300: Greco-Persian Wars
300: The Persian Wars — Rule book

1.0 Introduction

"300" has as its theme the war between Persia and Greece which lasted for 50 years from the Ionian Revolt in 499 BC to the Peace of Callias in 449 BC One player plays the **Greek army**, based around Athens and Sparta, and the other **the Persian army**. During these fifty years launched three expeditions to Greece but in the game they may launch up to five.

2.0 Components

The game is played using the following elements.

2.1 Map

The map covers Greece and a portion of Asia Minor in the period of the Persian Wars.

2.1.1 City: Each box on the map is a city, containing the following information:
• Name: the name of the city.
• Important City: the red cities are important for the Persians, the blues are for the Greeks and their control yields points
• Food Supply: The number of ears of wheat represent the number of armies that you can supply if you control the city (cf. 8.0 Supply). The cities with the blue wheat are the Greek supply citiess, those with red wheat are those of the Persians.
• Port: A city with a red dotted line to a trireme has a port.

2.1.2 Road: The lines connecting cities are roads. The armies move from one city to the other by following the roads that connect them. Take note that the road is cut between Sestos and Therma by the Hellespont. The Persian army may construct a pontoon bridge (5.1). The next city connected to city by a road is said to be adjacent. For example, Athens is adjacent to Thebes and to Corinth.

2.1.3 Expeditions Track: Use a marker to records the number of times that the Persians have launched an expedition. The game ends at the end of the fifth expedition.

City
Name
Food Supply
Road
Blue Ear of Wheat = Supply city for the Greek Army
■ Red = Important city for the Persian army
Athens is a port
Corinth is not a port
Place name (does not affect the game)

2.1.4 Accumulated Score Track: At the end of each expedition, note the difference in score between the two sides. At the end of the game, the player who leads on accumulated score even by one point, wins the game. If the score is 0, the result is a draw.

2.1.5 Circles of Death/Ostracism: These contain the images of individuals who died or were ostracised in the course of the game. When this occurs, place an army or fleet piece in the indicated circle.

When playing the Leonidas card, the Greek Player places an army in the circle.

2.2 Pieces

The wooden pieces in blue represent the Greek forces, those in red the Persian forces.

2.2.1 Army: A cube represents one army. There are 9 Greek armies and 24 Persian armies.
2.2.2 Navy: A disc represents a fleet. There are 5 Greek fleets and 6 Persian fleets.
2.2.3 Markers: The two white cubes are markers. One if placed on the expeditions track, the other on the accumulated score track to show the current scores.
2.2.4 Pontoon Bridge: The brown stickle represents a bridge of boats. It is used when the Persian player builds a pontoon bridge (5.1.4).

2.3 Cards

The game has 16 cards. Each card is split into two section: The upper section is a Greek event, the lower section the Persian event.

Illustration p. 3
   Greek event
   ※ in black = Event occurs in Sparta
   Persian event number on the map

2.4 Dice

Use the six-sided to resolve the combats, etc.

3.0 Getting Started

The players choose their side and take the corresponding pieces. Place the pieces on the map following the instructions below. Please refer to the illustration on the next page

3.1 Persian Set Up

Place 4 armies: two in Ephesus and two in Sestos.
Place 1 fleet in the port of Ephesus.
Keep other pieces within reach. You can place them on the map during Production Phases (5.0) once the game begins.

Illustration p. 4
Initial Set Up
   Persian forces off the map
   x20   x5
   16 cards
   Persian armies (4 in total)
   Greek Armies (3 in total)
   Persian fleet (1 in total)
   Greek fleet (2 in total)
   Place the markers. Forces
   Greek forces off the map
   x 6   x 3

3.2 Greek Set Up

Place 3 armies: one in Athens, one in Sparta and one in Corinth.
Place 2 fleets: one in the port of Athens and the other in the port of Sparta.
Keep other pieces within reach. You can place them on the map during Production Phases (5.0) once the game begins.

3.3 Set Up Markers

Place one marker in box 1 of the Expeditions Track and the other on box 0 of the Accumulated Score Track. The Persian player takes the pontoon bridge stickle.

3.4 Card Distribution

Suffle the 16 cardes and place them face down on the space on the map.
The game set-up is completed. Please go to rule 4.0 to start the game.

3.5 Definition of Control

In the following rules, "controlling a city" corresponds to one of the following situations:

• If you occupy a city with at least one army, you control that city.
• A city containing no army is not controlled. However, in the absence of an enemy army, each side controls its supply points without having to station an army there. For example, if Athens does not contain any army, Athens is controlled by the Greeks.

