only 1 card).* The same steps explained in the previous paragraphs are repeated, and the assaults are repeated subsequently until the battle ends.

The battle ends in the following assumptions:

1. The deck does not have enough cards for both players when they must draw cards to begin a new assault.
2. A player, attacker or defender, retreats paying 1 Prestige point to the opponent for cowardice. In this case, the battle ends immediately. This option can only be executed by the player with intention of retreating before cards are dealt for an incoming assault.
3. The defender has less than 2 cubes after an assault is played.

   When the battle finishes, the cubes remaining after the battle are still in the contested region. If a case occurs in which 8 or more cubes are still in the contested region and the opposite player does not move units from that region to another, a battle would take place again after the next turn.

There are two special cards:

- Mercenaries: It is a wild card because the mercenaries are able to match any formation played by the opponent (except the Salpinx Call card). The mercenaries can not cause casualties, when its card is played by the attacker, the defender can match it with any card from his hand.
- Salpinx Call: There is only one copy of this card in the deck, so if played by the attacker the defender won't be able to match it (what entails the loss of 1 cube). But the player who attacked using the Salpinx Call always loses 1 Prestige point.



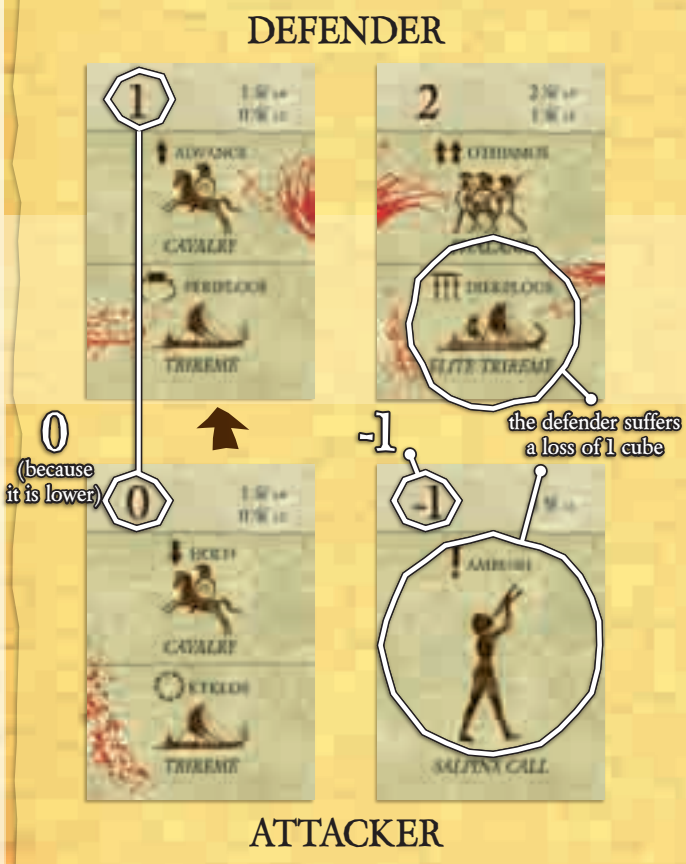
Example 1 (land battle):

The attacker plays Phalanx (Othismos) and Archers (Shooting). The defender plays Phalanx (Advance) and Archers (Shooting). Therefore, the defender matches both cards played by the attacker, and he does not lose any cube. However, the attacker wins 1 Prestige point because his Phalanx (Othismos) card has a maneuver of greater prestige than Phalanx (Advance), that is, 2-1 = 1.



Example 2 (naval battle):

The attacker plays Trireme (Kyklos) and Salpinx Call. The defender plays Trireme (Periplous) and Elite Trireme (Diekplous). In the case of Triremes, the defender does not lose any cubes and the attacker does not win prestige (his card has a lower prestige maneuver, that is, 0 against 1). In the case of Salpinx Call, the attacker causes the loss of one cube, because this card can not be matched, but the attacker loses 1 Prestige point by the game of this ambush card.





Example 3 (land battle):

The attacker plays Phalanx (Othismos) and Archers (Advance). The defender plays Mercenaries in front of the Phalanx and Cavalry (Advance) in front of the attacking Archers. The defender achieves to match the attacking Phalanx because his Mercenaries act like a wild card, but the attacker wins 2 Prestige points because the Prestige of the maneuver was greater (2-0 = 2). However, the defender does not achieve to match Archers (he played Cavalry), so he loses a cube and, also, the attacker wins 1 Prestige point, that is, the number content in his card.

