



EPIREIA

THE HELLENIC HEGEMONY

RULES BOOK

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CONTENT *of the* BOX

1 MAP BOARD OF GREECE

2 BATTLEFIELD BOARDS

6 PLAYER BOARDS

ATHENS - SPARTA - CORINTH - DELPHI - ELIS - LARISSA

6 ADMINISTRATOR CARDS

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30 INFLUENTIAL FIGURE CARDS

5 PER CITY-STATE

52 MILITARY TOKENS

14 HOPLITES LV. I - 14 HOPLITES LV. II

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60 BUILDING TOKENS

18 RESOURCE TOKENS

6 WHEAT TOKENS - 6 WOOD TOKENS - 6 COPPER TOKENS

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PRELUDE *to the* WAR



In Epireia, players are transported to the vibrant and tumultuous period preceding the Peloponnesian War. Each player embodies the leader of a powerful Greek city-state, navigating through complex alliances and ancient rivalries. Players must manage diplomacy, conflicts, and internal crises, such as epidemics and natural disasters, which threaten to destabilize their cities. The game takes place on a map of the region, where the seas and lands of ancient Greece serve as the backdrop for this epic struggle for supremacy.




Through strategic and tactical gameplay phases, each player seeks to maximize their influence, forge alliances, or plan betrayals, all with the aim of dominating classical Greece.

OBJECTIVE OF THE GAME

Epireia is a management and strategy game that culminates in the confrontation of players' armies. Each player takes charge of managing a city-state, which they must develop throughout the game to achieve final victory.

A game round consists of three phases: the development phase, the diplomacy phase,

and the collection phase.

During the development phase, players will use their resources (Wheat , Wood , Copper ) to perform actions such as constructing buildings, creating military units, or contributing to their league's treasury. This phase allows players to develop the type of city (religious, warlike, etc.) that will guide their strategy.

The diplomacy phase takes place on the map, where the Influential Figures of each player move to other regions and empires to secure trade partnerships, military alliances, or provoke skirmishes. This phase enables players to extend their influence over other cities and empires.

ACHIEVING VICTORY

A game of Epireia is guided by three scenarios that divide the game into three acts. The third act defines the conditions that end the game. When a player meets these conditions, it marks the last round for all players and leads to the final confrontation.

Throughout the game, players have amassed military units, which they will deploy on the battlefield during the final confrontation. The battlefield is divided into three fronts, and the winner of the game is the player who wins the most fronts after resolving the battles.



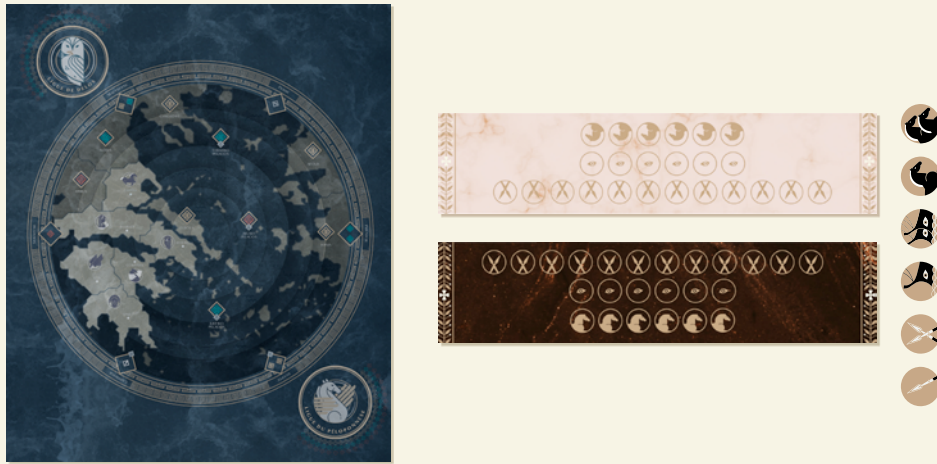
SETUP

I. MAP OF GREECE & BATTLEFIELD

Place the map board of Greece in the center of the play area.

Place the 2 Battlefield boards (reserve side up) facing each other on the side of the map.

Place the 6 shuffled military token decks near the Battlefield boards: Hoplites Level I, Hoplites Level II, Cavalry Level I, Cavalry Level II, Trireme Level I, and Trireme Level II.



