

PERICLES

THE PELOPONNESIAN WARS

RULES OF PLAY

TABLE OF CONTENTS

1.0 Introduction 2
2.0 Components 2
3.0 General Course of Play 2
4.0 Abbreviated Sequence of Play 7
5.0 Aristophanes Phase 8
6.0 Assembly Phase 10
7.0 Political Phase 11
8.0 Theater Phase 13
9.0 Military Issue Resolution 15
10.0 Honor, Hostages, & Treachery 20
11.0 End Phase 20
12.0 Special Units 22
13.0 Persia 23
Index 24

1.0 Introduction

Pericles covers the sixty-year period (460-400 BC) that saw the City-States of Athens and Sparta vie for hegemony over Greece, as chronicled by Thucydides, Xenophon, and Aristophanes. Pericles is a 1 to 4 player game where four factions (Athens: Aristocrats/Demagogues, Sparta: Eurypontid/Agiad) fight for victory.

Design Note: *All dates are BC, so hereafter all dates are expressed numerically.*

Historical Note: *The Peloponnesian War period is not well documented, so anyone holding strong opinions on what is or is not historical, including myself, is standing on quicksand. I have researched and taught on this subject at major universities for several decades, so while this design represents my best thinking, I remind myself that I am painting on a big canvas with broad strokes. It was my objective and intent to ensure that all events that occurred in the historical record (Thucydides, Xenophon) can and do occur in Pericles. So, revel in the experience of a self-inflicted military disaster before you worry about balance and whether the design is 'broken', and just remember that the Athenians in Sicily (415-413) inexplicably did no better.*

2.0 Components

1 Rulebook

1 Playbook

6 Player Aid cards: 2 Athenian Player Aid Cards (identical), 2 Spartan Player Aid Cards (identical), 1 Strategic Matrix Card, 1 Phormio Decision Card

1 Mounted map

1 Countersheet (130 counters)

4 Cardboard Player Shields (one for each Faction)

Wooden Pieces:

Athens (blue): 12 sticks, 8 Disks, 10 Cubes, 26 Octagons, 3 Embossed Resource Cylinders (used for Controlling Faction, Assembly Display, and Number of Bases on map)

Delian League (white): 8 sticks, 12 Disks, 12 Cubes

Sparta (red): 4 sticks, 4 Disks, 9 cubes, 1 Meeple, 26 Octagons, 3 Embossed Resource Cylinders (used for Controlling Faction, Assembly Display, and Number of Bases on map)

Peloponnesian League (yellow): 8 sticks, 20 Cubes, 10 Disks

Miscellaneous:

4 Tan Cubes (Argos)

3 Black Discs (Persian Bases)

1 Black Meeple (Alcibiades)

1 Black Athenian Ship of State Strategos Token (Embossed with a ship)

2 White pawns

2 Black pawns

1 Red Pawn (Spartan Will of Assembly)

1 Blue Pawn (Athenian Will of Assembly)

1 20-sided die

1 Six-sided die

Cards:

24 Aristophanes cards

32 Athens Political cards

32 Spartan Political cards

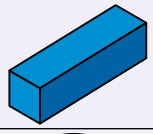
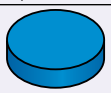
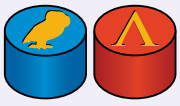
3.0 General Course of Play

Factions in the opposing City-States (Athens or Sparta) debate issues in their respective Assemblies, which are then implemented to prosecute their strategy to win the war by winning superior Honor. Strategos tokens are also awarded during these debates, representing military capital that fuels a Faction's efforts to create diplomatic and military advantage during periods of War and Peace. In most scenarios the goal is to have your City-State win a military victory while your Faction has the most Honor within that City-State.

3.1 Description of Components

Play Note: The component and counter mix are the limit of what can be built for a particular type of unit.

3.11 Game Pieces

Guide to Pieces		
	**Cubes**	Land Military unit
	**Sticks**	Naval Military unit
	**Disks**	Fortified Bases
	**Hexagonal Cylinders** *(red & blue)*	Strategos tokens
	**Hexagonal Cylinder** *(black with ship icon)*	The Athenians have a special black Strategos token that represents the State Ships of Athens which may be used in Battle once each turn. Turn the token embossed-side-down to indicate that it has been used that turn.
	**Round Cylinders**	Used for Controlling Faction, Assembly Display, & Number of Bases on map
	**Alcibiades Meeple** *(black)*	Alcibiades

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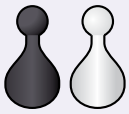
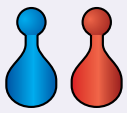
Guide to Pieces (continued)		
	**Spartan Meeple** *(red)*	Spartan 300 military unit
	**Pawns** *(white & black)*	White pawn is used to designate issue in time of Peace; black pawn is used to designate issue in time of War.
	**Pawns** *(red & blue)*	Will of the Assembly pawns; placed due to an Aristophanes card event.

Color Guide:

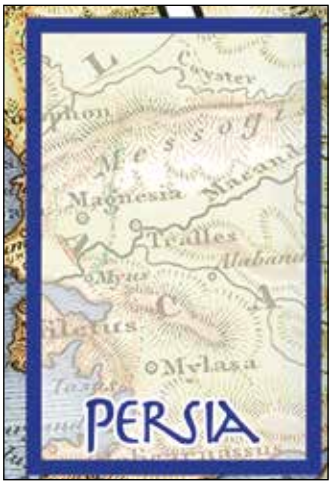
- **Athens (blue)**
- **Delian League (white)**
- **Sparta (red)**
- **Peloponnesian League (yellow)**
- **Argos (tan)**
- **Persian (black)**

3.12 Map

The map consists of two sections. In the left section are two City-State displays (Athens and Sparta) with a Faction Track for each of the respective Factions, along which Issue markers move during the Assembly Phase. There is also a three box track titled Assembly that is used to determine which faction is favored by the Assembly at a given moment.

The remainder of the map consists of 20 Theater spaces, plus Persia. The Theaters are all numbered from 1-20 so that a twenty-sided die (1d20) can randomly select the Theater in which a Solitaire 'Bot action will occur. Theaters with a brown border are Land Theaters, and theaters with a blue border are Naval Theaters. Both land and naval units can occupy either type of Theater; its type indicates which type of Battle has priority in that Theater.





Theater Connections

Colored lines connect each Theater space to adjacent Theater spaces. Military units follow these connecting lines when they move during a Military Expedition. No Theater is adjacent to any other Theater except via a connecting line, regardless of relative position on the map. There are four types of Connections and several special Connection conditions, the effects of which are detailed in 9.32.

An Honor track runs along the edge of the map numbered 0 to 99. Each Faction uses their Honor counter to record their current Honor. If a Faction's Honor exceeds 99, flip the Honor marker to its +100 side. *A Faction's Honor may never fall below 0.*

3.13 Examples of the Cards

Aristophanes Card



Title of Play
A version of three (B and C)
Quote from play
Issue placement for each City State
Event (in this case a WILL OF THE ASSEMBLY *Event)*

Political Card *(Athenian)*



Card Value (1 to 5)
Card Title (Athenian Tribe; no effect on play)
Athenian Aristocrat faction oriented.
Issue Alignment (+2 Military alignment if Alcibiades is not in Athens, in Persia); 3 Strategos Tokens awarded if played on Military Issue.
Issue Alignment (+3 Military if Alcibiades is in Athens); 3 Strategos Tokens Awarded; Meeple symbol for Alcibiades
Demagogue faction would turn the card 180 degrees to use; Issue Alignment (+1 League alignment), 1 Strategoes Token awarded if played on League issue.

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Faction Leader Card *(Spartan Agiad)*



If played on Ostracism Issue.

Issue Alignment:

+1 Ostracism and 1 Strategos token awarded.

On all other issues except Ostracism, +2 bonus with a 1 Strategos token award)

If played during the Strategy Board segment; if Pre-Plague, 2 Strategos Tokens, if Post Plague, 4 Strategos Token award.

CARD LEGEND

The top left value is the nominal strength of the card when played on an issue. However the card may provide a strength boost or strategos benefit if the conditions on the card are met when played. The following symbols summarize these conditions or benefits.

+2 Bonus value, if card meets requirements

+2 Bonus value, if card meets requirements *and* the player must be the Controlling Faction

Alcibiades must be in Athens

Athens must be at War

ANY Bonus applies to any issue

NOT Requires the issue to not be the one above the "NOT"

Requires the game to be in Pre-Plague status

Requires the game to be in Post-Plague status

Requires the issue to be War/Peace

1 Strategos tokens gained, if card meets requirements

Requires the issue to be Diplomatic

Requires the issue to be Games

Requires the issue to be Oracle

Requires the issue to be Ostracism

Requires the issue to be Military

Requires the issue to be Military

Requires the issue to be League

Requires the issue to be League

3.14 Debate Issues



In each Assembly Phase players will debate a series of issues which will determine who will set the diplomatic and military agenda for the turn. A full set of Debate issues for each Side comprises: six Military, three League, three Diplomatic, one Ostracism, one Games, one War/Peace, one Oracle, and two Side-specific issues.



3.15 Theater Issues

Theater Issue chits are placed on the map by the Faction which won them in the Assembly Phase's debates. One side of each chit is a generic icon for the City-State, concealing its identity, with the other side denoting both the issue and the owning Faction. A full set of Theater issues for each Faction comprises: six Military, three League, three Diplomatic, and one Oracle.

AF = Aristocrat Faction
DF = Demagogue Faction
EK = Eurypontid King
AK = Agiad King

Geography Design Note: *Each of the 20 Theaters is a large area that in most cases contained multiple city-states. I have named each theater for how it is most often discussed from a military strategy perspective in Thucydides, so in some cases I use the name of a location instead of the region. Here is a short summary of the key locations in each Theater.*

Aegean Sea: This is an Aristophanes card reference to Theaters 15-19 (Lesbos, Chios, Samos, Cyclades, S. Sporades).

Sicily (Theater 1): Includes the Island of Sicily where Syracuse is located and also includes Messenia, Leontini, and southern Italy.

Corcyra (Theater 2): Besides the island of Corcyra, included are Zacynithus, Cephallenia, Leucas, and Ambracia.

Corcyra Design Note: *The Corcyra Theater represents both Corcyra (modern Corfu) and other large islands in the area and portions of the Adriatic coast. What is really happening is units are sailing from this location to Italy, eventually coming to the Straits of Messina and crossing over to Sicily. These naval moves covered a distance that could be traversed in one daylight period. As long as you have a base in this Theater, like Ionia, your forces are picking their moment to cross when conditions are right and there are no hostile naval forces in the area.*

Aetolia (Theater 3): Covers the entire region that surrounds the Athenian base at Naupactus.

Naupactus (Theater 4): Is a very specific location at the narrowest point in the Gulf of Corinth. It was a critical naval chokepoint that blockaded Corinth's west coast.

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Play Note: If Athens does not have a base on the Isthmus they can get to Naupactus via the route Athens to Corcyra to Naupactus. If Athenian units move from Athens to the Isthmus they can fight a naval Battle in that location with no detriment without a base. The Spartan navy is usually assumed to be on the Saronic Gulf side of the Isthmus.