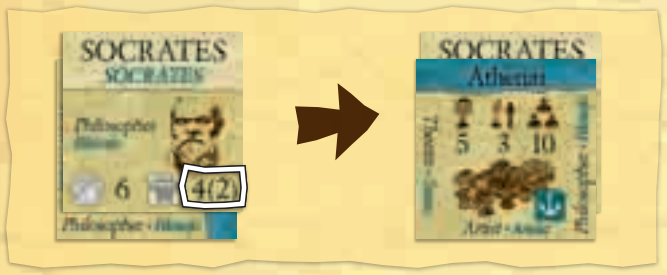
END OF THE ROUND PHASES

Both players carry out each one of the following 6 phases when they finish the round (when the last player that remains in play passes). Alternately and starting by the player who passed first during his turn.

1. Projects

All the projects in progress at the polis possessed by both players are finished and they award them with the specified Prestige (only the immediate, not the "for posterity" Prestige that is between brackets).

The project card is placed underneath the polis card and this is turned to its normal position. This also happens if it is placed over a neutral polis after a siege (in this case it doesn't give immediate Prestige).



As we saw in the "Begin Project" action (pages 6 & 7), Socrates give 4 Prestige points to the Athenian player at the end of the round in this phase. The 2 "for posterity" (between brackets) will be obtained at the end of the game. The project is placed underneath the polis card and this is turned, leaving again visible its name in the upper part.

2. Supply

In order feed his Polis League, the player spends as many wheat resources as the total population he has in the cards.

If he does not have enough wheat, he must make up the resources that he does not have, losing Prestige (in the same amount), by means of returning allied poleis to neutrality (so he has to feed less population) or combining both methods.

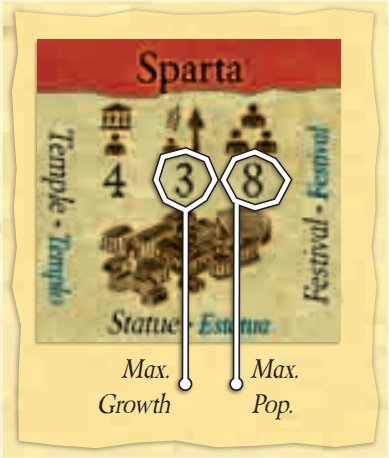
The poleis that return to neutrality are placed in the upper section of the board, over their corresponding name, and they do with all the projects built under their cards and without population cubes, because a neutral polis always has its base population.

3. Growth

In this phase, the player decides if he wants to invest on wheat (if any left after the previous phase) to increase his population.

The city planning of each polis is unique and certain poleis are capable to house more population than others in order to have a more dynamic demography. Both aspects are represented by the maximum growth and the maximum population (see "Main Terms" section, on page 3).

For each wheat resource that the player spends he can add 1 population cube to his poleis, without surpassing the maximum growth (maximum cubes that can be added in this round) nor the maximum population in any case.



In Sparta, the player can spend up to 3 wheat resources to grow 3 population cubes per round in this phase, without surpassing the maximum of 8 cubes.

4. Megalopolis

A well managed polis which achieves to house a big population causes the admiration from the Greek people.

In this phase, every polis that exceeds its base population contributes 1 Prestige point to the player that owns it.

In the previous example, if Sparta reaches 5, 6, 7 or 8 population cubes (>4 of base population), it contributes the player with 1 Prestige point.

If it is the end of the fourth round (5β), it is not necessary to follow the remaining phases (5 and 6). The players will do as it is explained in **"End of the Game"** (page 17).

5. Goods Adjustment

The difficulty to storage and the loss of quality of the perishable goods in the ancient world make that both players must reduce their wine, oil and wheat stocks to half (rounding up).



6. Phoros

The Phoros was a tax that allied poleis paid periodically to their protector polis.

In this phase, the player decides if he invests Prestige to demand a monetary tax from his allied Poleis League.

For each Prestige point spent, the player would receive 1 silver resource.

SETUP FOR THE NEXT ROUND

- The cube that marks the present round is moved one space forward.
- All the discs of the territory boxes that marked the collection are removed.
- Both players return their merchants placed over the loads to their trade ports.
- All the Projects that remain in the corresponding section of the board are removed and you have to place the following 3 from the stock.
- The upper event from the corresponding deck (according to the round that is about to begin) is revealed, applying the rules explained in the "Game Start and Course of the Game" section (on page 5).
- The player with less Prestige starts the new round with his two first actions.