II. SELECTION OF CITIES AND LEAGUES

For 2 players: players determine who will represent the Delian League and who will represent the



Peloponnesian League.

The Delian League player starts and chooses 1 City from the 6 available Cities. Then the Peloponnesian League player chooses their City.

For 3 players: the distribution should be 2 players for the Delian League and 1 player for the Peloponnesian League.

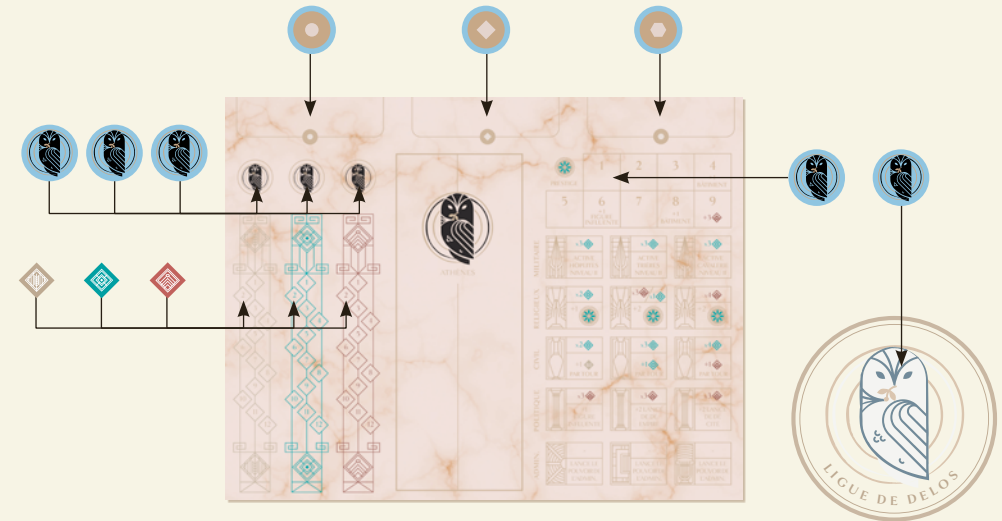
One of the Delian League players starts and chooses 1 City. Then the Peloponnesian League player chooses 1 City, followed by the second Delian League player choosing their City.

For 4 players: the distribution should be 2 players for the Delian League and 2 players for the Peloponnesian League.

One of the Delian League players starts and chooses 1 City. Then the Peloponnesian League players choose 2 Cities, followed by the second Delian League player choosing their City.




Distribute each player's City board, as well as the 3 Influential Figure tokens of the city's color, 3 Resource cubes (Wheat, Wood, and Copper), 1 twelve-sided die, and the 5 City tokens.

III. PLACEMENT OF RESOURCE & CITY TOKENS



On each Player Board: place a City token on the Prestige tracker at level 1.

Also, place 3 City tokens on the Trade Post spots.

Each player starts with the following resources: 2 Wheat , 2 Wood , and 2 Copper . Place the Resource cubes accordingly.

Add a City token in the league area to which each player belongs, as well as the league's Resource cubes.

Each league starts with 0 Wheat , 0 Wood , and 0 Copper .

Place the scenario cards face down in 3 separate piles, according to the Act (Act I, Act II, and Act III).

IV. SELECTION OF ADMINISTRATORS

For 2 players: the player from the Delian League starts and chooses an Administrator card from the 6 available cards and places it on their player board. Then, the Peloponnesian League player chooses an Administrator card.

For 3 players: one of the Delian League players starts and chooses an Administrator card. Then, the Peloponnesian League player chooses one, followed by the second Delian League player choosing their Administrator.

For 4 players: one of the Delian League players starts and chooses an Administrator card. Then, the Peloponnesian League players choose 2 cards, followed by the second Delian League player choosing their Administrator.

V. SELECTION OF THE STARTING INFLUENTIAL FIGURE



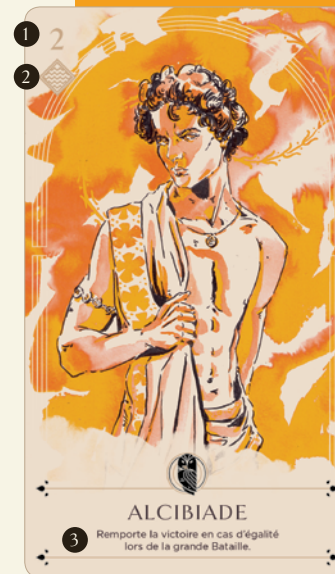
Give each player the 5 Influential Figure cards corresponding to their City.