Isthmus of Corinth (Theater 5): This is one of the critical land chokepoints in Greece. The Isthmus is home to Corinth and Megara. This chokepoint controlled land access into and out of the Peloponnesus (Sparta).

Isthmus of Corinth Design Note: *Triremes are apparently not so heavy that they cannot be muscled onto land and moved some distance. The Corinthians controlled a Trireme 'portage' causeway that they used to move small fleets from the Gulf of Corinth to the Saronic Gulf and back. I have simplified this ancient Panama canal whereby if you have a base you are assumed to have some way of dragging ships across the narrow isthmus.*

Sparta (Theater 6): This Theater includes all of the Peloponnesus, home to many City-States including—but not limited to—Sparta, Tegea, Mantinea, Argos, Elis, Haleis, the territory of Messenia, and the island of Cythera.

Athens (Theater 7): The home theater for the other protagonist in this conflict. It includes Athens and its connected port of Piraeus, the surrounding territory of Attica, Aegina, Salamis, and the southern portion of the island of Euboea.

Design Note: *Athens is a good case in point to discuss the routes that connect Theaters to each other. You will notice that Athens has 3 of the four types of connections. The Athens theater could have been called Attica (region around the City of Athens-Piraeus) and Southern Euboea. All of the Theaters in Pericles have a coastline to allow for the land-naval symbiosis that is characteristic of this period. The routes that show land units capable of going over water are actually the use of coastal routes and short hops with islands to move forces around the map. Be conscious of what kinds of forces are required in Athens to keep land forces from going over water routes.*

Boeotia (Theater 8): Centered on the dominant city-state Thebes, it also includes Delphi, Heraclia, Phocis, Plataea, Tanagra, Delium, and the famous 'hot gates' of Thermopylae plus northern Euboea.

Thessalia (Theater 9): Includes the entire region of the same name with its most notable city, Larissa.

Macedonia (Theater 10): The future birthplace of Alexander the Great is the region by the same name. It contains the main city that eventually became Pella and included for a time the Athenian colony of Brea.

Chalcidice (Theater 11): A region with many small city-states such as Potidaea, Scione, and Torone.

Amphipolis (Theater 12): This region is actually Thrace, but I chose to name it for the critical land chokepoint of Amphipolis, which became the site of conflict and political acrimony when the Spartans could not fulfill their obligation under the Peace of Nicias to return it to Athens. This Theater also includes the large island of Thasos.

Hellespont (Theater 13): This Theater contains the narrows (Dardanelles and Sea of Marmora) that connects the Aegean Sea to the Black Sea. Athens drew most of its grain supplies from the Crimea and its loss to Lysander after the Battle of Aegospotami caused Athens to surrender after a lengthy siege.

Ionia (Theater 14): This Theater covers the western coastline of what is modern Turkey, but in this period was dominated by many Greek colonies in what was known as Ionia and Caria. The city of Ephesus became a major Spartan naval base that was funded with Persian gold.

Ionia Design Note: *The islands of Lesbos, Chios, and Samos are a short distance from the Ionian shoreline. Land units regularly used local transport to cross this short distance. Enemy naval forces were unable on most occasions to stop this traffic if the land units could wait until the naval units were not in the immediate vicinity, but would have to have somewhere to wait for the right time. The Connection rule that you have to have a base present captures this dynamic.*

Lesbos (Theater 15): Just off the coast of Ionia, this island was dominated by Mythennia.

Chios (Theater 16): Just off the coast of Ionia where the city of Chios was a major Athenian ally that contributed its military forces in lieu of tribute until its revolt.

Samos (Theater 17): A critical location that revolted against Athens during the Samian War then later became the center of Athenian power during the short reign of the 400 oligarchs. The citizens of Samos were afforded the rare honor of becoming Athenian citizens and stood by their side right through the end of the war.

Cyclades (Theater 18): Represents a string of small islands off the southern coast of Euboea. These include Tenos, Andros, Melos, Delos, and Naxos to name a few.

Southern Sporades (Theater 19): A string of islands also known as the Dodecanese. The island of Rhodes dominates this Theater.

Eastern Mediterranean (Theater 20): This Theater represents the Persian Empire's Levant coast and Egypt.

Persia: An abstract location used to show Persian support for Sparta in the war (see Persia 13.0).

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3.2 Glossary



Aegean Sea: Theaters 15-19 (Lesbos, Chios, Samos, Cyclades, and S. Sporades) — see illustration at left.



Assembly: There is a three space Assembly display that uses a wooden marker embossed with the City State's logo that shows the Favor of the Assembly for either of the factions or neutral. The marker moves left to right and right to left based on how control of the government changes over the course of a scenario.

Athenian State Ship Strategos: This piece represents the Athenian sacred ships Paralus and Salaminia (see Aristophanes quote). For all game purposes it is a Strategos token and not a naval unit: no rules that apply to naval units apply to this piece.

Battle Deck: After all political cards are dealt out for the turn, the remaining Political cards are set aside and become the Battle deck, used to randomize various theater issue outcomes. Each turn the Battle deck is shuffled in with all of the discards to reconstitute a player's political deck.

Base: Each side has wooden disks that represent bases that are both land and naval units, infrastructure that builds and maintains military units, sometimes a movement requirement along certain routes, and a source of Honor in the longer scenarios.

Design Note: *There are ~1500 city states on the area represented by the map. Bases are not city states, although a base would historically be associated with a city state in a Theater. A base is military infrastructure that is garrisoned with land and naval forces.*

Build/Maintenance Cost: Bases can build and maintain four military points. A military point is different than military value. It costs four military points to build and two military points to maintain a naval unit. It cost two military points to build and one military point to maintain a land unit. League Bases require four Strategos tokens to build — and two to later convert to an Athenian or Spartan Base.

Card Value: A card's value is the number in the upper-left of the card (either orientation), not counting any issue alignment bonuses.

City-State: Sparta or Athens and their military units (red and blue, respectively) and not including League units.

City-State Theater: Athens and Sparta

Commanding General: The owner of a revealed military issue who makes all force movement decisions for its resolution.

Compatriot: The Aristocrat and Demagogue Factions in Athens are Compatriots of each other, and the Eurypontid and Agiad Factions in Sparta are Compatriots of each other.

Contested Theater: A Theater occupied by military units and/or bases from both Sides.

Controlled Theater: A Theater occupied by military units and/or bases from only one Side. A Theater is either Friendly- or Enemy-Controlled, depending on whether the units/bases are from the respective Faction's Side or not.

Controlling Faction: Faction currently in charge of its City-State government. Some political cards require that they be Issue Aligned and the faction is the Controlling Faction to gain the card bonus.

Enemy: Sparta and the Peloponnesian League are the Enemy of Athens and the Delian League, and vice versa.

Entourage: The three cards, from a player's initial hand of nine Political cards, set aside facedown to be used as a Brain Trust or saved for subsequent turns (6.31).



Faction Track: There are four Factions in the game, two per Side, representing political alliances within the respective City-State. For Athens they are the Aristocrats and Demagogues. For Sparta they are the royal houses Eurypontid or Agiad. Faction does not refer to the distinction between City-State and League units. Each City State has a central issues space (zero space) that connects two faction tracks numbered from 1 to 7+ on which issues move as they are placed and debated.

Friendly: Units belonging to the same Side.

Honor: Honor is the measure of a Faction's success or failure and is used to determine victory.

Issue Alignment: A Political card used in debate that matches the issue currently designated for debate in the Assembly Phase.

League: Military units representing the Delian League (white, controlled by Athens) or the Peloponnesian League (yellow, controlled by Sparta), as opposed to City-State units.

Military Value: Each unit has a military value that varies from one for most units and two for bases, Spartan land, and Athenian naval units. Remember military value is not military cost.

Neutral Theater: A Theater not occupied by military units and/or bases from either Side.

Opposition Faction: Faction currently *not* in charge of its City-State government.

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Owning Faction: The Faction whose color and markings are on the issue, regardless of who flipped the issue. The Owning Faction makes all decisions for that issue and may use any units (City-State and League) on their Side when they resolve the issue.

Shield: Each faction has it own cardboard shield behind which it can conceal information that the player is allowed to keep hidden.

Side: There are two Sides in the game, Athens and Sparta, each with two Factions. There are four colors of units. Both Athenian Factions may use the Athenian and the Delian League units equally. Both Spartan Factions may use the Spartan and the Peloponnesian League units equally.

Strategos Stock: A pool where Strategos tokens are stored and drawn from when not owned by a Faction, on the Strategy Board, or temporarily removed from the game by an Aristophanes card.

Strategy Board: A location near the Faction track from which five Strategos tokens are distributed after the Debate Segment ends.

Treachery Marker: Placed in a Theater space by the Diplomatic issue. The 10 Treachery markers for each side are the limit that can be in play at any time and once placed cannot be voluntarily removed from the map, but requires an issue or a change in base affiliation to remove the marker(s).



Zero: The large issues space on each city state display with the city state emblem (Athens- Owl, Sparta- Lambda) is also the zero space.

3.3 Setting up the game

Select one of the 14.0 scenarios in the Play Book, set up the pieces as indicated, and shuffle the three decks: Aristophanes, Athens Political, and Sparta Political. Begin play by picking the top card of the Aristophanes deck and continue with the sequence of play.

Note to First Time Players: Even if you are an experienced gamer, it is strongly advised that you use the First Time players sequence (14.01) to ease into the design. While the mechanics of Pericles are not individually complicated, the combination of systems can be a bit overwhelming. It has been found from testing that taking an hour to play through all of the design's subsystems in stand-alone mode allows you to see how they work before you dive into one of the bigger scenarios.

Design Note: *I believe that game length and topic are the most important variables that affect whether a game hits the table or not. I have gone to great lengths to create a large number of competitive, one-turn scenarios that can be played in less than an hour with several more that can be played in less than two hours (e.g., The Archidamian War). Of course, I have supplied the ability to fight either of the major wars (1st and 2nd Peloponnesian War) or the entire sixty year period chronicled by Thucydides that Will Durant called "The Suicide of Greece".*

4.0 Abbreviated Sequence of Play

Play Note: The timing of cards depends strongly on adhering closely to the Sequence of Play below.