END OF THE GAME

The game ends immediately in two ways:

1. In the moment during the game when a player loses his capital (Sparta or Athenai). This possibility can only happen when a player can not "Supply" his capital (Phase 2 of the End of the Round), since a capital can not be besieged or a Civil War can not be incited in it.
2. If after the six End of the Round phases a player does not have Prestige, he loses the game immediately, being condemned to ostracism (ostrakismos)... and to clear up the game until you decide to play again.

- If neither of the two previous conditions are given, the game ends after the 4th phase ("Megalopolis") after finishing the last round (5β).

The final score is set by the addition of three elements of the game:

- The total population that the poleis, allied to a player, house.
- The player's current Prestige.
- And the Prestige "for posterity" that is awarded by the completed Projects in his poleis (to do that, he must reveal the Project cards that are placed under their poleis).

The player with the greater amount in the sum of these three values is the winner of "Polis: Fight for the Hegemony." If there is a tie, it is resolved in favour of the player that has a greater amount of the 6 goods (metal, wood, wine, oil, silver and wheat).

THANKS

Thanks to my beloved wife Lorena for so many playtests and her patience, to Nacho for getting the show on the road and helping me so much, to Javi for trusting in my game, to Marek for giving Polis such an amazing look, like if it was just discovered among ancient amphoras, to Iván for his wonderful and altruist effort in the first version of the board, to José Carlos (Wkr) that wise little grumpy who saw the way that prototype should take, to Ángel (Bru) for his pertinent comments and proposals, to Javier who helped a lot as well as being the first to defeat the creator of the game in his first game, to Iñaki (Lev Mishkin) for offering himself to a very long playtest in Granollers, to Riccardo (Talenor) for his enthusiasm and ideas and to Stephane for his recording and support. And to you who have trusted in Polis and are reading these lines. Thanks.

Fran Díaz

CREDITS

Concept & Design: *Fran Díaz.*
Graphic Design, Illustrations, Box, Rules, Editing: *Marek Rutkowski.*
Combat Card Illustrations: *Walter Velez.*
Game Producer: *Antonio Catalán*
Writing: *Fran Díaz, Ignacio Góngora.*
English Version: *Quique Porcar, Fran Díaz, Ignacio Góngora.*
Playtesting: *Juan (ElMonográfico), Victor, Lorena Monge, José Carlos (Wkr), Ángel (Bru), Javier Clavería, Iñaki (Lev Mishkin), Riccardo Pellitteri (Talenor).*
Thanks to: *Quique Porcar, Juan (ElMonográfico), Club Dreadnought Valencia, Stephane Cittadino, Riccardo Pellitteri (Talenor), Alexander Boucharelis (Kastrologos), Ingo Griebsch (D0gb0t), Simon Rockenfelder.*

Published by Asylum Games SL.
Residencial L´Alberca, calle Algeciras número 8, 03520, Polop de la Marina (Alicante).
www.asylumgameseditorial.com / info@asylumgameseditorial.com
Manufactured in Spain by Games & Co S.C.P.

© 2012 Asylum Games SL, all rights reserved.

Not suitable for children under 36 months.

Polis
Fight for the Hegemony

SCENARIOS

Scenario 1 *Corinthian War (395 BC - 387 BC)*

This scenario is designed in order that the players familiarize themselves with the combat system introduced in Polis: Fight for the Hegemony, with the trade and the rest of the actions, as well as the valued Prestige, avoiding simple elements like Events or Projects. In the other hand, this scenario could serve for experienced players as well, because it stresses and emphasizes the war conflict among them that could take place in any turn (being a round type 5), the movement and blockades.

In this conflict, which happened after the Peloponnesian War, they faced, on one side, Sparta and Syrakousai, and on the other, Athenai, Thebai, Korinthos, and Argos, Alliance that is known as the Synedrion of Corinth.

After the Peloponnesian War, Sparta had obtained the support of almost all the Poleis, as well as the support of the Persian Empire. However, only Sparta received the recognition, bounty and taxes from the defeated Athenian Empire. To make things worse, the years that followed until the end of the conflict, Sparta embarked in new conquests like Elis and Ionia, that lead the other Poleis to turn against these campaigns. The attack to the satrapy of Phrygia Hellespontine (present Turkey), ruled by Pharnabazus II, caused Persia to support the uprising of the Greek Poleis against Sparta.