You do not control a city by simply having a fleet it its port.

4.0 Game Sequence

The Persians may launch up to 5 expeditions in the course of a game. The procedure to start an expedition is explained below. The game ends when five expeditions have been completed and a player has an advantage in the scores recorded in the game. A score of 0 is a drawn game.

4.1 Expedition Procedure

During an expedition, the following stages (phases) are carried out in order:

1. Production Phase
2. Operations Phase
3. Supply Phase
4. Scoring Phase

Once the Scoring Phase is completed, the expedition ends and the next one starts. Advance the marker on the Expeditions Track to indicate the start of a new

one. The game ends after the fifth expedition is completed.

4.2 The Production Phase in outline

The two players arm themselves for the expedition. The Persians and the Greeks pay in talents (the monetary unit of the game, in reality obols for the Greeks and darics for the Persians) to acquire cards, raise armies and fleet and, for the Persian player, to build a pontoon bridge. For more of the details details, see Rule 5.0. As a result of the cards acquired by the Persian player in this phase, the expedition may end immediately.

4.3 The Operations Phase in outline

The Persian player and the Greek player alternate playing a card. If they do not wish to play a card, or if they have none, they can pass. If the two players pass successively (the Persian player passes then the Greek player passes or vice-versa), the Operations Phase ends immediately regardless of the number of cards they have in hand. If a player passes, he can play a card in his next turn (if his opponent does not pass). He can pass again. For more details see Rule 6.0.

4.4 The Supply Phase in outline

Once the Operations Phase is completed, the Persians and the Greeks check in turn the supply of their armies. All unsupplied armies are removed from the map. Fleets do not need to check for supply. If the Greek player still has cards, he may keep up to 4 and discard the rest (if he has less than 4, he keeps the ones that he wants). The Persian player may keep only one, but if he does, he will only have 10 talents instead of 12 for his next expedition. For more details, see Rule 8.0.

4.5 The Scoring Phase in outline

Finally, both players count the number of cities they control or occupy with an army. The presence of a fleet in a port does not lead to the control of that port city. Compare the number of cities controlled and advance the marker on the Accumulated Score Track by a number of boxes equal to the difference, in favor of the player controlling the most cities. The maximum value of the track is 7 and the marker can not go beyond that. A difference of 7 points does not guarantee victory. The control of the two enemy supply cities during this phase gives victory (see 9.0).

Score example
If the Greeks controlled three cities (Athens, Sparta and Corinth) and the Persians two (Sestos and Ephesus), move the Accumulated Score marker 1 box in favour of the Greeks. If the Persians control Athens, the Greeks have 2 cities and the Persians 4 (Athens is an important city) and the marker is moved 2 boxes in favour of the Persians.

5. Production Phase

The two players arm themselves for the expedition. The Persians complete their production then it is the turn of the Greeks to do so.

5.1 Persian Production

5.1.1 Budget: The Persians have for each expedition 12 talents. Although not all of these ned be used, all talents not spent do not move forward to the following expedition (all talents not spent are lost). **Exception:** If Persian player retains one card from the previous expedition, the next expedition budget is reduced 10 talents.

5.1.2 Costs of production: The Persian player may purchase cards and raise armies and fleets by spending his talents. He first picks the number of cards to purchase, draws them and looks at their effects. Then, he raises armies and fleets and may build a pontoon bridge.

Unit	Talents	Max can be purchased per Phase of Production
Card	1	6
Army	1	No limit
Fleet	2*	2
Pontoon Bridge	6	-

* Optional Rule: each fleet raised costs one talent.

Greek Costs

Unit	Talents	Max can be purchased per Phase of Production
Card	1	6
Army	1	No limit
Fleet	1	2

5.1.3

5.1.4 Placing armies and fleets: Place each army in one of your supply cities or in a city you control. Place each fleet raised in a port of one of your supply cities or a city which you control. There is no limit to the number of units you can place in a city or a port. If you control a city but its port contains an enemy fleet, you may not place a newly recruited fleet in that port. Add to your hand the cards purchased.

5.1.5 Construction of the pontoon bridge: If the Persians occupy Sestos, the Persian player may build a pontoon bridge. Pay 6 talents and place the pontoon bridge on the Hellespont to show that the road between Sestos as Therma is open (Xerxes build in 480 BC un double bridge of boats on the Hellespont).