Each player secretly chooses 1 Influential Figure. Once all players have made their choice, the cards are revealed and placed on the first spot of each player board.

The token for the Influential Figure is placed on the space of their City.

Note: it is possible to view all Influential Figure cards from other Cities.

Setup is now complete, and the game can begin



INFLUENTIAL FIGURE

Influential Figures are the personalities of a City that the player sends onto the map. They have an attack power **1** (from 1 to 3), which is used in case of conflicts and during the Great Battle at the end of the game.

The sea icon **2** marks the Influential Figures that have the ability to travel to maritime Territories and Empires.

Some Influential Figures have a unique ability **3** that is active as soon as the card is in play on the player board (see Influential Figure Abilities p.XX).

When the player acquires a new Influential Figure card during the game, they must place it on one of the spots on their player board and place the token on the card. It can be moved in the same turn.

It is not possible to change an Influential Figure during the game.

ANATOMY of the MAP



- 1 Delian League Area. 2 Delian League Resource Tracker. 3 Peloponnesian League Area.
 4 Peloponnesian League Resource Tracker. 5 City Zones.
 6 Land Territories (6). 7 Maritime Territories (3). 8 Empires and Their Rewards (6).

PLAYER BOARD



1 Slots for City Influential Figures. 2 Reserve of City tokens used as Trade Posts.

3 Wheat tracker. 4 Wood tracker. 5 Copper tracker.

6 Administrator Card slot. 7 Prestige tracker.

Military Buildings 8 allow players to produce level II Military units (Hoplites, Triremes, and Cavalry).

Religious Buildings 9 allow the player to increase their Prestige.

Civil Buildings 10 allow the collection of 1 additional Resource during the resolution phase (Wheat, Wood, and Copper).

Political Buildings 11 have various effects. The first allows the player to obtain a new Influential Figure. The second increases the success chance of a dice roll with an Empire by 2. The third increases the success chance of a dice roll for integrating a Greek City by 2.

Administrator Buildings 12 allow the player to use the Administrator's ability, limiting the use of this power to 3 times per game.

PRESENTATION of SCENARIOS

1 ACTE III

LES JEUX OLYMPIQUES

« Muse, dis-moi quels furent les premiers qui s'ouvrirent la carrière de la gloire, en obtenant la couronne, soit par la force de leurs bras, soit par l'agilité à ta course ou la rapidité des chars. »

2 Pindare, Olympiques, X

Des hérauts venus d'Elis parcourent toute la Grèce. De cités en cités, ils annoncent la trêve olympique : dans un mois, la grande compétition sportive s'ouvre. Athlètes et citoyens peuvent se rendre jusqu'Olympie sans être inquiétés.

Nous sommes à la deuxième pleine lune qui suit le solstice d'été : le grand jour est enfin arrivé. La cérémonie d'ouverture débute : processions et danses rituelles rythment la vie du village olympique pendant 3 jours. Le dernier soir, les athlètes prêtent serment : il jurent qu'ils ne violeront pas l'ordre olympique et qu'ils se sont entraînés pendant 10 mois.

Sur le site d'Olympie, à 30 km d'Elis, les plus grands athlètes du monde grec sont prêts à s'affronter sur différentes épreuves pendant 5 jours :

Courses de chevaux, course à pied, pentathlon, course de fond, lutte, pugilat, pancrace, course en armes. Les honneurs que percevront les vainqueurs assureront la gloire de votre cité : on chantera leurs exploits à travers toute la Grèce et on sculptera des statuts à leurs effigies.

Etes-vous prêts à vous confronter aux autres cités ?



ASPIRATION
La cité dont les athlètes ramènent tous les honneurs aux Jeux Olympiques verra son prestige s'accroître considérablement, attirant admiration et respect parmi les autres cités grecques.

5 **CONTRAINTES**
Il est impossible de soumettre une cité neutre pendant toute la durée du scénario.

3 **OBJECTIF DE LA LIGUE**
Être la première ligue à posséder 8 de prestige par cité.

4 **GAIN**
 La première ligue à remplir les conditions reçoit immédiatement un jeton Cavalerie Niveau II à placer sur son champ de bataille.