The conflict began this way in the year 395 BC, with the battle of Haliartus. Boiotia incited his Allies of Locris to fight against Phocis, allied to Sparta, and in turn, Boiotia formed an alliance with Athens. Korinthos and Argos joined later to that alliance.

The war lasted eight years and it ended with the Peace of Antalcidas (387 BC), that meant a treaty recognizing the independence of all the Greek Poleis under the safeguard of Sparta. Deep down and behind this treaty was the hand of Persia, which, after the initial support to Athens, changed sides and began to support Sparta by fear of the Athenian resurgence.

1 round Scenario type 5 / Without Events / Without Projects / With Trade

They face (between brackets the population which the poleis start with):

Sparta


Syrakousai (6)


Pylos (2)


Gytheion (2)


Sparta (6)



Athenai

Argos (3)

Thebai (5)

Korinthos (4)

Athenai (7)

Spartan Hoplites: 1 in Akarnania, 1 in Thessalia, 1 in Makedonia, 1 in Achaia, 3 in Sikelia, 2 in Messenia, and 4 in Lakedaimon.	4	*Prestige*	3
	6	*Metal*	2
	8	*Wood*	2
Spartan Galleys: 2 in Ionio Pelagos, 2 in Myrtöo Pelagos, 1 in Kyklades, and 1 in Nóties Sporades.	5	*Wine*	4
2 Merchants in Sparta Trade Port.	5	*Oil*	4
Spartan Proxenos in Pydna.	5	*Silver*	8
	3	*Wheat*	5

Athenian Hoplites: 3 in Boiotia, 3 in Attika, 1 in Arcadia, and 2 in Megaris.

Athenian Galleys: 3 in Kyklades, and 3 in Thrakiko Pelagos.

2 Merchants in Athens Trade Port.

Atenían Proxenos in Thebai.

Scenario 2 *Second Peloponnesian War (431 – 404 BC)*

After the Thirty Years' Peace, the conflict that started to emerge between Korinthos and Athenai in incidents like Korkyra or Poteidaia culminated with the Spartan support to his ally, Korinthos. It broke out in that manner the first phase of the Peloponnesian War's second episode, that is called "the Archidamian War" (for Archidamus II of Sparta) and by which Sparta blockaded Attika with his land forces, although Athenai avoided the blockade mostly thanks to his naval predominance, ignoring the Spartan siege to a great extent. However, Athenai could not avoid the plague that decimated the Polis and between the casualties it was emphasized the death of his great strategos Pericles.

It was then that Athenai went onto the offensive and they reached, after that, the brief Peace of Nicias (421 BC), leaving great losses on both sides and a tie's feeling.

The second phase of the war had as trigger the Athenian expedition to Sikelia (415 BC), which although had the pretext to support the Polis of Selinunte in his conflict with Syrakousai, the real was the yearned total control of the island and, particularly, the control of an extremely important Polis: Syrakousai, allied to Sparta. But the expedition ended in disastrous consequences due to its generals' indecisiveness. This fact joined to new Spartan blockade over Attika lead to the collapse of Athinai, although this collapse was apparent.

Indeed, Athenai recovered herself... above all, thanks to the ship-building of a new fleet which defeated the Spartans in the battles of Kyzikos and Arginusae. The mistake of Athinai, however, was to execute her admirals by the minor victory in her last battle. Thus Athinai lost her best leaders, allowing Sparta to take advantage of this circumstance, and thanks to her Navarchus Lysander, who destroyed the Athenian fleet in the battle of Aegospotamos (405 BC), and through the siege of Athenai, they reached the Spartan final victory.

2 rounds Scenario type 5 / With Events / With Projects / With Trade.
They face (between brackets the population which the poleis start with):

Sparta

Poteidaia	(1)
Pylos	(2)
Gytheion	(1)
Sparta	(4)
Thebai	(3)
Korinthos	(5)



Athenai

Abdera	(1)
Chios	(2)
Samos	(3)
Naupaktos	(1)
Korkyra	(3)
Athenai	(7)
Chalkis	(1)

Projects:
Socrates, Democritus, Temple of Zeus, Theater with Epskenion, Statue of Venus, Festival of Demeter, Nemean Games.

Spartan Hoplites: 1 in Makedonia, 1 in Megaris, 2 in Sikelia, 2 in Messenia, 3 in Lakedaimon.

Spartan Galleys: 2 in Ionio Pelagos, 2 in Mirtöo Pelagos, 1 in Kyklades, 1 in Nóties Sporades.