Illustration p. 7 Construction
on the pontoon bridge
      Pontoon bridge
      While the pontoon bridge is in place on the Hellespont, the road between Sestos and Therma is open.
      The two cities are not adjacent when the bridge is not in place.

5.2 Greek Production

Once the Persian player has completed his production, it is the turn of the Greek player to do so.

5.2.1 Budget: The Greeks have for each expedition 6 talents. Although it is not necessary to use these, all unspent talents are not available for the budget of the following expedition (all unspent talents are lost).

5.2.2 Costs of production: The Greek player may purchase cards and levy armies and fleets by spending talents. The choose first the number of cards to buy, draw them and read their effects. Then, they levy armies and fleets. The Greeks cannot build the pontoon bridge.

5.2.3 Placing armies and fleets: Place each army in one of your supply cities or in a city you control. Place each fleet raised in a port of one of your supply cities or a city which you control. There is no limit to the number of units you can place in a city or a port. If you control a city but its port contains an enemy fleet, you may not place a newly recruited fleet in that port. Add to your hand the cards purchased.

5.3 Abort the expedition following the sudden death of the Great King

If the Persian player draws the card "Sudden death of the Great King" at stage 5.1.2, the expedition ends there. The Persian player discards all the cards from his hand and the cards and these are combined with the discards to form a new stack. He can raise neither an army nor a fleet and cannot construct the floating bridge. Similarly, the Greek player has no production phase. Move immediately to the next expedition. There is no updating of the score (however, if the Persian Great King dies suddenly as the result of the card "Pacification of Babylon or of Egypt ", the Supply and Score Phases are performed). The game ends if this was the fifth expedition.

The "Sudden death of the Great King" may occur no more than twice in the course of a game. The first time, Darius dies suddenly from an illness. Place a Persian army on the Darius circle of the board to show that this event has occurred. The second time, Xerxes is assassinated. Similarly, place a Persian army in the Xerxes circle on the board. This event cannot occur further. If the Persian player draws The card "Sudden death of the Great King", the event has no effect and the Persians may make a movement (6.3) with this card.

A Persian army for placing on the Darius Xerxes circles is first drawn from those un-levied armies. If all the armies have been levied, the Persian player chooses which army to remove from the board.

5.4 Decks

When the deck is empty shuffle the discarded cards to construct a new draw deck. If the draw deck is empty and there are no discards, you may not purchase new cards even if you have talents.

6. Operations Phase

The Operations Phase is the main phase of play. During this phase, the two players move their armies and fleets, attack those of the enemy and capture enemy cities. They also use events on their cards to create a situation to their advantage.

6.1 Procedure of the Operations Phase

Firstly, the Persian player decides if he will play a card from his hand or if he will pass. If he plays a card, he decides whether to use the event described on the card or ignore it to move with his forces (see. 6.3 for more details).

Once this is done, it is the turn of the Greek player to play a card from his hand to use the event or move or to pass. As long as the Persian player does not plat the event "Festival of Karneia", the Greek player may use the events of Sparta.

6.1.1   If the two players pass in succession: The Operations Phase ends and one moves to the Supply Phase.

6.1.2 Passing: Players without a card in their hand must pass. If both players do not have any cards in hand, the Operations Phase ends.

6.1.3 Playing after having passed: If your opponent does not pass after you have passed, it is open to you to play. You can pass again or play a card.

6.2 Playing an Event

Apply the instructions from the card. The event effects are different for the Greeks and the Persians. Some events can only occur once of twice in the course of the game. If an event can no longer occur, you can play the card for movement. Those events without limitation can re-occur several times in a game. Place the played card in the discard pile face up.

6.2.1 Miltiades, Themistocles, Leonidas: Each of these cards can be used for its event only once in a game (the leader dies or is banished for various reasons). Once the event is played by the Greek player, place an unused Greek Army piece in the corresponding circle. If all the Greek armies are on the board, remove once to place on the circle.

6.2.2 Artemisia: The Artemisia card can be used only once for its event in the course if a game (flight with Persian forces). When it is used by the Greek player, remove and place a Persian fleet on the Artemisia circle to show this.

6.3 Movement

Ignore the event described on the card and move a group of armies or of fleets. Using a card for movement signifies the non-occurrence of the event. Discard the card after playing it. You can make one of the two following actions during your move.

•   **Land Movement:** Choose a city occupied by your armies and move one or more armies occupying it along a road (6.4).
•   **Naval Movement:** Choose a un port containing your fleets and move one or more fleets to the port of your choice (6.5).