Before starting your first game, it is important to understand the significance of the scenarios.

HOW SCENARIOS WORK

The scenarios structure the game and are divided into 3 mandatory Acts.

- Act I represents the exposition and progression: the Cities will develop and choose their strategy.
- Act II represents the dilemma: a drama occurs that disrupts Greece.
- Act III represents the unfortunate outcome: increasing tensions lead to the great battle.

SELECTION OF SCENARIOS

At the beginning of the game, the Act I scenario is drawn randomly. When a scenario is completed by a player, the next Act's scenario is drawn randomly at the beginning of the following turn.

ANATOMY OF SCENARIOS

Scenario cards are marked with the number of the Act to which they belong **1**.

Each scenario consists of a story **2** that should be read aloud when it is selected.

Objective to fulfill **3**: the first player to meet the objective immediately earns the reward.

Reward **4**: this determines the prize won by the player who meets the objective.

Constraints **5**: these determine the changes to apply in the game.

WINNING A SCENARIO

The first player to meet the scenario's objective immediately wins the reward indicated in the scenario. Only one player can win the scenario reward.

All scenario rewards are Military tokens that must be placed in the reserve on the player's league Battlefield board.

GAME OVERVIEW

A game is played in turns. Each turn consists of 3 phases. During a phase, players from both leagues will take their actions one after another.

OBJECTIVE OF THE GAME

The objective of the game is to win the great Battle between the two leagues, which will take place at the end of the game. Players will develop their city to provide the necessary military units for victory on the battlefield. The great Battle is triggered when the 3rd scenario is completed.



STARTING THE GAME

Randomly select a scenario card from Act 1 and place it face up for all players to see. Read aloud the story of the scenario, the objective to be fulfilled, the reward, and any constraints (if present).

1. DEVELOPMENT PHASE

The development phase allows players to use their resources to increase the influence of their City.

The Delian League player starts and chooses 2 actions from the 3 available actions. Then, it is the turn of the Peloponnesian League player to perform 2 actions.

With 3 players, the two Delian League players start, one after the other, followed by the turns of the Peloponnesian League player.




With 4 players, the two Delian League players start, one after the other, followed by the turns of the Peloponnesian League players.

Note: a player can choose to perform the same action twice.

Three actions are possible:

1. DONATE RESOURCES
2. CONSTRUCT *a* BUILDING
3. PRODUCE *an* ARMY TOKEN

1. DONATE RESOURCES

The player can offer between 2 and 8 units of the same resource (Wheat , Wood , or Copper ) to their League. This allows them to gain 1 Prestige. The resources and the Prestige point are updated immediately on the player board and on the League tracker on the map.

Note: it is not possible to offer different resources in a single donation; you will need to use a second action for that.

2. CONSTRUCT *a* BUILDING

The player can use their resources to construct a building on their player board. There is no specific order for constructing buildings. All buildings can be constructed independently. When constructing a building, the resource cost is updated immediately on the player board, and a building token is added to the spot of the constructed building.

Note: the action allows for the construction of only one building at a time. A building can be constructed only once during the game.



3. PRODUCE *an* ARMY TOKEN

The player can use their resources to produce Military tokens. When producing a Military token, the resource cost is updated immediately, and the token must be placed in the reserve on the Battlefield board.

Note : the action allows for the production of only one token at a time. The total number of Hoplites, Cavalry, and Triremes tokens is limited, so the action is not possible when the decks are exhausted.

MILITARY TOKEN	COST
Hoplites Niv. I	2 
Hoplites Niv. II	3 
Triremes Niv. I	2 
Triremes Niv. II	3 
Cavalry Niv. I	2 
Cavalry Niv. II	3 

PRESTIGE-RELATED BONUS

During the development phase, it is possible to earn bonuses related to the Prestige level of the Administrator. When a bonus is reached, the associated reward takes effect immediately.

Note : the bonus must be applied immediately. If the player does not have the resources at the time of the bonus, the reward is forfeited.



2. DIPLOMACY PHASE

The diplomacy phase allows players to move their Influential Figures on the map of Greece.

The Peloponnesian League player starts and moves their Influential Figures using the 3 available types of movement. Then, it is the turn of the Delian League player to move their Influential Figures.