Aristophanes Phase (5.0)

- **Aristophanes Card Segment (5.1)**
  - ◊ Reveal and resolve the next card from the Aristophanes deck (and optionally read the play quote out loud in your best thespian voice)
- **Political Cards Segment (5.2)**
  - ◊ If player has his Entourage available, discard 0-3 Entourage Cards (5.21)
  - ◊ Refresh hand to 9 cards, or 6 cards if Entourage used for Brain Trust option (6.31)
  - ◊ If hand size of 9 create new Entourage of 3 cards (5.23), else use all 6 cards dealt (6.31)
  - ◊ Add Faction Leader card to 6 cards to create a 7 card hand
- **Boule Segment (5.3)**
  - ◊ If Hostages available, Controlling Faction has the option to place War/Peace issue on other City-State's Opposition Faction track two space (5.33)
  - ◊ Controlling Factions pick one issue (2 space, 5.32A), except Ostracism and War/Peace issue (5.32E), which is placed in the center (zero space).
  - ◊ Opposition Factions pick one issue (1 space, 5.32B), except Ostracism and War/Peace issue (5.32E), which is placed in the center (zero space).
  - ◊ Controlling Factions pick three issues (zero space, 5.32C)
  - ◊ Opposition Factions pick two issues (zero space, 5.32D)

Assembly Phase (6.0)

- Starting with the Controlling Faction each City-State sequentially conducts six debates (6.11, 6.14)

Political Phase (7.0)

- Oration Honor is determined (7.1, Honor 10.0) and Controlling Faction is determined (7.2)
- **Strategy Board Segment (7.3)**
  - ◊ Controlling Factions reveal 7th card and receive Strategy Board Strategos
  - ◊ Opposition Factions reveal 7th card and receive Strategy Board Strategos
- **Political Issues Segment (7.4)**
  - ◊ Resolve all non- military, league, diplomatic, and oracle isues in the following order: War/Peace (7.41, 7.42), Games (7.43), Citizenship (7.44A), Colony (7.44B), Krypteia (7.45A), Agoge (7.45B)
  - ◊ Determine if the status change from War to Peace ends the game (see Scenario instructions)

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- **Theater Issue Award (7.5)**
  - ◊ All Factions substitute their military, diplomatic, league, and oracle won Assembly issues for their corresponding Faction colored marker plus their two rumor markers

Theater Phase (8.0)

- **Theater Issue Placement Segment (8.3)**
  - ◊ In Honor Order (8.1), each player sequentially places face-down one military, diplomatic, league, oracle or rumor marker on one of the twenty Theaters and potentially Persia
  - ◊ The placement of a second marker in a Theater or Persia creates a stack of markers hereafter referred to as a LIFO (last in, first out) queue (8.31)
  - ◊ Continue sequence until all issues are placed in Theaters or Persia
- **Theater Resolution Segment (8.5)**
  - ◊ Reveal and resolve issues (Diplomatic 8.51, League 8.52, Oracle 8.53, Military 9.0) one at a time to completion in Honor Order
  - ◊ A player must reveal one marker from his side that is at the top of any Theater queue
  - ◊ A player who has no markers from his side available to be revealed passes his turn to the next player
  - ◊ A player who passes still takes his next turn in the Honor sequence and a player can pass multiple times
  - ◊ In all cases the marker belongs to one of the players and in all cases the owning player resolves the issue revealed, regardless of who revealed it
  - ◊ All Theater queue markers must be resolved
  - ◊ After all Theater queue markers have been resolved, move to the end phase

End Phase (11.0)

- **Victory Determination Segment (11.1)**
  - ◊ Automatic Victory Determination (11.11, 11.12, 11.13)
  - ◊ If last turn of scenario, determine winner (11.14); otherwise continue
- **Maintenance Segment (11.2)**
- **Redeployment Segment (11.3)**
- **Resolve Will of the Assembly (11.4)**
- **Start new turn**

4.1 Public and Secret Information

Play Note: These are guidelines that can be followed, but your group should feel free to be as strict as they wish in following them, or to substitute in some variant if you find it makes the game session more enjoyable.

All information is public unless specifically mentioned in this rule.

A. A player may not reveal his hand of unplayed cards or the cards in his Entourage, until they are revealed during an issue debate or during a discard.

B. After a Faction has been awarded Strategos tokens from the stock, he places them behind his shield, and it becomes secret information. A Faction may show his Compatriot his current number of Strategos tokens, but the opponents may not examine how many Strategos tokens a Faction has in total or remaining behind their faction shields.

C. Issues that are being, or have been, debated and where they are on a City-State's display are public information. Once the Factions convert their won issues into Theater issue markers, the issues are removed from the display and this is no longer public information. A Faction may show his Compatriot the issue he is about to place on the map and what issues he still holds.

4.2 General Strategy Discussions

Players may discuss Theater strategy and make decisions, although nothing is binding. If an issue ends up in the wrong place, whether intentionally or by mistake, it is played and resolved per the rules with no modification.

Play Note on Negotiations and Information: I am not a fan of secret negotiations, so they are discouraged in Pericles. I have tried to articulate what is secret information, but any rule in this regard can only go so far. Try to stay within the spirit of the rules and avoid arguments. Remember, it's only a game, and there is no computer referee.

Team strategy discussions on the other hand are quite fun and part of the game, but try to keep it to whispering and knowing glances. But things can bog down if team discussions are overdone. You will find that the Theater issue queues bring their own kind of chaos that all the planning in the world cannot overcome. You will discover, like the historical figures you represent, that no plan survives contact with the enemy.

5.0 Aristophanes Phase

5.1 Aristophanes Card Segment

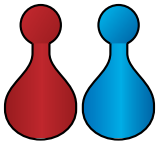
5.11 Draw the top card from the Aristophanes Deck and execute all of its instructions. An Aristophanes card will do the following:

A. Place named issues onto indicated City-State Faction track spaces.

Note: Ignore a War/Peace issue that was already placed due to a major defeat (9.54).

B. An event may add or remove Strategos tokens to the stock, give Strategos tokens to a Faction, add units, subtract units, indicate Will of the Assembly objectives, cause a Plague, and/or affect Alcibiades.

5.12 Will of the Assembly



If the Aristophanes card includes a Will of the Assembly event, place each Side's Will of the Assembly pawn in the indicated Theater locations as a mnemonic. The conditions for each

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Side's Will of the Assembly will be checked in the End Phase (11.4).

Play Note: Each Aristophanes card is unique. Some Will of the Assembly events say Control and some say Control or Contest a Theater. The cards should be read literally, they are different and it is not a typo when they are different.

Design Note: *Several of Aristophanes' plays were performed multiple times in competition, and there were several outbreaks of Plague during this period. You may see the same play up to three times during the game, and if that play is the Acharnians, you will see three Plagues.*

5.13 Plague



The three versions of the Acharnians (A, B, and C) play cause a Plague, the effects of which are below (5.14). After the first Plague occurrence, the game enters a Post-Plague condition, referred to by some cards, which remains in effect for the duration of the game. A second or third Plague does not alter this condition.





The Pre-Plague/Post-Plague marker is placed in the indicated space on the Athenian display.

Play Note: Most scenarios with game turn 1 through 6 begin in a Pre-Plague condition with later scenarios beginning in a Post-Plague status, see scenario rules in Playbook for details.

5.14 Effects of the Plague

Whenever a Plague occurs (whether the first or subsequent occurrence), both Sides immediately *remove one third* of their *land* units and *one third* of their *naval* units in the Athens Theater (only), fractions rounded up. Additionally, each Side removes one land unit and one naval unit in every Contested Theater. In all situations, do *not* remove the last land unit in Land Theaters or the last naval unit in Naval Theaters.

Play Note: If you are using the Campaign rule 14.43, note that Plague losses are permanent and the affected units are removed from play.

5.2 Political Cards Segment

Each Faction is dealt Political Cards from their Side's Political deck.

5.21 Before any cards are dealt, if a Faction did *not* use his Entourage as a Brain Trust last turn (6.31), he may first choose to either keep or discard all, some, or none of his three Entourage cards. All cards for the Side, except Leaders and those kept from Entourages, are then shuffled together to form the respective decks. This includes both cards which remained in the deck and any discards.

If a Faction did *not* use his Entourage as a Brain Trust last turn (or this is the first turn of a scenario), his hand is refilled to nine cards, including cards kept from his Entourage. He may then create a new Entourage (5.23).

5.22 If a Faction *did* use his Entourage as a Brain Trust last turn, he is dealt only six cards. He does not create a new Entourage; all six cards he is dealt will comprise his hand this turn.

All Factions also receive their Leader card into their hand each turn, resulting in a seven-card hand.

5.23 Entourage

If entitled to create an Entourage, a Faction secretly chooses three non-Leader cards, removes them from his hand and sets them aside, facedown, to form his Entourage. They are now longer a part of his hand, but may be used this turn as a Brain Trust (6.31). If they are not used this turn as a Brain Trust, he will have the option of including them in his hand in the next or subsequent turns.

Play Note: There are numerous strategies on which cards are kept in your Entourage. You can choose to keep the same 3 cards in your Entourage for the entire game, dump your worst cards each turn, or use the Entourage as a Brain Trust. Which cards to keep or discard are entirely up to you.

Design Note: *It appears that in Athens this group of men around Pericles was known as the 'brain trust', at least that is how I have seen it translated from the Greek.*

5.3 Boule Segment

During the Boule segment the Factions on each Side between them will place seven issues in both the Athens and Sparta faction track, four by the Controlling Faction and three by the Opposition Faction, which will be debated this turn. Any issues placed by the Aristophanes card, by a previous major defeat (9.54), and/or by the use of a Hostage marker (War/ Peace, see 5.33) are in addition to these seven placed by the two Factions.

5.31 Replenish from Stock

Replenish from the stock both Strategy Boards back up to five Strategos tokens each.

5.32 Picking the Issues

The two Factions for each Side will select the issues, from their respective pool of available issue markers, to be debated this turn in their City-State's Assembly. The sequence for selecting issues is as follows, with each Side performing these steps simultaneously, placing them on their own Side's Faction track:

A. The Controlling Faction selects *one* issue and places it on the *2* space on his end of the Faction track.

B. The Opposition Faction selects *one* issue and places it on the *1* space on his end of the Faction track.

C. The Controlling Faction selects *three* issues and places them on their side's *center* (zero) space.

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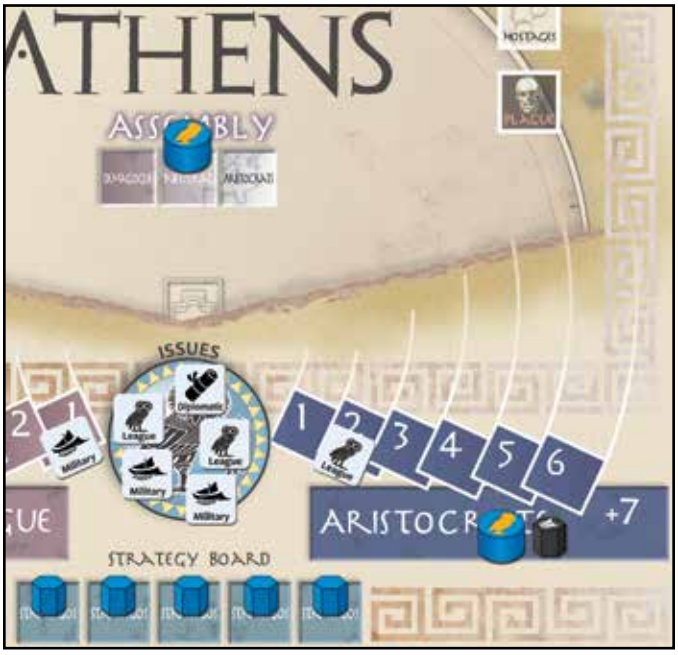
D. The Opposition Faction selects *two* issues and places them on their side's *center* (zero) space.

E. IMPORTANT: If the Ostracism and/or the War/Peace issue are selected they are always placed in the *center* space.

Play Note: Instead of the Side's making simultaneous selections, some groups may prefer an ordered process. If this is desired, in all cases of simultaneous acting, the Athenians go first. The same rule can apply in the Assembly Phase (6.0).