6.4 Land Movement

6.4.1 If you decide to move your armies, choose a city occupied by your armies. You move armies that are there (any number) along a road.

6.4.2 Movement Distance: You can move along the road in the course of a move subject to the following restrictions.

•   The armies moving move together. You cannot leave armies on the road or pick up armies which were not in the originating city. You do not need to leave an army in the originating city.
•   When armies enter a city occupied by an enemy army, they stop. Additionally, they must have a Land Battle (7.1). If the city has only enemy fleets in its port, your armies are not required to stop. Your armies may halt in or pass through cities occupied by your armies or which are under your control. There is no limit to the number of armies that can occupy a city. Your armies halt when entering a city which contains no army (of either side) and which you do not control.
• The road between Sestos et Therma is cut and unless you build a pontoon bridge, no army can cross it

6.5 Naval Movement

6.5.1 If you decide to move your fleets, choose a port occupied by your fleets. You move fleets that are there (any number) to a port of your choice. The difference from armies is that fleets do not move along roads.

6.5.2 Movement Restrictions: All moving fleets en move together. If several fleets move together, all

these fleets move to the same port. A naval battle is fought if the destination port is occupied by an enemy fleet (7.2). No battle is fought between fleets and armies even if enemy armies occupy the city of the port.

6.5.3 Transport of armies: if your armies are in a port city, each fleet located there may transport one army. However, a maximum of three armies may be transported whatever the number of fleets which you have (if you move 4 or more fleets , only 3 armies or less from this city can be carried). If no enemy fleet is found in the destination port, immediately place the transported armies in the city. A Land Battle occurs if the city is occupied by enemy armies (7.1). if the destination port is occupied by enemy des fleets, first resolve the naval battle, then land in the city the armies transported by the surviving fleets . If enemy armies occupy the city, then resolve a Land Battle.

Illustration p. 9
Example of land movement
> (1) The 3 Persian armies in Ephesus move.
> (2) They first move to Sestos. they may through this because the city is under Persian control. The enemy fleet does not interfere with the movement of the army.
> (3) They cross to Therma thanks to the pontoon bridge.
> (4) They may move through Therma without stopping because a Persian army occupies it.
> (5) On the same basis, they move through without stopping at Larissa.
> (6) They must halt at Delphi because an enemy army is there and must give battle if they enter it. They must also stop at Thebes if they enter even if there is no enemy army there because the city is not under Persian control.

7.   Combat

There are two types of battles: the land battles between armies and the naval battles between fleets. Armies and fleets never fight each other. If your armies enter, following a land or naval movement, in a city occupied by enemy armies, a Land Battle must occur. If you move you fleets into a port sheltering enemy fleets, a naval battle occurs. The moving player is the attacker and the player who occupies the city or the port where the battle occurs is the defender.

7.1 Land Battle

A Land Battle occurs in several rounds until a winner emerges. In each round, the players roll the dice (1) and determine the round winner (2). When step (2) is completed, a new round commence with new dice rolls.

7.1.1 Roll the dice: Each player throws as many dice as he has armies engaged in the land battle. However, if there are more than 3 armies engaged, he only rolls 3 dice.

7.1.2 Dice scores: The players determine the winner of the round by comparing the highest scores of their dice. If the player rolls two or three dice, he only uses one to determine victory. Further, each score of 4 or more by the Persian player is treated as only 4. This is because the combat capacity of the Persians is inferior to that of the Greeks who favoured heavy infantry (hoplites).
Exception: At Ephesus or Sestos, for the Persians (in attack or defence, on land as at sea; see 7.2 for naval battles), all Persian scores of 5 or more are treated as 5. In other words, the Persians fight better in Asia than elsewhere.

7.1.3 Winning the round: The player with the highest score wins the round. The loser eliminates and removes an army ; he may raise them again for the next expedition. If the scores are equal, each player eliminates one of his armies.

7.1.4 End of a Land Battle: A Land Battle ends when the armies of one or both sides are eliminated . It can also end with a retreat (7.1.5).

7.1.5 Retreat: After having determined the winner for a round, the attacker and then the defender can decided to retreat. If the attacker retreats, his armies return to the adjacent city from which it came. If the armies were transported by fleets (6.5.3), they return to the port city at which they embarked. If the defender retreats, his armies move to an adjacent city under his control. They cannot reture into a city which neither side controls. Or, if the port shelters his fleets, his armies may embark on the fleets to retreat to a port city he controls. However he must be able to transport all his armies with his fleets and must leave with all his fleets, including those not transporting an army. If there are less fleets than armies, a naval retreat is impossible.
7.1.6 Destruction du pontoon bridge: Following a Land Battle, if the Greeks take control of Sestos,

they can immediately destroy the pontoon bridge. If the Persians retake control of Sestos, they may rebuild the bridge.