Three types of movement are possible:

1. MOVE *to an* EMPIRE
2. MOVE *to a* TERRITORY
3. MOVE *to a* GREEK CITY

Note : it is not mandatory to move an Influential Figure.

1. MOVE *to an* EMPIRE



A player can move an Influential Figure to an Empire space. The movement is immediate and cannot be contested by other players. A player can only send one Influential Figure from their City to the same Empire. It is possible to send multiple Influential Figures to different Empires.



Some Empires are accessible only by sea; in this case, only Influential Figures with this ability can be moved to these Empires. A sea icon is displayed on the Empires and on the Influential Figure cards with this ability.

The resolution and rewards of the Empires are handled during the Resolution phase.

Note : two opposing Cities can move to the same Empire; in this case, the chances of negotiations will decrease during the Resolution phase.

For 3 and 4 players:

Players from the same league can only send one Influential Figure per Empire.

2. MOVE to a TERRITORY



A player can move an Influential Figure to a Territory space. The movement is immediate and cannot be contested by other players. A player can send multiple Influential Figures to the same Territory or to different Territories.



Some Territories are only accessible by sea; in this case, only Influential Figures with this ability can be moved to these Territories. A sea icon is displayed on the Territories and on the Influential Figure cards with this ability.

The resolution and rewards of the Territories are handled during the Resolution phase.

Note : two opposing Cities can move to the same Territory; in this case, a conflict will occur during the Resolution phase.

Territory Controlled by a Troop

Some Scenarios allow the appearance of Brigands on Territories. It is possible to move an Influential Figure to the controlled Territory; however, the resolution with the Brigand token must be carried out during the Resolution phase.

3. MOVE to a GREEK CITY



A player can move an Influential Figure to a non-played Greek City. The movement is immediate and cannot be contested by other players. A player can only send one Influential Figure from their City to the same Greek City. It is possible to send multiple Influential Figures to different Greek Cities.

The resolution and rewards of the Greek Cities are handled during the Resolution phase.

Note : multiple Influential Figures from opposing Cities can move to the same Greek City; in this case, a conflict will occur during the Resolution phase.

3. RESOLUTION PHASE

The resolution phase allows for resolving the movements from the Diplomacy phase and producing each player's resources.

Four actions must be carried out in the following order:

1. RESOLUTION *of* NEGOTIATIONS *with* EMPIRES
2. RESOLUTION *of* CONFLICTS *and* COLLECTION *from* TERRITORIES
3. RESOLUTION *of the* INTEGRATION *of* GREEK CITIES
4. COLLECTION *of* RESOURCES *from the* CITIES

1. RESOLUTION *of* NEGOTIATIONS *with* EMPIRES



The Peloponnesian League player begins the resolution of the Empires. If they have an Influential Figure on one of the Empire spaces, they roll their 12-sided die to determine if the Empire agrees to their request. If the roll result is equal to or greater than the number required by the Empire, the player receives the rewards indicated on the map. Otherwise, they receive nothing.

EMPIRE	🎲 1 IF	🎲 2 IF
Persia	7 or +	9 or +
Phoenicia	5 or +	7 or +
Egypte	5 or +	7 or +
Carthage	5 or +	7 or +
Syracuse	7 or +	9 or +
Macedonia	5 or +	7 or +

Regardless of the result, the Influential Figure returns to their city after the negotiation.

Note : each Empire has a specific number to achieve to succeed in the negotiation.

If two Influential Figures are on an Empire, each player must roll their die to negotiate with the Empire. In this case, the success

chances of the die roll are reduced by 2 for each player.

Note : some Influential Figures have abilities that increase success chances; in this case, add these to the previous chances.

Exemple : the Influential Figures of two players are on the Persian Empire space. One is Heliodorus of Larissa and the other is Themistocles of Athens. A result of 7 or higher is normally required to gain Persia's favor. But since two Influential Figures are present on the space, the chances are reduced by 2, and a result of 9 or higher is needed, except for Heliodorus, whose ability to increase success chances with Empires by 2 cancels out the penalty.

If multiple Empires are visited, follow this resolution order: Persia, Phoenicia, Egypt, Carthage, Syracuse, Macedonia.

2. RESOLUTION *of* CONFLICTS *and* COLLECTION *from* TERRITORIES



CONFLICTS WITH OTHER INFLUENTIAL FIGURES

If Influential Figures from two different leagues are on the same Territory, a conflict occurs to determine which league can collect the Territory's resource.