Example: *The Athenians Aristocrats begin the 1st Peloponnesian War scenario as the Controlling Faction for Athens and the Agiad King begins as the Controlling Faction for Sparta. The Athenian Aristocrat Faction chooses a League issue, while the Spartan Agiad Faction chooses Games. Both issues are placed on their respective Faction "2" space. This is followed by the Opposition Factions for both Sides choosing an issue and placing it on their respective "1" space. Then the Controlling Factions each pick three issues and place them on the center space followed by the Opposition Factions placing two issues on the center space. These seven issues plus any placed due to an Aristophanes card or other mechanic constitutes the issues that will be debated in Assembly.*

5.33 Hostages





At the beginning of the Boule Segment, before any issues have been chosen, if a Side has a Hostages marker, the Controlling Faction *may* choose to expend it and place the War/Peace issue on the 2 space of the Opposition Faction's Side on the other Side's Assembly track. If the Aristophanes card or a major defeat has already put the War/Peace issue onto the Assembly display, Hostages may not be used.

6.0 Assembly Phase

6.1 First Debate

Each Side simultaneously conducts its own Assembly Phase: a series of six debates, each targeting an issue on that Side's Assembly Track. After all six debates have been conducted, continue to the Political Phase.

Play Note: Groups may instead prefer to have both Sides conduct each round of debate in sync with each other, rather than each at its own pace. This is highly advised the first time you play the game. For that more ordered process, Athens selects its issue first, then Sparta second, with all four Factions selecting and revealing their cards simultaneously.

6.11 Begin with the Controlling Faction and alternate until each Faction has selected 3 issues out of the 6 debates. A Faction will select an issue on his side's faction track (the 'debate issue') and place a pawn on it. (Players should use white pawns if at Peace, black pawns if at War as a mnemonic.) Issues that have previously been captured (6.15) may not be selected for debate. An issue may be selected once, multiple times, or not at all.

6.12 Each Faction then secretly selects one card from his hand and places it facedown, revealing them simultaneously, calculating their values, and resolving any effects (6.2).

6.13 The Faction on each Side with the higher modified card value has won the debate and moves the selected issue marker on the Assembly Track a number of spaces toward his end of the track equal to the full difference between the two values. Each Faction's card is discarded to its Side's respective Political discard pile. If the values are identical the debate was a draw and the issue marker does not move.

6.14 All debated issues *must* be moved the full difference between the Factions' card values, with the exception of the War/Peace issue. The player that wins a debate involving the War/Peace issue, if moving the issue through the center space, may stop it in the center space, rather than moving it the full distance.

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Play Note: A player may not want the War/Peace status to change and by stopping this issue in the Issues (zero) space can veto a change, at least for that card play.

6.15 Capturing an Issue

If an issue marker is moved into the seventh space, in either direction, the issue has been captured. The Faction on that end of the Assembly track automatically wins the issue (see 7.1). The issue can no longer be selected as the debate issue again this turn.

Play Note: Gamers who have played Churchill will note that unlike its predecessor, issues in Pericles will rarely be captured in this manner.

Design Note: *The debates described in Thucydides appear to be very close affairs. Of course the database is quite limited, but I reflect this by showing that most issues are not won decisively illustrating the partisan nature of city state politics.*

6.16 Winning an Issue

At the conclusion of the 6th debate all issues on a faction's side of the track (spaces 1 through 7+) are won by that faction. All issues on the zero space are not won by either faction and are removed.

6.2 Card Values and Attributes

Each political card and leader has a base card value from one to five. In addition, each card has a bonus that is added to the card value during a debate if the issue listed on the card matches the issue selected for debate, or some particular game condition is in effect:

A. Pre- or Post-Plague

B. If the Faction playing the card is the Controlling Faction and Issue Aligned

C. War/Peace status

D. Alcibiades's status

6.21 Strategos Token Award

If a card's issue attribute is aligned to the debate issue, that Faction is also awarded, from his Side's stock, the number of Strategos tokens indicated by the bonus. This is regardless of whether the Faction had the highest value card or not.

6.22 Strategos Scarcity

If the number of Strategos tokens to be distributed is insufficient to meet the combined demand, begin with the Controlling Faction and alternate taking one Strategos token at a time until the supply runs out.

6.3 Faction Leaders

A player can play his Faction Leader during any of the debates like any other card from his hand, including any applicable attributes (6.2).

6.31 Brain Trust

When a player plays his Faction Leader during a debate and his Compatriot did not also play his Faction Leader, he has a one-time option to immediately use his Brain Trust. To do so, he randomly reveals one of the cards in his Entourage, and adds its basic value to the Faction Leader's card value. Any attributes on the non-Leader card (value bonuses, Strategos rewards) are ignored, but attributes on the Leader card are still applied.

After resolving the issue debate the player turns their entire Entourage faceup, and next turn they will not receive an Entourage (5.22).

7.0 Political Phase

7.1 Oration Honor

For each City-State separately, adjust the Honor of the two Factions.

- If a Faction has won the Ostracism issue, that Faction gains 3 Honor, and his Compatriot loses 3 Honor.
- If neither Faction has won the Ostracism issue, the Factions add up the value of the boxes where all of their won issues reside to determine their Oration value. A captured issue has an oration value of seven. The difference between the Oration values is added to the Honor of the Faction with the higher value and subtracted from the Honor of the Faction with the lower value. The player with the higher value gains that amount of Honor to a maximum of +3 Honor (ignore overages). The player with the lower value is reduced by that amount of Honor to a maximum of –3 Honor (ignore overages). Any differential above 3 is ignored. (In the event that a Faction's Honor falls to zero because of Oration, his Compatriot only gains as much Honor as was actually lost.)

Example: *Neither Athenian Faction won the Ostracism issue. The Aristocrats won three issues and they reside on a four, three, and a one box for a total of 8 Oration value. The Demagogues won 5 issues, one on the two box and the other four on the one box for a total of 6 Oration value. The Aristocrats will gain 2 Honor and the Demagogues will lose two Honor. Despite this oration victory, the Demagogues have won more issues and become the new Controlling faction.*

Design Note: *Oration Honor is a zero-sum outcome between the two Factions on a Side. Your Side's total Honor value will not change relative to the other Side.*

7.2 Controlling Faction Segment

Each Side now determines its Controlling Faction. If a Faction won the Ostracism issue, it immediately becomes the Controlling Faction. If the Ostracism issue was not won, the controlling Faction is the one that won the greater number of issues during the Assembly segment.

In addition, the Favor of the Assembly marker is adjusted:

- If a Faction won the Ostracism issue, place the Favor of the Assembly marker in his box, regardless of its current location.
- If the Ostracism issue was not won, the Faction that won the most issues is the Controlling Faction and moves the Favor

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of the Assembly marker one space towards their end of the track. If it was already in his box, he gains one Honor, and his Compatriot loses one Honor.

- If the Ostracism issue was not won and each side won an equal number of issues, the Favor of the Assembly marker remains where it was, then apply the Controlling Faction tiebreaker.

Controlling Faction Tiebreaker

If there is a tie as to which Faction won the most issues, the Faction who has the Favor of the Assembly wins the tie. If the Favor of the Assembly is neutral, then the Side that won the most Oration Honor wins the tie, and if there is still a tie the current Controlling Faction wins the tie and remains the Controlling Faction.

7.3 Strategy Board Segment

All Factions reveal the card remaining in their hand and receive a number of Strategos tokens from the Strategy Board, Controlling Faction first. If a Faction Leader is revealed, he receives the number of Strategos tokens indicated on the card, depending on whether it is Pre- or Post-Plague. If any other card is played, he receives 1 Strategos token maximum.

If there are too few tokens on the Strategy board for both Factions to receive their full entitlement, the Controlling Faction receives the full amount of Strategos tokens first and the Opposition Faction takes any remaining tokens; the remainder is lost.

Any Strategos tokens that remain in the Strategy board spaces are placed in the stock; neither player receives them.

7.4 Political Issues Segment

Diplomatic, League, Military, and Oracle issues are resolved during the Theater Segment. All other issues are resolved immediately in the following order:

A. War/Peace (7.41, 7.42)

B. Games (7.43)

C. Citizenship (7.44A)

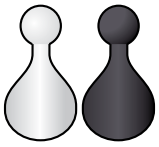
D. Colony (7.44B)

E. Krypteia (7.45A)

F. Agoge (7.45B)

Play Note: As with the Boule and Assembly Phases, if there is a question as to which Side should implement the effects of issues, Athens acts first.

7.41 War/Peace



Most scenarios begin at Peace. If a Faction wins the War/Peace issue, then the War/Peace status between Athens and Sparta can change.

A. If there is currently Peace (white pawns) and a Faction on either/both Sides wins the War/Peace issue, War is declared (change out the white pawns for the black pawns as a mnemonic). (Also see 14.43, Ravages of War Campaign rule).

B. If currently at War and the War/Peace issue was won by Factions on *both* Sides, Peace is declared (change out the black pawns for white pawns as a mnemonic). The two Factions that won the War/Peace issue also each gain 10 Honor.

C. Depending on the scenario rules, if Peace is declared, the game could end immediately with a final scoring and a winner declared. Check now before resolving any other effects of the War/Peace issue.

D. If Peace occurs, all City-State land and naval units, whether in a Controlled or Contested Theater, are immediately placed in their respective Home Theaters or a Theater with a Spartan or Athenian (*not* League) base. This has no effect on League units or bases.

7.42 War and Peace Effect



A. When resolving a Military issue during War, there are no restrictions on where military units can move.

B. When resolving a Military issue during Peace, Athenian military units *may not enter, but may exit*, a Theater that contains Spartan Military units or Bases, and vice versa. League units and bases from either Side have no effect on movement during Peace and may move without restriction.

C. Military units and Bases from Athens and Sparta can remain in the same Theater during Peace, and if a Military issue is resolved in that Theater, they can engage in Battle, but only League military units (Delian or Peloponnesian League) are allowed to Assemble in that theater.

D. If the transition from War to Peace or vice versa neuters the required War/Peace status for a unique issue, the issue is cancelled and removed from play without any effect.

Play Note: Be conscious on whether the status of War or Peace can potentially alter the value of winning an issue.

Design Note: *The distinction between war and peace was very different during 5th Century Greece. During periods of peace, City-State conflicts continued but with less direct Athenian and Spartan confrontations. There were several periods of Peace during the period covered by the game, the most famous of which were the Thirty Years Peace that lasted ~14 years and the Peace of Nicias during which the largest land Battle of this period (Mantinea) was fought.*

Play Note: Players will quickly discover that judicious placement of Spartan or Athenian military units can severely restrict the movement of the opponents' units during Peace, hence the motivation to go to war.

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7.43 Games



The resolution of the Games issue has different effects depending on whether there is War or Peace.

A. If at Peace, the Faction that won the issue gains 3 Honor.

B. If at War, the Faction that won the issue receives 3 Strategos tokens from its Side's stock, if available, else lost.

7.44 Athenian Unique Issues



A. Citizenship: If Athens is at War or Peace the Faction that won the issue may convert any Delian League Base into an Athenian Base at no cost (gain 2 Honor). It also adds one naval unit, or two Athenian land units, in that converted base's Theater if available. The Citizenship issue is then removed from the game whether a base or units were placed or not.