2 Merchants in Sparta Trade Port.

Spartan Proxenos in Syrakousai.

4	Prestige	5
2	Metal	2
2	Wood	3
2	Wine	4
3	Oil	5
2	Silver	4
2	Wheat	5

Athenian Hoplites: 1 in Akarnania, 3 in Makedonia, 2 in Attika.

Athenian Galleys: 3 in Kyklades, 1 in Nóties Sporades, 3 in Thrakiko Pelagos.

2 Merchants in Athens Trade Port.

Atenían Proxenos in Pydna.

PLAYER AID

» Initial Setups:

Pages 4, 18, and 19.

» Game Start and Course of the Game:

Place Projects (3).
Play an Event card.
The player with less prestige begins.
The players carry out two different actions to one another.

» Development Actions:

1. **Create Hoplites:** Only in one polis. 1 metal (or 1 silver) per unit.
   • *Attention to the Hoplites limit in the territory.*
2. **Create Galleys:** Only in one polis. 1 wood (or 1 silver) per unit.
   • *Attention to the Galleys limit in the sea.*
3. **Create Merchants:** Only in a single trade polis. 1 wood (or 1 silver) per unit, and place 1 ship in the trade port.
4. **Begin Project:** If the Polis is able to start that Project, the cost must be paid.

» Military Actions (all costs -1 Prestige):

5. **Move Hoplites:** The destination of the hoplites must be the same. The movement is not simultaneous (one by one), without crossing any region controlled by the opponent.
6. **Move Galleys:** The destination of the galleys must be the same. The movement is not simultaneous (one by one), without crossing seas controlled by the other player.
7. **Besiege Polis:** If the hoplites control the territory and there are as many as the Polis fortification value, roll the die.
   - If the die roll matches or exceeds the fortification value, the Siege is achieved. You receive Prestige = Fortification. If the Proxenos is inside, he is captured.
   - Otherwise, the player loses 1 hoplite and if it is an enemy polis, it loses 1 population.
8. **Collection:** According to the hoplites distribution in the territory boxes. A disc is placed. Collecting in your capital´s region does not cost Prestige.

» Political Actions:

9. **Trade:** You can only move one merchant from your trade port to a free and available load without crossing seas controlled by the opponent.
   - If the player exchanges the goods in demand for wheat or silver, he/she rolls the die and depreciates (to the right) the good's value.
   - If the player pays the offered wheat with silver, he/she rolls the die twice and the non-exchanged good's value increases (to the left) as many spaces as the bigger result.
10. **Move Proxenos:** The movement may be by land or by sea. If he begins, crosses or ends in regions with enemy units, he must pay 1 silver per unit (the opposite player does not receive it).
11. **Release Proxenos:** Pay 2 silver to the opponent and place him in your capital.
12. **Instigate Civil War:** With the Proxenos and paying with silver:
    2 x base population (neutral polis).
    3 x current population (enemy polis).
    Win Prestige = Population.

» Battle:

If there are 8 or more hoplites/galleys in a region, the battle takes place. The attacker begins playing 2 cards. The defender tries to match one by one the attacker's formations.

- If the defender does not match the formation/s, loses 1 unit for every not matched card and the attacker wins the Prestige given by his/her maneuver.
- If the defender matches the formation/s, the attacker may win as much Prestige as the difference among both maneuvers.

A new assault begins, and players change role.
The battle ends when:

1. There are not enough cards for both players.
2. A player retreats from combat paying 1 Prestige to the opponent.
3. A player has less than 2 units after an assault.

» End of the Round Phases (each one alternating players):

1. **Projects:** The Projects in progress finish, awarding the immediate Prestige.
2. **Supply:** The player spends as many wheat as the total population of his poleis.
3. **Growth:** The player can increase population with wheat.
4. **Megalopolis:** For every polis that exceeds its base population the player wins 1 Prestige.
5. **Goods Adjustment:** The oil, wine and wheat are reduced to half (rounded up).
6. **Phoros:** The player may exchange Prestige for silver.

» Setup for the next Round:

1. Move forward the round marker.
2. Remove discs from territory boxes.
3. Recover Merchants.
4. 3 new Projects are placed.
5. A new Event card is drawn and resolved.
6. A new round begins.

» End of the Game:

1. A player loses his capital.
2. A player does not have prestige after the End of the Round phases.
3. When the round 5β finishes.

» Final Score:

- The total population.
- Prestige.
- Prestige for posterity.