Each league rolls their die, and the league with the highest score remains to collect the resources. The Influential Figures of the other league immediately return to their city.

The attack points of the Influential Figures are taken into account during the resolution of the conflict. To determine a league's advantage in a conflict, add the attack points of the Influential Figures present on the Territory to the die roll result. If one league has an attack advantage, the difference in attack points is added to their die roll result to increase their chances of victory.

Note : multiple Influential Figures can engage in conflict with a smaller number of Influential Figures.

Example : a player has placed Cleisthenes (2) and Pericles (3) on a Territory, and their opponent has placed Brasidas (2) there. They roll their dice; the first player rolls a 4 and the second rolls a 5. The first player has a total score of 9 ($4 + 2 + 3 = 9$), and the second has a score of 7 ($5 + 2 = 7$). The first player wins the Territory.

In case of a tie, neither player wins the Territory, and the Influential Figures are returned to their respective cities.

CONFLICT WITH BRIGANDS

If Influential Figures are on a Territory occupied by a Brigand token, a conflict occurs to determine if the Influential Figures can access the Territory's resources and displace the Brigands.

The player with the Influential Figures rolls a die. If the score is equal to or higher than the required result, the Brigands are defeated. If the result is lower, the Influential Figures immediately return to their city.

The required result to defeat the Brigands depends on the combined attack points of the Influential Figures on the Territory:

- If the combined attack points are 1 or 2, the result must be 7 or higher.
- If the combined attack points are 3 or 4, the result must be 5 or higher.
- If the combined attack points are 5 or higher, the result must be 3 or higher.

Example: a player has placed Cleisthenes (2) and Pericles (3) on a Territory space with a Brigand token. Their combined attack points are 5 ($2 + 3$), so they need to roll a 3 or higher to defeat the Brigands and claim the Territory's resource.

Note: if the Influential Figures belong to multiple cities from the same league, only one roll is made.

COLLECTING FROM TERRITORIES


After the resolutions, the player who wins the conflict(s) collects the tax indicated on the Territory space. A City token is placed on the Territory to symbolize ownership. This tax is only collected when the Territory is taken.

Note: it is not possible to subjugate a Territory already controlled by another player from the same league.

A subjugated Territory can be reclaimed by an opponent. If the Territory is not «protected» by an opponent's Influential Figure, the player takes it and places their City token on it. The previous owner retrieves their City token back to their player board.


3. RESOLUTION *of the* INTEGRATION *of* GREEK CITIES



The player with the Influential Figure rolls their die to determine if the non-played Greek City agrees to their request. If the roll result is equal to or greater than the number required by the Greek City, the player immediately receives 1 Copper , but the military token is placed on the league space with a token of the integrated City on top. Otherwise, they receive nothing.

Regardless of the result, the Influential Figure returns to their city after the negotiation.

Each Greek City has a specific number to achieve to succeed in the negotiation.

CITY		REWARDS
Athens	7 or +	1 Copper + 1 Hoplites token Level I
Sparta	7 or +	1 Copper + 1 Hoplites token Level I
Corinth	7 or +	1 Copper + 1 Triremes token Level I
Delphi	7 or +	1 Copper + 1 Cavalry token Level II
Elis	7 or +	1 Copper + 1 Triremes token Level I
Larissa	7 or +	1 Copper + 1 Cavalry token Level II

If multiple Influential Figures are on the same Greek City space, players must first resolve this conflict as seen in «Conflicts with Other Influential Figures» (p.XX).

Note: some Influential Figures have abilities that increase success chances; in this case, these should be added to the existing chances.

If multiple Greek Cities are visited, follow this resolution order: Elis, Delphi, Larissa, Corinth, Sparta, Athens.

An opposing player can reclaim the allegiance of a Greek City. If they succeed in the die roll, the military token is moved to the other league's space.

4. COLLECTION *of* RESOURCES *from the* CITIES

The resolution phase ends with the addition of the turn's resources.

All players receive 1 Wheat , 1 Wood , and 1 Copper .

Players who have constructed Civil buildings receive their gain for the turn.

The game turn ends, and the next turn begins with the development phase.

If a Scenario is completed during a game turn, the next Act's Scenario is revealed at the beginning of the following turn.