7.2 Naval Battle

As with land battles, a naval battle occurs over rounds until a winner emerges. In each round, the players roll the dice (1) and determine the round winner (2). When step (2) is completed, a new round commence with new dice rolls.

7.2.1 Roll the dice: Each player throws as many dice as he has fleets engaged in the naval battle. However, if there are more than 3 fleets engaged, he only rolls 3 dice.

7.2.2 Dice scores: The players determine the winners round by comparing the highest dice score of each of them. If a player rolls two or three dice, they only use one to determine victory. Additionally, each score of 4 or more for the Persian player in only worth 4. This is because the Greeks used more powerful triremes while the Persians depended principally on the Phoenician fleet who combat capabilities were lower..
Exception: the Persians fought better in Asia, all Persian scores of 5 of more are treated as 5 (see. 7.1.2.).

7.2.3 Winning the round: The player with the highest score wins the round. The loser eliminates and removes one fleet ; it will be available again in the next expedition. if the scores are equal, each player eliminates one of his fleets. If the fleet eliminated was transporting an army, the latter is also eliminated. Where there are fleets transporting armies and others not transporting them, remove a fleet which is not transporting an army.

7.2.4 End of a naval battle: A naval battle ends when the fleets of one or both sides are eliminated. It also ends after a retreat (7.2.5).

7.2.5 Retreat: After determining the winner of a round, the attacker and then the defender can decided to retreat. If the attacker retreats, his fleets return to the port from which they started their movement. If the fleets transported armies, the latter land in the city of the port. If the defender retreats, his fleets move to any port city under his control. The difference from retreating from Land Battle, the defender fleets cannot withdraw by transporting armies.

Illustration p. 10
Example of naval movement
The Persians decide to sail to Sestos with their fleet based at Therma. They embark and transport their army at Therma. No enemy fleet is in the port of Sestos, the army then debarks immediately in the city.
(1) The Greeks then decide to sail to Eretria from Thebes. They transport two of the three armies in Thebes.
(2) A naval battle occurs because there in a Persian fleet in Eretria. If the Greeks win the battle, they can land the armies that they are transporting.
(3) If the Persian fleet was not there the Greek armies could land without a naval battle.

Illustration p. 11 Example of combat
(1) Following the above example of naval movement one must first resolve the naval battle. As there are 3 Greek fleets, the Greek player rolls three dice. The scores are 2 3 4. The Persian player only throws one dice but scores 5. Its maximum value however is 4. The highest result for both players is 4, so each side loses 1 fleet (The Greek fleet not transporting an army is removed).
(2) Since there is no longer an enemy fleet, the two Greek armies land at Eretria and face the Persian army that is there. The players roll the dice. The Greeks roll 2 3, the Persians 4, this is a Persian victory pour the round. One Greek army is removed.
(3) The Greeks decide to retreat. They return to the port of embarkation and the transported army lands at Thebes.

8.   Supply Phase

Once the Operations Phase ends, the Supply Phase begins. The Persians first check their supply, then it is the turn of the Greeks to verify it. The procedure applies to both sides.

8.1 Hand adjustment

The Persian player discards all the cards that remain in his hand (joining the others in the discard stack). They may decide to keep one for the next expedition. If they do, the budget for the next expedition will be 10 talents instead of 12.

The Greek player may keep up to 4 cards. If he has in hand 5 or more cards, he may retain 4 at the most and discard the rest.

8.2 Attrition

Attrition is checked twice: resupply so to speak, then lines of communication.

8.2.1 Greek Army: The Greek player counts the number of ears of wheat in the cities that they control. If the number of its armies on the board exceeds this number, he removes all armies in excess. The Greek player chooses which armies to remove.

8.2.2 Persian Army: The Persian player may have as many armies as he wishes in Ephesus and Sestos ; their supply is assured by the Persian Royal Road which crosses the empire. The Persian player counts the number of ears of wheat in the cities that he controls, other than his supply cities (that is to say Ephesus and Sestos). If the number of his armies on the board (without counting those in his supply cities) exceeds this number, he removes those excess armies. The Persian player chooses the armies to remove

8.2.3 Line of communication: Then check to see if all of your armies have a line of communication with one of your supply cities. If you can trace a line via roads from the city to one of your supply cities without passing through enemy controlled cities, your city has a line of communication. The line can go though cities which no side controls. If the city has not got a line of communication, remove all the armies present unless you can meet the following condition (8.2.4).