Design Note: *Altering the qualifications for who qualified as an Athenian citizen was sometimes used to stabilize support for the ruling Faction or as a reward for extraordinary service. During the late war period Samos was accorded this Honor and this small democracy stood by Athens right up till their surrender.*



B. Colony: If Athens is at Peace, it may build a Delian League base, within the normal 3 base per theater limit, plus 4 points of Delian military units in any Controlled or Contested theater at no cost (gain 2 Honor). The Colony issue is then removed from the game, regardless of whether base/units were placed or not.

Design Note: *This represents the founding of any number of colonies such as Thurii (Sicily Theater) or the military colony at Brea (Macedonia Theater). Winning this issue during a recently declared war simulates the formation of a Pan-Hellenic colony that fails such as Thurii.*

7.45 Spartan Unique Issues



A. Krypteia: If Sparta is at War or Peace the Spartan player may remove up to six Athenian Treachery markers from anywhere on the map. The Krypteia issue is then removed from the game, regardless of whether any or all allowed Treachery markers were removed or not.

Design Note: *The Krypteia was the Spartan secret 'police' who used brutal tactics to keep the Helot population under control.*



B. Agoge: If Sparta is at War, it may build up to three Spartan Land military units in the Sparta Theater, if available. The Agoge issue is then removed from the game, regardless of whether units were placed or not.

Design Note: *This represents the acceleration of young recruits and the mustering of older men to the hoplite ranks in times of emergency.*



7.5 Theater Issue Award

Each Faction notes the remaining issues on their half of their respective Faction track, including those that were captured, and receives Diplomatic, League, Military, and Oracle Theater Issue markers for each respective issue won by his Faction. He also receives two Rumor markers each turn, regardless of how many issues he won.

7.51 Theater Issue Distribution

After receiving these markers, the player with the most issue markers in each City-State gives a number of markers to the Opposition Faction until each player has one half of the total available markers, with the odd marker retained by the player who has more markers. When doing so, the actual, physical marker is loaned. Regardless of who places or reveals a marker, the player who won the issue always resolves it.

Play Note: This procedure prevents edge cases where one player has far more markers than any other player and can unduly impact the Theater queues.

8.0 Theater Phase

During the Theater Phase, the players in Honor order place Military, League, Diplomatic, Oracle, and Rumor markers they possess into Theaters on the map. If multiple Theater Issues are placed in a single Theater, they create a last-in-first-out (LIFO) queue (8.31). After all of the Theater Issues are placed, again in Honor order, they are sequentially revealed and resolved until all markers have been resolved.



8.1 Honor Order

Honor Order is based on the total Honor each Faction has at the beginning of the Theater Phase, in descending order, with the Faction with the most Honor acting first. Though the Honor each Faction may change over the course of the Theater Phase, the Honor order does not change for the duration of the Phase. The supplied Honor Order markers can be used as a mnemonic.

Ties between two or more players are resolved in the following order: Controlling Faction in Athens, Controlling Faction in Sparta, Opposition Faction in Athens, Opposition Faction in Sparta.

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8.2 Base Limit per Theater

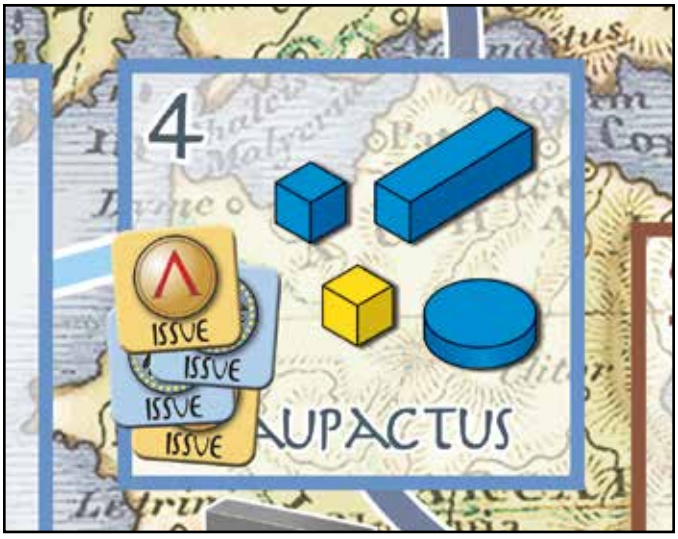


No more than three Bases, both Sides combined, are permitted in a Theater. A Faction may not voluntarily place a fourth base in a Theater, and any time an issue calls for the placement of a fourth base, there is no effect.

8.3 Theater Issue Placement Segment

All Theater Issue markers (including Rumors) are placed, one at a time in Honor Order, facedown in Theaters. After a player places a Theater Issue marker, the next player in Honor Order places one and so forth, until all markers have been placed.

8.31 If a player places a marker in a theater where one or more markers have already been placed, he stacks the marker on the top of existing markers (creating a last-in-first-out queue). There is no limit to the number of markers that can be placed in a Theater queue.



Example: *The Naupactus Theater shows one Athenian base, land, and naval pieces plus one Peloponnesian land unit. In the Theater is how a Theater Issue queue might look. In this case the Spartans placed an issue first (bottom of the LIFO queue), followed by the Athenians placing two issues in the queue, with the Spartans playing the last issue into the queue. The queue resolution will begin when a Spartan faction picks the top issue for resolution.*

8.32 If a player runs out of markers to place, he passes until all other players' markers are placed. A player may not otherwise voluntarily pass; he must place a marker if he is able.

8.4 Theater Issue Resolution Segment

Once all markers have been placed, they are then revealed and resolved, one at a time in Honor Order. After a Faction reveals and resolves a marker, the next Faction in Honor Order reveals and resolves one and so forth, until all markers have been resolved.

8.41 A player reveals any issue of his Side atop any queue anywhere on the map — regardless of which Faction placed or won the issue. The Faction to which the marker belongs then resolves that issue — regardless of who placed or revealed it. If a Rumor is revealed, it is resolved with no effect.

8.42 If there are no markers from a Faction's Side atop any stack in any Theater, that Faction must pass, and play continues to the next Faction. There is no penalty for passing, and he may reveal a marker normally when play comes back to him, if able.

8.5 Issue Resolution

When a marker is revealed, the Faction to which the marker belongs immediately resolves the issue indicated. With the exception of the Oracle issue (8.53), all issues target the Theater in which they are located. After the issue is resolved, return it from the map to the Faction's stock.

The owner of an issue can opt not to resolve a revealed issue for any reason and simply return it from the map to his stock. If the issue is Military, however, he must still expend one Strategos token, if able. But if the issue is resolved, all elements must be fully resolved.

Example: *If a Military issue assembles units in a contested theater a Raid or Battle must also be resolved.*

Whenever the resolution of an issue requires the commitment of Strategos tokens, these must come from the indicated Faction's pool. Players may never trade or shift Strategos tokens amongst themselves for any reason. If a player has insufficient Strategos tokens to implement an issue, the issue is automatically cancelled.

8.51 Diplomatic Issue



The resolution of the Diplomatic issue depends on the status of its Theater.

Contested or Enemy-Controlled Theater

The owning Faction commits up to three Strategos tokens from its pool. If the number of Strategos tokens, plus Treachery markers of his Side already present, is greater than the military value of Enemy military units, plus twice the number of Enemy Bases in the Theater, convert one Enemy League Base to a Friendly League base and remove *all* friendly Treachery markers in the Theater. Otherwise, place Treachery markers in the Theater equal to the number of committed Strategos tokens. If an Enemy base converts the issue owner gains 2 Honor and the other Side's Controlling Faction loses 2 Honor.

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Friendly-Controlled Theater
The owning Faction commits up to three Strategos tokens and removes that number of Enemy or Friendly Treachery markers.

Neutral Theater
The owning Faction secretly commits up to five Strategos tokens (including none), and the Controlling Faction of the other Side secretly commits up to four Strategos tokens (including none), with both Sides revealing simultaneously. Both Sides then draw and discard the top card from their Battle Deck and add the value of that card to the number of committed tokens. If the owning Side's total value is at least twice as many as the other Side's, the owning Side places a friendly League base in the Theater, otherwise no effect.

8.52 League Issue



The owning Faction can choose one of these four options to affect the friendly controlled or contested Theater where the issue is located:

- Construct a base. If there are fewer than three bases present, expend four Strategos tokens, build a Friendly League base in the Theater, and gain two Honor.
- Convert a base. Expend two Strategos tokens, convert a Friendly League Base in the Theater to your City-State base, and gain two Honor.
- Build League military units. For each Friendly League base the issue owner can build one League naval unit or two League land units.
- Remove any one Treachery marker of either Side.



8.53 Oracle Issue

The owning Faction can choose one of these three options:

- Gain three Honor.
- Gain one Honor and remove one Enemy League unit (not base) from any Theater.
- Place one Treachery marker in each of three Theaters anywhere on the map.

Design Note: *There were religious shrines of varying levels of significance in all of the Theater spaces. Which location your delegation went to does not matter, the effect is the same. Removing an enemy League unit occurs because the Oracle prophecy diminished your opponents' religious status in some manner and the unit went home.*

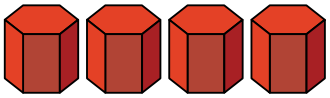
8.54 Military Issue



Resolution of the Military issue is covered in 9.0.

8.6 Political Capital

At the end of the Theater Phase, after all issues have been resolved, each Faction returns any unused Strategos tokens to the stock and gains one Honor for every four Strategos tokens returned, rounded down.



Example: *Six Strategos tokens yields 1 Honor, while three Strategos tokens yields zero Honor.*

9.0 Military Issue Resolution



The owning Faction can resolve a Military issue in a number of different ways, depending on the status of the Theater. Most often, it results in movement of units and a Battle.

When resolving a Military Issue, the owning Faction is termed the Commanding General, and the Theater where the Military issue is being resolved is termed the Expedition Theater.

If the Commanding General has no Strategos tokens, the Military issue is immediately resolved with no effect.

Design Note: *Pericles is at its heart about the period of intense conflict that occurred in the latter half of the 5th Century BC. For this reason, I have chosen to introduce a set of simple procedures that can reasonably represent the general details of all the famous campaigns fought during this period. See Designer Notes in Playbook.*

Abbreviated Military Issue Sequence

1. If issue is in owning Faction's City-State Theater, may build military units (9.1).

2. If Friendly-Controlled or Neutral Theater, Commanding General conducts a Military Assembly (9.3).

3. If Contested Theater, issue owner decides whether to conduct a Raid (9.2) or an Expedition Assembly (9.3) and Battle (9.4).

4. If Enemy-Controlled (or Contested; in lieu of a Raid) Theater issue owner conducts an Expedition Assembly (9.3) and Battle (9.4).

5. Expedition Assembly

a. All players secretly commit their Strategos tokens (9.31).

b. Commanding General and his Compatriot reveal their Strategos tokens.

c. Commanding General executes unit movements (9.3).

d. The other Side now reveals their Strategos tokens.

e. The Athenian Controlling Faction may choose to commit its State Ship Strategos token if it is available (12.3).