THE GREAT BATTLE

When the Act III Scenario is completed, players finish the current game turn. The great Battle can then begin.

At the start of the great Battle, each league must place 3 Influential Figures that will participate in the confrontation.

Anatomy of the Battlefield

The Battlefield board consists of 3 fronts: the flank, the center, and the maritime. Each front is divided into 3 columns.



1. GATHERING ARMY TOKENS

Players from both leagues gather the army tiles accumulated during the game.

- Retrieve the Military tokens placed in your reserve.
- Retrieve the Military tokens from each allied Greek City from your league's area.

2. PLACING ARMY TOKENS

Flip your Battlefield board to the Confrontation side. Players from both leagues place their Military tokens face down on the corresponding spots on the board.



Slot for a Hoplites token
Level I or II



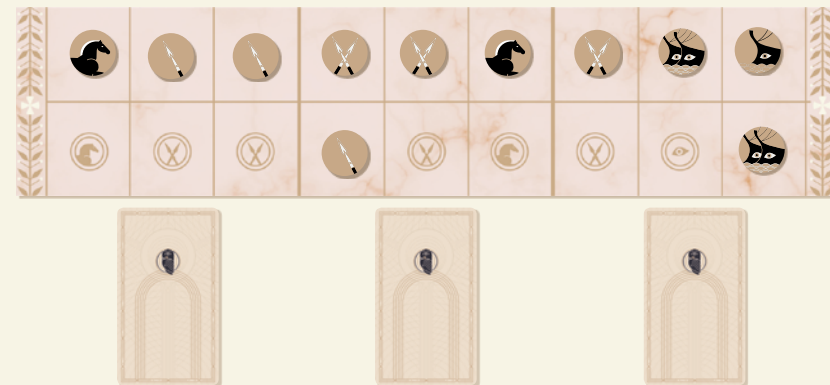
Slot for a Triremes token
Level I or II



Slot for a Cavalry token
Level I or II

3. PLACING INFLUENTIAL FIGURES

Players from both leagues retrieve the Influential Figure cards currently in play, then place 1 Influential Figure face down on each front of the Battlefield. The remaining Influential Figure cards will not be used.



Once both leagues have completed their placements, the Influential Figures are revealed face up, and the resolution of the great Battle can begin.

4. RESOLUTION OF THE GREAT BATTLE

The great Battle is resolved starting with the flank, then the center, and finally the maritime front. All three fronts must be resolved to declare the winning league.

Winning a Front

To determine the winner of a front, reveal the tokens in each column, one by one.

- The Military tokens in both rows of the first column for both players are revealed, and the league with the highest cumulative power wins the confrontation.
- After revealing a column, each league can decide within a reasonable time (less than a minute) to engage their Influential Figure card in the combat. The card's power is added to the column's total, potentially securing the win.
- When a league engages their Influential Figure, the opposing league can also decide within a reasonable time (less than a minute) to engage their Influential Figure card in the same column.



An Influential Figure can only be engaged in one column per front resolution.

In case of a power tie, with or without Influential Figures, neither league wins the column.

The resolution of the front continues with the next columns. The league that wins the majority of columns wins the front.

Note: it is not possible to retrospectively send an Influential Figure to a row that has already been resolved.

If there is a tie in column victories (1-1) or if no column is won, the front is not won by any league.



The league that wins the majority of fronts wins the victory.

In case of a tie in the number of fronts won, the league that has won the maritime front is declared the winner. If neither league has won the maritime victory, the player with the highest Prestige wins the victory. If both leagues have the same Prestige, the player with the most Copper wins the victory.

ICONOGRAPHY & GLOSSARY

LEAGUE

A league is an alliance formed between several Greek city-states with the purpose of mutual defense against common enemies or achieving common military and political objectives. These leagues allowed the city-states to combine their resources and military forces for increased effectiveness. Players in the same league cooperate throughout the game.

CITY

The 6 Cities of Epireia can be played by the players, each with its own Influential Figures.

NEUTRAL CITY

Neutral Cities are cities that are not played by any player and can be subjected to a league during the game.

TERRITORY

Territories are regions that can be occupied by a City through the movement of one of its Influential Figures. The controlled Territory space is marked by a City token.

BRIGANDS



Certain Scenarios require placing Brigand tokens on specific Territories. Placing these tokens removes any previously placed City token.