8.2.4 Maritime link: If a city containing your armies do not have a line of communication one of your supply cities, these armies are not removed if its port shelters one of your fleets (supply comes by sea). You do not have to have a fleet in the ports of the supply cities. A fleet need only be in the port of a city whose line of communication is cut. However, the presence of enemy fleets in the ports of your supply cities would prevent you using them for maritime supply.

Illustration p. 12 **Supply**
Example
> (1) Only supply is considered in this example. The Persians control, above their supply cities, 3 cities and the total number total of ears of

wheat is 3. They have 4 armies in their cities, thus one must be removed. The fleet which had been in Eretria was eliminated, the Line of communication is cut so that the Persians decide to remove the army in Eretria.
(2) The Greeks have 3 armies and the total number of ears of wheat in Thebes and Athens is 3, thus no army is removed.
(3) The Persians check their line of communication. Larissa is not controlled by either side, The line of communication may pass through it. Delphi - Larissa - Therma - Pontoon bridge - Sestos constitutes the line of communication. If the pontoon bridge was not there, the line would be cut and the two armies in Thebes would be eliminated. One fleet being present at Therma, the army there need not be removed.

9.0 Scoring Phase

After having completed the Supply Phase, move to the Scoring Phase. Each controlled city scores 1 point to that side or 2 if it is an important city. Calculate the difference in points and add it to the Accumulated Score to the benefit of the side that scored the most points.

Advance peace talks: A side whose two supply cities de are controlled in the Scoring Phase loses the game whatever its accumulated score. In the case of the Greeks, citizens lose all hope and are resigned to submit to the Persians. In the case of the Persians, they lay down their arms, tired of the ever higher costs of the war in Ionia.

Descriptions of Cards

These are the descriptions of the individuals and events described on the game's cards.

#01: Laurion Silver Mines (Greece)
After the battle of Marathon (490 BC), the exploitation of the silver mines Laurion began and **Themistocles** used the revenues to construct Athenian war fleet. This enabled in 480 BC the victory at Salamis.

#01: Cavalry of Mardonius (Persian)
Although the Persian army had a powerful cavalry, it was not able to operate effectively because of the terrain constraints. **Mardonius** inflicted severe losses on the Athenian and Spartan allies at the beginning of the battle of Platea (479 BC) but pursuit was halted and he was defeated by the Spartan **Pausanias**.

#02: Ionian Revolt (Greece)
This is the origin of the Persianwars. The Ionian Reviolt had been supported by Athens and Eretria, **Darius I**st decided to mount an punitive expedition against Greece.

#02, 03, 13: Demand earth and water (Persian)
This was the de facto form of a demand for submission by the Persians to a city-state. Many of the city-states as well as the kingdom of Macedonia accepted the demands of the Great King.

#03: Rage of Poseidon (Greece)
God of the sea and of oceans. The card represents losses caused to a causes a fleet by a storm. During the first Persian War (492 BC), The Persians conquered Thrace to the north-east of Greece, but the fleet was ravaged by a storm and the expedition had to be aborted.

#04: Miltiades (Greece)
Miltiades was the tyrant of the Thracian Chersonese and in 513 BC he accompanied Darius I in his campaign against the Scythians. He supported the Ionian Revolt before fleeing to Athens where he became a statesman opposed to the Persians.
Faced with the crushing masse of the Persian army landing at Marathon, opinion was divided between the Athenian army fighting immediately or awaiting Spartan reinforcements. The proposal of **Miltiades** who recommended the first option was adopted and the Greek army scored an overwhelming victory.
The reputation of **Miltiades** increased ut the

expedition to Paros launched the following year was a disaster. He was accused of "cheating the nation" and although he avoided the death penalty, he died of wounds suffered on the expedition.

#04: Festival of Karneia (Persian)
This was one of the most important religious festivals of Sparta, during the course of which all military action was prohibited. It is the reason that Sparta could not mobilises all its army for the battle of Thermopylae (480 BC).

#05: Themistocles (Greece)
The Athenians became very confident following their victory at Marathon, but **Themistocles** predicted that the Persians would launch a new invasion. Opposing such a horde on land would be difficult, he started the creation of a large trireme by investing all the revenues of the mines of Laurion. This, despite the contrary advice of **Miltiades**, victor of Marathon.
In the end, the naval battle Salamis demonstrated the accuracy of **Themistocles'** thinking. He destroyed with 600 triremes of which 200 were Athenian the 700 Persian ships taking advantage of the narrow strait.
The fame of **Themistocles** becoming too great, he was ostracised by the Athenians some years later.