6. Resolve Battle (9.4).

7. Award Battle Honor (9.5).

8. Conduct Optional Second Battle (9.6).

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9.1 Building City-State Military Units

If the Expedition Theater is the owner's City-State Theater, the owning Faction may build City-State military units (not League) there if that Theater is Friendly-Controlled or Contested. For each Friendly city state base he may build either one naval unit or two land units.

9.11 Persian Gold



When a Spartan Faction builds City-State military units, they may also build Spartan or League military units for each Persian base in Persia. For each Persian base, he may build either one naval unit or two land units in a theater, placing them according to the following limits:

- Up to 3 Spartan *naval* units may be built in Sparta if a Spartan base is present.
- Up to 4 Peloponnesian *land* units may be built in Ionia if a Spartan or Peloponnesian League base is present.
- Up to 3 Peloponnesian *naval* units may be built in any Aegean Theater (Lesbos, Chios, Samos, Cyclades, and S. Sporades) where there is a Spartan or Peloponnesian League Base.

Historical Note: *Once Persian bases are in play, the local satraps, Tissiphernes, later Cyrus, and Pharnabezus are actively supporting the Spartans with gold to pay for the rowers and other mercenary land units. While Persian land troops did participate in active operations in Ionia and the Hellespont region, in most cases they were mercenaries that I represent as Peloponnesian League land units. While one of the series of treaties stipulated that Tissiphernes would bring the Phoenician fleet into the Aegean, this never happened and was one of the reasons the Great King replaced him with his ambitious younger son Cyrus who we will hear more of in the 4th Century BC.*

9.2 Raid

If the Military issue is in a Contested Theater, the owning Faction may opt to conduct a Raid. If he does, there is no Expedition Assembly or Battle; the issue is considered resolved after the Raid is conducted.

The Commanding general commits three Strategos tokens, receives three Honor, and reveals and discards the top card of his City-State's Battle Deck. The Enemy Controlling Faction loses Strategos tokens equal to the card's value. (If the Enemy Controlling Faction has fewer Strategos tokens than he is required to lose, he loses his remaining tokens and loses the unfulfilled difference in Honor.)

Design Note: *Raids were the most common military action during this period and should be a regular part of your strategy.*

9.3 Expedition Assembly

Expedition Assembly is the primary way military forces move on the map, and it is accomplished by the Commanding General and his Compatriot committing Strategos tokens. If the Expedition Theater is Contested or Enemy-Controlled the Enemy City-State Factions will also have an opportunity to commit Strategos tokens, but they may not move any units.

9.31 Strategos Commitment

One or more Factions may commit a number of Strategos tokens depending on the status of the Theater. The committed tokens will allow the Commanding General to reinforce his attacking units on a one for one basis, as well as increase the strength of each Side's force in Battle.

A. Friendly-Controlled or Neutral Theater: If the Theater is Friendly-Controlled or Neutral, the Commanding General alone commits 1–5 Strategos tokens.

B. Contested Theater or Enemy-Controlled Theater: All four Factions secretly commit Strategos tokens simultaneously. The Commanding General *must* commit 1–5 Strategos tokens, and the other three players may secretly commit 0–4 Strategos tokens. The Commanding General and his Compatriot reveal their tokens immediately. The other two Factions do not reveal their commitments until after movement has been completed (9.32).

Play Note: Players may discuss how many tokens they wish to commit before doing so. The secret commitment is done by holding the Strategos tokens in your closed hand until the sequence of play requires that the commitment be revealed by opening your hand.

9.32 Military Unit Movement

Each Strategos token committed by the Commanding General and his Compatriot (if permitted) allows the movement of any one Friendly military unit, land or naval.

Units may move from multiple Theaters, may move through an unlimited number of Theaters, and can take any legal path desired until it must stop. A unit must stop when it either enters the Expedition Theater, or a Contested Theater which it is not permitted to exit via any Connection. Units may not stop in any other Theater.

Three factors will determine whether a unit may exit a Theater along a certain Connection; whether the moving unit is land or naval; the type of path (see map key); and the number of Enemy units and bases in the Theater it is exiting. In addition, certain Connections require a Friendly base in the Theater being exited. Refer to the table on the map for these interactions.

Play Note: Remember that Bases are both a land and a naval unit type.

Each Spartan land unit and Athenian naval unit has a military value of 2 when calculating whether a unit may exit a Theater. (Note: They do not count double when determining how many units the committed Strategos tokens may move; it is their

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military strength that is double.) Each base has a land and naval strength of 2.

A. For a land unit to exit a Theater along a dark blue or parallel brown connection (i.e., or) the land military strength that remains in the theater after the moving unit exits must be equal to or greater than the Enemy land military strength. If this condition is not met, the moving unit ends its movement in that Theater and contributes its strength to future unit movement calculations.

B. For a land unit to exit a Theater along a solid blue connection (i.e.,) the naval military strength that remains in the theater after the moving unit exits must be equal to or greater than the Enemy naval military strength. If this condition is not met, the moving unit ends its movement in that Theater and contributes its strength to future unit movement calculations.

C. For a naval unit to exit a Theater along a dark blue connection (i.e.,) the naval military strength that remains in the theater must be equal to or greater than the Enemy naval military strength when the moving unit attempts to exit. If this condition is not met, the moving unit ends its movement in that Theater and contributes its strength to future unit movement calculations.

D. For a naval unit to exit a Theater along a solid blue or a parallel blue connection (i.e., or) the naval military strength that remains in the theater must be equal to or greater than the Enemy naval military strength when the moving unit attempts to exit. If this condition is not met, the moving unit ends its movement in that Theater and contributes its strength to future unit movement calculations.



Example: *An Athenian land unit may only move from Athens to Corcyra if Athenian naval strength is at least as strong as the Enemy naval strength. A Spartan land unit may only move from Ionia to Lesbos if Spartan land strength in Ionia is at least as strong as Enemy land strength and there is a Friendly base in Ionia.*

E. Any unit that moves, regardless of where it stops, counts against the total number of units that may move. It may not begin moving again once stopped. (It may, however, move during a subsequent Military Issue later in the turn, provided all other conditions are met.)

F. A unit is not obligated to take a shortest path (or indeed, even to move 'towards' the Expedition Theater), but it may only stop moving when it cannot exit a Theater or reaches the Expedition Theater. A unit may purposely take a path that would cause it to enter a theater that it cannot exit.

Play Note: The movement rules are intentionally free form. Moving units are *not* required to take the most direct route. The upshot of this is that the Commanding General may use his allotted moves to broadly reposition his forces to other Theaters as he wishes, so long as those units become 'stuck' there under 9.32.

MAP CONNECTION SUMMARY

(All references are from 9.32)

Map Connection	Existing Land Unit Equal In	Existing Naval Unit Equal In
	Land Units (see A)	*Naval Units (see C)*
	Naval Units (see B)	*Naval Units (see D)*
	Land Units (see A)	*No Exit Permitted*
	No Exit Permitted	*Naval Units (see D)*
	Land (see A) plus friendly base must be present	*Naval Units (see C)*
	Land Units (see A)	*Naval (see C) plus friendly base must be present*

9.33 Movement During Peace

During Peace, a moving Athenian military can *never* enter a Theater with a Spartan unit or base, and vice versa. During Peace an Athenian or Spartan unit that begins in a Theater with the other side present may exit, just not enter. (League units of either Side are not affected by this restriction.) Athenian and Spartan units still count for purposes of calculating assembly movement and Theater exit requirements.

9.4 Battle

If, after any movement, the Expedition Theater is a Contested Theater, a Battle must be resolved there. No Battle is conducted in a Theater of any other status.

In a Land Theater there is a mandatory land Battle; the winner of the land Battle has the option to also conduct a naval Battle (9.6). In a Naval Theater there is a mandatory naval Battle; the winner of the naval Battle has the option to also conduct a land Battle (9.6).

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9.41 Battle Resolution

The procedure to conduct a land Battle or naval Battle is similar, with the distinction being which units contribute to the Battle. Land units do not affect a naval Battle nor do they take losses from a naval Battle. Similarly, naval units do not affect a land Battle nor do they take losses from a land Battle.

Bases and all committed Strategos tokens affect both types of Battles. Bases and Strategos used in the mandatory battle reprise their role in the optional second battle if it occurs.

9.42 Battle Procedure

When a Battle occurs, each Side totals the military values of their units, bases, and Treachery present in the Theater, as well as Friendly Strategos tokens committed earlier. In addition, each side reveals and discards the top card of their Battle Deck, adding its value to their total.

MILITARY VALUE TABLE

Battle Type	Land Unit (Land Battles only)	Naval Unit (Naval Battles only)	Each Base	Strategos (includes Athenian State Ship and 300)	Friendly Treachery	Card from Battle Deck
Land	2 / 1	N/A	2	1	1	5
Naval	N/A	2 / 1	2	1	1	5

(#) Value of unit/counter during combat; card = value of card.

9.43 The winner of the Battle is the Side with the larger total; the other Side has lost. The difference between the two Sides' total is the loss differential. If there is a tie, the Battle is a draw: no one wins and no losses are applied to either Side. In a tie there is no winner, hence no optional second battle.

9.44 Battle Loser Losses

The losing Side must take losses according to the units present on the winning Side (see table), but no more units may be eliminated than the loss differential. The Commanding General determines which units are eliminated, but he may not choose to eliminate units whose conditions are not fully met, and he may not combine losses from different rows of the table. Any fractional losses are disregarded. Eliminated units are returned to their Sides' stock and are immediately available. If one or more bases are eliminated the loser removes all friendly Treachery markers from the Theater.

LAND COMBAT LOSSES: Battle Loser

For each winning set of units	*Remove losing set of units*
/	(/ /) x2
(/ /) x2	/
	/ /
/ /	

- Naval units cannot be taken as losses in a Land battle.

NAVAL COMBAT LOSSES: Battle Loser

For each winning set of units	*Remove losing set of units*
	(/) x2
(/) x2	
	/
/	

- Land units cannot be taken as losses in a Naval battle.

If all military units on the losing Side are eliminated and the winning Side committed more Strategos tokens, the winning Side can apply remaining losses to eliminate Enemy bases. To do so, subtract the number of units already eliminated from the loss differential and eliminate one Enemy base for every two, fractions rounded down.

Play Note: While bases are used to determine the total strength applied in a battle and the loss differential, bases do not cause any direct losses. For example if an all Spartan land force enters Athens and loses a naval battle, Sparta would take no losses as there were no Spartan naval units, but only Athens could decide to fight the optional land battle.

Battle Loser Loss Table

9.45 Battle Winner Losses

After the loser takes losses, the winner takes losses based on the losses sustained by the loser. The losing Side's Commanding general (or if not applicable Enemy Controlling Faction) determines which winning units are eliminated, but he may not choose to eliminate units whose conditions are not fully met, and he may not combine losses from different rows of the table. Any fractional losses are disregarded. Eliminated units are returned to their Side's stock and are immediately available.