PRESTIGE



Prestige is the gauge of your Administrator's popularity within the City. The more a player cultivates their Prestige, the more resources and bonus actions they receive.

EMPIRE

There are 6 Empire spaces on the map, located on the border: Persia, Phoenicia, Egypt, Carthage, Syracuse, and Macedonia.



Wheat



Sea



Hoplites Lvl. I



Triremes Lvl. II



Wood



Reward Hoplites Lvl. I



Hoplites Lvl. II



Cavalry Lvl. I



Copper



Reward Triremes Lvl. I



Triremes Lvl. I



Cavalry Lvl. II

MODE SOLO

SETUP

I. MAP OF GREECE & BATTLEFIELD

Place the Greece Map and Battlefield boards in the same way as in the multiplayer mode.

II. CHOOSING THE SOLO SCENARIO

Select the Scenario card you wish to complete from the available Solo Scenarios. Place the Scenario card next to the Greece map so you can refer to it during the game.

A Scenario must be completed within a maximum number of rounds. The number of rounds is indicated on each Scenario card.

Note: if there is a constraint mentioned on the Scenario card, it must be applied throughout the game.

III. SELECTION OF CITIES AND LEAGUES

The player chooses the City and League they wish to play during the game.

Note: the choice of City may be predetermined, in which case it is indicated on the Scenario card.

Take the player's City board, along with 3 Resource cubes (Wheat, Wood, and Copper), 1 twelve-sided die, 5 City tokens, and 3 Influential Figure tokens.

IV. SELECTION OF THE ADMINISTRATOR

Choose 1 Administrator card from the 6 available cards and place it on your player board.

Note: the Administrator will be used for the entire game and cannot be changed.

V. SELECTION OF THE STARTING INFLUENTIAL FIGURE




Take the 6 Influential Figure cards corresponding to your City. Choose 1 Influential Figure card to start the game and place it on your player board.

If the Scenario includes other Cities in play, take the Influential Figure cards indicated on the Scenario card for each enemy Greek City and place them face down next to the Greece map.

Take the Influential Figure tokens for the enemy Greek Cities and place them on the corresponding City spaces on the map.

VI. PLACEMENT OF RESOURCE AND PRESTIGE TOKENS

The player starts with a Prestige level of 0; place your City's Prestige token on your player board.

The player begins with 2 Wheat , 2 Wood , and 2 Copper ; place the corresponding Resource tokens on your player board.

To symbolize your City's affiliation to a League, place a City token in the League zone you wish to join. Also, place the League's Resource tokens. Each League starts with 0 Wheat, Wood, and Copper resources.

Note: if a player chooses Athens, they must join the Delian League. If a player chooses Sparta, they must join the Peloponnesian League.

If other Cities are in play, place their City token in the opposing League.

Shuffle and place the military tiles face down in 6 distinct piles, according to unit type and level.

Shuffle and draw as many Augur cards as there are turns indicated on the Scenario card. Then form a face-down deck of Augur cards; these will help the player keep track of the number of turns during the game.

VII. PLACEMENT OF MILITARY TOKENS

In Solo mode, the opposing military tokens are defined and placed at the beginning of the game on the Battlefield.

The number of units and their placement are specific to each scenario and are indicated in this booklet on page 35.

Take and place the military tokens on the opposing Battlefield board.

Note: the player starts on their side with the board face down in the military reserve.

The setup is complete, and the game can begin.

III. RESOLUTION PHASE

The Resolution Phase allows the player to resolve the movements from the Diplomacy Phase and produce the City's resources.

The Resolution Phase consists of 3 actions to be performed in the following order:

- Resolve negotiations with Empires
- Resolve conflicts and Collect from Territories
- Collect resources from Cities

TRIGGERING THE FINAL BATTLE

When the number of turns specified in the scenario is reached, the Final Battle begins only if the player has successfully completed the scenario's objectives; otherwise, the game is lost.

At the start of the Final Battle, the player must deploy up to 3 Influential Figures who can intervene in the confrontation.

The opposing army does not have Influential Figures in this mode.

The sequence of events is the same as in multiplayer mode:

- Gathering of Military tokens
- Placement of Military tokens
- Placement of Influential Figures
- Resolution of the Final Battle

END OF GAME

The player wins the game if they secure a majority of fronts during the Final Battle. In the event of a tie in the number of fronts won, the player loses the game.