#05: The Immortals (Persian)
The Immortals are represented in the film 300 as repulsive creatures but, according to Herodotus, they were an elite corps of 10 000 soldiers called Immortals because when one died, he was immediately replaced: "They were called Immortals, because if one of them was lost from death or sickness, then another was available in his stead place, and because there were never less than ten thousand.".

#06: Pausanias (Sparta)
Nephew of Leonidas I, **Pausanias** defeated the Persian army at the battle of Platea. Suspected of plotting with the Persians, he was acquitted and left Sparta. He was to have freed the prisoners of war who were the friends and relatives of **Xerxes I** and offered the Persians to assist in submitting Sparta and the rest of Greece. On his return to Sparta, his duplicity was revealed and he was put to death.
Note that the Pausanias event prevents the special combat rules of the event Cavalry of Mardonius but not the movement made with the card.

#06: Ostracism (Persian)

From the word ostrakon (a ceramic shard), used as a writing medium. This was the vote by which certain Greek cities including Athens banished for ten years citizens who had incurred public disfavour. This notably allowed the suppression of dissent to permit to better withstand periods of crisis such as the Persian wars. The opponents of Themistocles were thus ostracised. This institution later devolved into a low political practice.

#07: Oracle of Delphi (Greece)

Delpho^ in ancient Greek. The Pythia delivered the oracles in the temple of Apollo, established in the 8th century BC at the south foot of Mont Parnassus, at Delphi, in central Greece.

In 480 BC, the Athenians consulted the oracle who told them to "abandon the city [...] and that a wooden wall would bring them safety". **Themistocles** interpreted this "wooden wall" as the triremes under construction for the great fleet.

The oracle delivered to Sparta indicated that "Either the city falls, or the King dies", **Leonidas** sacrificed himself with his men at the battle des Thermopylae.

#07: Great King (Persian)

Xerxes I inspired the morale of his troops by physically being present on the field of battle. The box illustration represents the battle of Thermopylae with king **Xerxes I** on his throne in the rear on the right.

#08: Leonidas (Sparta)

The illustration on the box represents the battle des Thermopylae with King **Leonidas** and his 300 Spartiates in the foreground. The film 300 popularised at the cinema the bloody combat of the battle of Thermopylae. The pass of Thermopylae was so narrow that a large number of Persians (100,000 or 200,000) were blocked by 7,000 Greek soldiers, including the 300 Spartiates. However, the Persians found the way to outflank them **Leonidas**, following the **Oracle of Delphi**, faced the Persians with his little contingent to cover the retreat of the rest of the Greek army, more than 3,000 men.

#08: Royal Road (Persian)

The Persian Royal Road was built by **Darius I** from his capital Susa to Sardis (situated just to the east of the map). The Persian army can easily recapture Ephesus of Sestos by moving on the land route with a large army.

#09: Artemisia (Greece)

The follow up to the film 300, *300: Rise of an Empire,* was spiced by a torrid scene between **Artemisia**, Queen of Halicarnassus, and **Themistocles**. Although with a negative effect on it, she participated in the battle of Salamis and, seeing the battle turning against the Persians, fled. In fact, she commanded very few ships, so that her impact on the battle was minimal. Out of respect for the performance of Eva Green, **Artemisia** has a considerable impact in the game.

#09: Hippias (Persian)

Hippias was a tyrant of Athens exiled in 510 BC. who took refuge in Persia. During the first Persian War (in fact the second expedition, The first having been abandoned by the sinking of half of the fleet), he counselled the Persians to land at Marathon, "the most convenient place in Attica for the evolutions of the cavalry". History showed otherwise.

#10: Evangelion (Greece)

Means good news in Greek *(euaggelion).* After the battle of Marathon, a hoplite ran to Athens to announce the news of victory dying on his arrival: "Nenikekamen !" ("We are victorious"). This is the origin of the marathon and during the first modern Olympic Games (1896), a foot race was organised between Marathon and Athens.

#10: Separate peace (Persian)

To break the alliance between Athens and Sparta, The Persian had to offer a separate peace to Sparta. **Pausanias** would have been the secret intermediary but the attempt failed.