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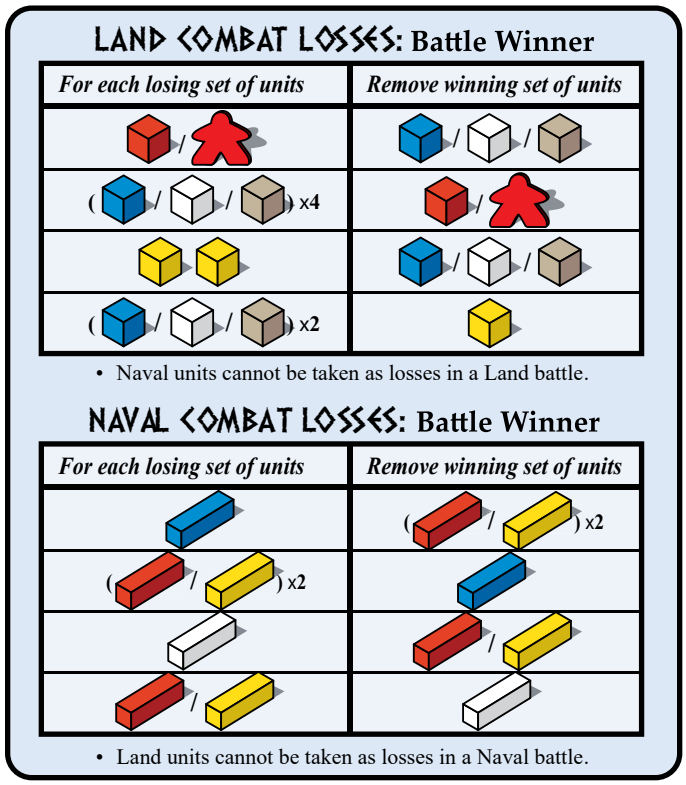
Battle Winner Loss Table



Design Note: *Land Battles have a diminished effect on the winner's losses, whereas Naval Battles were historically more destructive to the winner due to rower losses, not just hulls.*

9.46 Hostages

If the Spartans win a naval Battle in which an Athenian naval unit is eliminated, the Spartan Side receives a Hostage marker. If the Athenians win a land Battle in which a Spartan land unit is eliminated, the Athenian Side receives a Hostage marker. A Hostage marker may be expended in the Boule Segment (see 5.33).

If a Side is awarded a Hostage marker and already has one, it does not receive an additional marker. A Faction does, however, still receive Honor for taking Hostages (9.5), regardless of whether its Side already has a Hostage marker. Once expended, a Hostage marker may be reacquired later in the game through subsequent Battle results.

9.5 Battle Honor

After both Sides have taken losses, Factions gain or lose Honor as follows:

9.51 Commanding General Wins

If the Commanding General wins the Battle, his Faction gains Honor equal to twice the number of Enemy units and bases eliminated. It also gains 5 Honor if Hostages were taken. His Compatriot gains Honor equal to the number of Enemy units and bases eliminated. (He does not gain any Honor for Hostages.)

9.52 Opposition Winning Honor

If the Side not resolving the issue wins the Battle, both Factions from that Side gain Honor equal to the number of Enemy units and bases eliminated. That Side's Controlling Faction gains 5 Honor if Hostages were taken.

9.53 Losing Honor Reduction

Both Factions of the Side that lost the Battle lose Honor equal to the number of friendly units and bases eliminated.

Play Note: The factions gain and lose Honor for each Battle. If there are two consecutive battles in a Theater (land Battle followed by the optional naval Battle or vice versa), Honor is gained and lost for each individual battle.

9.54 Major Defeat



If a Side in total loses at least five Honor in a single Battle (either land or naval, not combined but hostages Honor award does count; hence automatic) that Side's War/Peace issue is immediately placed on their City-State display on the 2 space on the Opposition Faction's end of the Faction track. It will begin the Boule Phase there in the next turn. (Additional such Battles during the same turn have no further effect.)

9.6 Second Battle Option

The winner of a Battle may elect to resolve an optional second Battle in the same Theater of the other type (i.e., a naval Battle in a Land Theater or a land Battle in a Naval Theater). If the Commanding General won, it is his decision; if the other Side, it is the option of the Controlling Faction.

There is no Expedition Assembly before the second Battle. All committed Strategos tokens carry over and are used in the second Battle. The option to conduct the second Battle must be taken immediately and may not be saved for later.

If the Battle resulted in tie, there is no second Battle.

9.7 Military Expedition Resolution

After the conclusion of all Battles, the Military issue is resolved. Return all committed Strategos tokens to the Sides' respective stocks.

Play Note: See the Playbook Comprehensive Example of Play to see several examples of how Battles are conducted. There are also a large number of battle mini-scenarios that are meant to convey historical information, yet useful for practicing the battle procedure.

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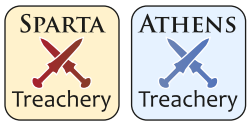
9.8 Treachery Markers



Each side has a set of 10 Treachery markers that begin a scenario or are placed by a Diplomatic or Oracle issue. A Treachery marker once placed can be removed in one of the following ways.

9.81 Issue Removal

Treachery markers can be removed through the resolution of a Diplomatic (8.51), League (8.52) or Krypteia (7.45) issue.

9.82 Base Conversion Removal

If a base is converted by a Diplomatic issue, all issue owner friendly Treachery markers are removed from the Theater.

9.83 Battle Loss Removal

If one or more bases are eliminated in a battle, the loser removes all friendly Treachery markers from the Theater.

10.0 Honor, Hostages, & Treachery

10.1 Honor

Honor is the primary way of determining victory in *Pericles*. Factions gain and lose Honor over the course of the game in a variety of ways:

- Oration Honor (7.1)
- Controlling Faction Bonus (7.2)
- Peace (7.41B)
- Converting an Enemy base with Diplomatic Issue (8.51)
- Building or converting a Base with League Issue (8.52)
- Oracle (8.53)
- Political Capital (8.6)
- Raid (9.2)
- Battle (9.5)
- Will of the Assembly (11.4)
- Persian War (13.2)

10.12 Honor Summary

A. Each Faction that declared Peace: ADD 10 Honor to issue owner

B. Each Faction with higher Oration Value gains Oration Value difference: ADD 1 Honor for each positive difference in Oration value (see Controlling Faction segment), maximum +3 Honor.

C. Each Faction with lower Oration Value subtracts Oration Value difference: MINUS 1 Honor for each positive difference in Oration value (see Controlling Faction segment), maximum –3 Honor.

D. Ostracism: ADDS 3 Honor to issue owner, loser MINUS 3 Honor.

E. Winning Commanding General in a Battle: ADD Honor equal to 2 times the total number of Enemy units and bases eliminated, plus ADD 5 Honor if Hostages taken.

F. Winning non-Commanding General Faction: ADD Honor equal to 1 times the total number of Enemy units and bases eliminated

G. Winning Opposition (both Factions): ADD Honor equal to 1 times the total number of Enemy units and bases eliminated, plus ADD 5 Honor to Controlling Faction if Hostages taken.

H. Losing Side (both Factions) in a Battle: MINUS Honor equal to 1 times friendly units and bases eliminated

I. Oracle removes an League military unit: ADD 1 Honor to Oracle issue owner

J. Oracle Honor Option: ADD 3 Honor to Oracle issue owner

K. Persian War and Athens does not Control the Eastern Mediterranean Theater: MINUS one Honor from Athenian Controlling Faction.

L. Peace of Callias not declared: MINUS one Honor times game turn from Athenian Controlling Faction.

M. Build or Convert friendly Base: ADD 2 Honor to issue owner

N. Convert Enemy Base through Diplomacy: ADD 2 Honor to issue owner *and* minus 2 Honor to Enemy Controlling Faction.

O. Raid: ADDS 3 Honor to issue owner

P. Will of the Assembly Success: ADD 5 Honor to both Factions

Q. Will of the Assembly Failure: MINUS 5 Honor from both Factions *and* MINUS 5 Strategos tokens from stock for next turn.

R. Political Capital: ADD One Honor to owning Faction for each set of 4 Strategos Tokens traded in, fractions lost.

11.0 End Phase

The End Phase occurs after all Theater Issue markers have been revealed and resolved. First check for Victory (11.1). If no Faction can claim victory and this is not the last turn of the scenario, proceed to Maintenance and Redeployment and evaluate the Will of the Assembly. Then begin a new turn.

11.1 Victory Determination

If this is the final turn of the scenario, determine victory per 11.14, or scenario instructions.

There are also three ways a Faction may achieve an automatic victory before the end of a scenario.

11.11 Honor Automatic Victory

If a scenario allows for Honor Automatic Victory on this turn, check to see if any Faction meets ALL of these conditions:

- is a Controlling Faction;

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- has more Honor than its Opposition Faction;
- has at least three times as much Honor as any Faction on the other Side;
- has more combined Honor with his Compatriot than the other Side.

If so, that Faction immediately wins the game.

11.12 Conquest Automatic Victory

A Conquest Automatic Victory may occur on any turn. If the Athens Theater is Controlled by Sparta, a Spartan Faction has won the game. If the Spartan Theater is Controlled by Athens, an Athenian Faction has won the game. In the unlikely event that both are captured it's a draw.

The Controlling Faction on the winning Side gains 5 Honor, and the Opposition Faction loses 5 Honor. The Faction on that Side with most Honor wins the game, with the Controlling Faction winning a tie.

11.13 Athenian Granaries



If Athens begins a turn without a base in a Granary Theater and still does not have one during the End Phase of the same turn, the Spartans have won the game. The Spartan Controlling Faction gains 5 Honor, and the Spartan Opposition Faction loses 5 Honor. The Spartan Faction with the most Honor wins the game, with the Controlling Faction winning a tie.

Granary Theaters are marked on the map with an amphora icon: Hellespont, Eastern Mediterranean, Sicily, and Sparta. The Eastern Mediterranean cannot be a granary source after the Peace of Callias (13.22).

Play Note: You will note that Sparta is a granary designated Theater. For all practical purposes this is for historical context since if Sparta has no bases in a granary theater they would have already suffered an automatic defeat for losing Sparta making application of this rule moot.

11.14 End of Game Victory

If there has not been an Automatic or Conquest Victory and this is the conclusion of the scenario, use the following procedure to determine the winner. (In all cases of conflict, scenario special rules override these rules.)

A. Political Bonus: The Controlling Faction for each Side gains 5 Honor and the Opposition Faction loses 5 Honor.

B. Economic Bonus: Each Side gains 3 Honor for each base on the map. The total points are distributed evenly between the two Factions, with the odd point being awarded to the Controlling Faction.

C. Athenian Geography Bonus: Athens gains 3 Honor for each Theater that it Controls. The total points are distributed evenly between the two Factions, with the odd point being awarded to the Controlling Faction.

D. Spartan Geography Bonus: Sparta gains 6 Honor for each Theater that it Controls. The total points are distributed evenly between the two Factions.

After the above adjustments, add up the Honor of both players from each City-State. The City-State that has the most Honor wins the war and the Faction from that Side with the most Honor wins the game, with the Controlling Faction winning any tie.

If the City-States are tied in total Honor, the Faction with the most Honor wins the game. If there is still a tie, Athens wins the war and the Athenian Faction player with the most honor wins the game.

Play Note: This victory condition only applies in the longer scenarios. Make sure you read the special rules for the scenario you are playing.