#11: Melas Zomos (Sparta)

A black broth eaten by the Spartiates, described as a "black stew" by Nanami Shiono in her book "The History of the Greeks" (Japanese writer, she is very well known in her native land for her books on the history of Italy). The broth is made by mixing pigs' trotters with blood, salt and vinegar but fortunately the exact recipe is unknown. Some individuals have attempted to recreate it. For more details, visit Mesitsu's page "I cook the dishes eaten in ancient Mesopotamia":
 https://www.hotpepper.jp/mesitsu/entry/maidon/17-00008

#11: Sudden death of the Great King (Persian)

In the course of the Persian wars, two Persians Kings died.
After the failure of two expeditions, **Darius I**

decided to attack Greece with a much larger army but he died suddenly from sickness in 486 BC during preparations. the failure of expedition de **Xerxes I**, his construction of the pontoon bridge on the Hellespont and the Gate Of All Nations at Persepolis, as well the financial pressure resulting from the great works caused a decline in the Persian Empire. It is for this reason that **Xerxes I** was assassinated in 465 BC by his close counsellor Artabanus.

#12: Molon Labe (Greece)
At the battle of Thermopylae , **Leonidas** replied "Molon Labe" ("Come and take them") when **Xerxes** required him to surrender his weapons.
This was not strictly a response to the demand for "Earth and water", but this card allows the Persian demand to be declined.

#12: Defection of Thebes (Persian)
Thebai in ancient Greek. A city state that allied with the Persians during the Persian wars but some of whose soldiers fought on the Greek side at Thermopylae before surrendering to the Persians. The unreliable soldiers who appear on the box cover are the Theban soldiers.

#13: Triremes (Greece)
Warships with three rows of oars. The Greek navy used them just like the Phoenician navy of the Persians. The ramming manoeuvre thanks to a ram under the waterline (to penetrate the hull of the enemy ships to sink them) was very efficient.

#14: Support of Syracuse (Greece) / Alliance with Carthage (Persian)
This card represents the diplomacy that took place outside the map area. Syracuse was a Greek colony and the provision of its fleet to the Greeks was awaited. Carthage (Phoenician colony), with the encouragement of the Persian, did not allow Syracuse to help Greece (Carthage attacked Syracuse in 480 BC).

#15: 300 (Sparta)
This card reproduces the situation that constrained Persians in capturing the pass of Thermopylae. The situation would be similar for an attack on Corinth.

#15: The Acropolis in flames (Persian)
While **Themistocles** had evacuated the Athenians, a number held to the words of the **Oracle of Delphi** speaking of a "wooden wall" and took refuge in the Acropolis. Of course, they were easily destroyed by the mighty Persian army.

#16: Desertion of Greek Troops (Greece)
Part of the Persian army was composed of Greeks enrolled by force in the occupied territories of Asia Minor and their morale was not high. The victory of the Greeks at the battle of Platea was followed a series of desertions on their part.

#16: Pacification of Babylon or of Egypt (Persian)
Frequent rebellions occurred in the territory of the Persian empire. An Egyptian rebellion occurred in 486 BC during the preparations for an expedition against Greece by **Darius I**. The revolt of Babylon in August 479 BC obliged the Persians under **Xerxes I** to fight on two fronts.

Clarifications • Questions & Responses
As at 24 December 2018

5.3 Aborting of an expedition following the sudden death of the Great King

Q. Which Persian army must be removed following the sudden death of the Persian Great King ?
A. Remove a Persian army that has not yet been levied, from the reserve. If all armies have been levied, the Persian player chooses the army to remove.

6.1 Procedure of the Operations Phase

Q. The Persian player must play a card or pas, and decides to play a card. In the rule book, the Greek player turn is explained but before that of the Persian player must take his action (event or movement) after playing his card ?
A. Correct. The explanation was too short.

Q. The Greek player can react to the actions of Persian player by playing cards, either to cancel events *(Molon Labe* for example cancels *Demand "earth and water"*"), or to have an advantage in combat *(Miltiades, 300,* etc.). Who plays the next operation (card) ?
A. The Greek player. Playing a card to prevent the Persian operation does not lose his turn.

6.2.2 Artemisia

Q. What happens when I play this card after the Persians of lost their last fleet in combat ?
A. The effect of Artemisia can not be applied

because there is no Persian fleet. Therefore, in the absence of Persian fleet, you can not play the Artemisia card.

04 Festival of Karneia

Q. This event prohibits the Greek player playing the Spartan cards. Can he play the cards to make a movement?
A. Only the Spartan events cannot be played. The Greek player may pay Spartan cards to make a movement.