Design Note: *The Controlling Faction gains some leverage in the final tally of Honor. This is by intent as being the Faction in control of the City-State when you win the war is a political advantage that sometimes sees one player reach for the Ostracism issue. So, pay attention to this situation if you think this is the last turn of the game and understand if you are advantaged or disadvantaged by an end game Honor calculation.*

11.2 Maintenance Segment

Count up all friendly bases on the map. Use one of your side's embossed wooden tokens on the edge track to keep a running tally of how many bases each side has in play. Take the total number of bases and multiply it by 4. This is the total value of land and naval units that the player may keep on the map. Each naval unit has a maintenance military value of 2 and each land unit has a value of 1 against the base multiple value.

If the total value of land and naval units is equal to or less than this base multiple value, then all units remain on the map. If the value of the military units exceeds this value then the Controlling faction must remove military units until the total value is equal to or less than the base multiple value. Eliminated units are placed in their Side's pool and are available to be rebuilt.

11.3 Redeployment Segment

After units which could not be maintained are eliminated, all units may be redeployed according to the following restrictions, and in the following order: Delian League, Athens, Peloponnesian League, then Sparta. The War and Peace status has no effect on redeployment.

Redeployments are not required to follow the movement restrictions during an Expedition Assembly. Any unit may be redeployed anywhere, as long as the end result is legal per the restrictions below.

- A Theater without a base may have one naval OR land unit remain (but units may not redeploy to such a Theater).

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- A Theater with at least one base may contain up to 15 Friendly units after redeployment.
  - ◊ League units may only redeploy to Theaters with League bases of its Side
  - ◊ Spartan units may only redeploy to Theaters with Spartan bases
  - ◊ Athenian units may redeploy to Theaters with Athenian OR Delian League bases

11.4 Will of the Assembly

If Will of the Assembly markers are on the map (due to the Aristophanes card), determine whether the conditions on this turn's Aristophanes Card have been met, for each Side respectively. If so, that Side's Factions each receive five Honor. If not, that Side's Factions each lose five Honor and five Strategos markers are removed from that Side's stock for the next game turn (only).

11.41 Build or Convert Base

If the Will of the Assembly requires a base be built or converted, a League base must be built, or a League base must be converted into an Athenian or Spartan base, in that Theater and survive until the End Phase. (If, during the Aristophanes Phase, all bases for that Side were already built, the Will of the Assembly is ignored. No Honor is gained or lost.) It does not matter which base meets this condition as long as the action was taken and the end condition has been met.

11.42 Control or Contest a Theater

If the Will of the Assembly requires a Theater to be Contested, the condition is also satisfied if the Theater is Friendly-Controlled. If the Will of the Assembly requires a Theater to be Controlled, it must be Friendly-Controlled and not Contested.

Design Note: *Each of the Aristophanes cards is unique, so if it says Controlled and it does not say Contested, this is not a typo. If it says Controlled AND Contested it means what it says, this is also not a typo.*

12.0 Special Units

12.1 Argos



If there is a Delian (not Athenian) base in Sparta Theater, Athens with a League issue can build up to four Argos Land units in the Sparta Theater. These land units may never exit the Sparta Theater and there must be a Delian League base in the Sparta Theater or Argos units in excess of one are removed even if there is sufficient support elsewhere on the map to maintain them. If the Sparta Theater does not have a Delian League base then one Argos unit could remain in Sparta.

If Sparta wins a Battle where Argos units are eliminated, the Spartan players gain Honor per the normal rules, but the Athenian players do not lose Honor for eliminated Argos land units. Besides these restrictions Argos land units are treated like any other Delian League land unit.

12.2 Alcibiades



Alcibiades (the black meeple) begins most scenarios in the Athens Theater and remains in Athens until otherwise indicated. If an Aristophanes card moves Alcibiades to Persia (Frogs A, B, or C), he remains in Persia for the remainder of the game and is no longer considered to be in Athens. If Alcibiades is in Persia, the Spartans can build Persian bases in Persia, regardless of whether it has bases in Ionia or not (see 13.1).

12.3 Athenian State Ship



The Athenian State Ship marker is controlled by the Athenian Controlling Faction, which is available for a one-time use each turn, during any Battle, land or naval. Per the Battle sequence of play, the Controlling Faction may elect to use the State Ship Strategos token after all Strategos tokens on both Sides have been revealed and before the Battle is resolved. It acts as a normal Strategos token for the duration of that Military issue. After it is used, it is turned to its unavailable side (no ship symbol) and unavailable for the rest of the turn. It is turned back to its available side (embossed ship symbol "up") at the beginning of each turn.

Design Note: *One of my design signatures is I like to have some elite units in my wargames. In Pericles the black Strategos token represents the sacred ships* Paralus *and* Salaminia. *During this period they were crewed by Athenian citizens, were fiercely Democratic, and used primarily as messenger ships that also fought in several Battles—including the disaster at Aegospotami—yet always survived. Imagine their effect is to bring some critical information on the eve of Battle or whose competence in Battle inspires their compatriots.*

12.4 Spartan 'Foot Cavalry'



The red Spartan meeple represents the famous '300' and is treated as both a Spartan land unit (a military value of 2 in land Battles), and a Strategos token. (It does not count against the Strategos tokens which may be committed but is in addition to that limit). Its role as a Strategos token applies to both determining total strength in Battle and determining how many units the Command General may move. In essence this unit is self-deployable as its Strategos token allows it to move itself.

Play Note: Since this Spartan unit acts in all ways like a cube and since the opponent always decides losses, this unit will usually be the first casualty, which is intended. It can be rebuilt like any other Spartan unit for the same costs.

Design Note: *How could I have a game with Sparta without the '300'? In actuality this unit of legend was a standard unit in the Sparta order of battle. Each year a committee chose 300 20-30–year–olds to form the King's honor guard. Though called the 'cavalry', they did not ride horses, but were instead very fast marchers. As a rule, when it is in Battle, the Spartan Commanding General must say, 'This is Sparta!"*

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13.0 Persia

13.1 Persian Bases

No issues may be placed in Persia until either Sparta has at least one Base in Ionia or Alcibiades is in Persia. Once this condition is met, both Sides may place issues in Persia, but only Spartan League issues can be resolved there, and they may only be used to build a Persian base there. All other issues in Persia have no effect. Persian bases cannot be built in any other Theater and no units or non-Persian bases can ever move to or redeploy to Persia.

Play Note: Athens may place Rumor markers in Persia to delay the resolution of a Spartan League issue, but effectively any Athenian issue placed in Persia will act like a Rumor marker.

13.2 Persian War

Unless a scenario indicates that the Persian War is ongoing at the start of the scenario, the Peace of Callias has already occurred, and the Eastern Mediterranean Theater is non-existent for all purposes, including Athenian Granary (11.13).

13.21 Peace of Callias



If, at the beginning of the End Phase, there is an Athenian or Delian League base in the Eastern Mediterranean, the Athenian Controlling Faction can voluntarily choose to implement the Peace of Callias with all of the following effects:

- The Controlling Faction in Athens immediately eliminates that base and an Athenian naval unit anywhere on the map.
- Place the Peace of Callias marker in the Eastern Mediterranean. No units from either Side may enter or issues placed in the Eastern Mediterranean Theater for any reason for the remainder of the game.
- Any military units in the Eastern Mediterranean are immediately placed in their respective City-State Theater. Any Athenian or Delian League bases are eliminated. Any Spartan or Peloponnesian bases are removed and converted into Persian bases in Persia if any are available.

13.22 After checking for the Peace of Callias, if it has not yet occurred:

- The Controlling Faction in Athens loses Honor equal to the number of the current game turn in the scenario; and
- If the Eastern Mediterranean Theater is not Controlled by the Athenians and does not have at least one Athenian (not Delian) naval unit, the Controlling Faction in Athens loses 1 Honor.

Design Note: *The 1st Peloponnesian War starts in 460 BC. After the Greek victories at Plataea and Mycale the Spartans went through a strategic debate that saw them withdraw from leading overseas expeditions. This leadership vacuum was the impetus for the formation of the Delian League that evolved into the Athenian Empire. The Peace of Callias was signed in ~449 BC, so while the main event is Athens versus the Peloponnesian League, Persia represents unfinished business.*

I have chosen to force the Athenian players to deal with the war through its historical intervention in Cyprus and Egypt (rule 13.21). The Persian Empire eventually responded to the Egyptian threat and destroyed the Athenian force. This disaster, which had a profound affect on Pericles' doctrine during the Thirty Years Peace, encouraged the Athenians to negotiate the end of the Persian War. I simulate this by forcing the Athenian players to make their historical mistake and sacrifice their Egyptian expedition in the Eastern Mediterranean Theater to end the war. The Athenians can by choice continue the war to maintain access to the granary, but with an Honor penalty that increases over time.

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Index

Aristophanes 5.0
- Card Legend 3.13
- Plague 5.13, 5.14
- Will of the Assembly 5.12

Assembly
- Debate 6.1
- Phase 6.0
- Track 3.2 Definition

Bases 3.2 Definition

Battle 9.4
- Military Unit movement 9.32
- Military Value Table 9.42
- Losses 9.44, 9.45
- Resolution 9.41

Bibliography 20.0

Boule Segment 5.3
- Hostages 5.33
- Issue Choice 5.32
- Segment 5.3

Cards 6.2
- Legend 3.13
- Personalities 17.0
- Political Card Segment 5.2

Comprehensive Example of Play 16.0

Credits 21.0

Designer Notes 19.0

End Phase 11.0

Entourage 5.23
- Brain Trust 6.31

Faction
- Controlling 3.2 Definition
- Opposition 3.2 Definition
- Debate 6.1
- Leader 6.31, 7.3
- Track 3.2 Definition

Honor 10.0
- Chart Summary 10.12
- Oration Honor 7.1
- Honor Order 8.1

Hostages 5.33

Issues 7.4, 8.5
- Agoge 7.45B
- Alignment 3.2 Definition
- Citizenship 7.44A
- Colony 7.44B
- Debate 6.1
- Diplomatic 8.51
- Games 7.43
- Krypteia 7.45A
- League 8.52
- Military 8.54, 9.0
- Oracle 8.53
- Theater Issue Placement 8.3
- War/Peace 7.41, 7.42

Maintenance 11.2

Persia 13.0

Persian Bases 13.1

Persian War 13.2

Plague 5.13, 5.14

Political Phase 7.0
- Oration Honor 7.1
- Phase 7.0
- Issue Segment 7.4
- Strategy Board Segment 7.3
- Theater Issue Award 7.5

Redeployment 11.3

Scenarios 14.0

Solitaire 15.0

Strategos Tokens 3.2 Definition
- Award 6.21
- Commitment 9.31
- Scarcity 6.22
- Strategy Board 7.3

Strategy Guide 18.0

Treachery 3.2 Definition, 8.51, 8.52, 8.53, 9.4, 9.8

Theater 3.2 Definition, 8.51
- Map 3.12
- Phase 8.0
- Queue 8.31

Will of the Assembly 5.12, 11.4

Victory
- Athenian Granaries 11.13
- Automatic 11.11
- Conquest 11.12
- End of Game 11.14

Note: All Index references to sections 14.0 to 21.0 are located in the Playbook.

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