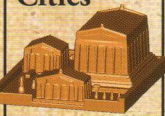




VICTORY OR DEATH

PLAYER AID CARD

ORDER OF PLAY

1. Corinth
2. Delian League
3. Sparta
4. Athens

PIECES	GENERAL	MUSTERING	BATTLE
 Cities	<ul style="list-style-type: none"> One City per land space Cities worth 1 VP NEVER removed if there is a Hoplite in the same space 	<ul style="list-style-type: none"> Cities are never mustered, only placed 	<ul style="list-style-type: none"> Cities cannot battle
 Hoplites	<ul style="list-style-type: none"> One Hoplite per land space, per Power on one team 	<ul style="list-style-type: none"> Must be in or adjacent to your own piece Must trace supply to your own City 	<ul style="list-style-type: none"> Hoplites may only battle land spaces
 Triremes	<ul style="list-style-type: none"> One Trireme per sea space, per Power on one team 	<ul style="list-style-type: none"> Must be able to trace supply to your own City 	<ul style="list-style-type: none"> Triremes may battle land spaces or sea spaces

TURN SEQUENCE

1. **Strategy step:** Remove any Bribery Tokens and use Strategy Step Prepare cards.
2. **Play step:** Play one card – either from your hand or using Emergency Provision. Deduct 1 VP if you do not play a card.
3. **Planning step (Optional):** You may play a Prepare card to the table if you discard a different card from your hand.
4. **Supply step:** If any of your pieces are out of supply, remove them from the board.
5. **Draw step:** Draw until your hand has seven cards.

SUPPLY LINE RULES

- You must trace a supply line to any friendly City, except when you muster a piece. When you muster a piece, the supply line must end at your own Power's City (*exception, Mustering in Place, see page 12*).
- None of the spaces can be occupied by enemy pieces.
- Each Land space must be occupied by a friendly Hoplite, City, or Bribery token.
- Neutral spaces must be occupied by a friendly Bribery token.
- Each Sea space must be adjacent to a friendly Hoplite, City, or Bribery token. (Note: Triremes have no effect when tracing supply.)

Power	Team	Hoplite	Trireme	City	Bribery Tokens	Event	Land Battle	Muster Hoplite	Muster Trireme	Prepare	Sea Battle	Status	Total
Corinth	Oligarch	4	4	4	2	8	3	4	4	17	3	4	43
Delian League	Demos	3	3	4	1	10	2	4	4	8	2	6	36
Sparta	Oligarch	5	2	3	2	7	8	5	2	12	1	4	39
Athens	Demos	4	5	3	3	5	5	3	5	15	6	5	44

CORINTH PREPARE CARDS

At last Corinth sent out ships and troops for the protection of Leucas and the rest of the friendly cities	Use during your Strategy step. Place a Hoplite in Ambracia or Leucas.
Should the Athenians not take the field, he could fearlessly ravage the plain	Use during your Strategy step. If you have a Hoplite in Attica, the Athenian player must discard 4 cards from its draw deck.
The Thebans formed twenty-five shields deep; such was the strength of the Boeotian army	Use during your Strategy step. Battle in Attica.
Revolt of Euboea	Use during your Strategy step. If you have a piece in Boeotia, battle Euboea and then place a Hoplite in Euboea.
A Theban force made an armed entry into Plataea	Use during your Strategy step. Muster a Hoplite in Boeotia.
Thebes	Use during your Strategy step. If a friendly Hoplite or Bribery token is in Boeotia, place a City in Boeotia.
Potidaea	Use during your Strategy step. If there is a friendly Hoplite or Bribery token in Chalcidice, place a City in Chalcidice.
The Athenians formed outside the long walls and remained motionless; the risk was too unequal	Use when Corinth is battled. Do not remove a piece in Corinth this turn.
The first place in Hellas where galleys were built	Use during your Strategy step. Muster a Trireme in the Gulf of Corinth, or remove an enemy Trireme in the Gulf of Corinth.
Megara had revolted; the Peloponnesians were on the point of invading Attica	Use during your Strategy step. Muster a Hoplite in Megara, or remove an enemy Hoplite in Megara.
Syracuse	Use during your Strategy step. If there is a friendly Hoplite or Bribery token in Syracuse, place a City in Syracuse.
The Syracusans put out ships to attack the Athenians on all sides	Use during your Strategy step. Muster a Trireme in the West Mediterranean Sea, or remove an enemy Trireme in the West Mediterranean Sea.
Not everyone can sail to Corinth	Use during your Strategy step. Every other power must discard 2 cards from its draw deck. Gain +1 Victory Point.
Surprises of war	Use during your Strategy step. Remove up to 2 of your Hoplites and/or Triremes from the board; then, one by one, muster these pieces.
To prepare troops and the provisions requisite for a foreign campaign	Use after you muster a Hoplite or Trireme. Remove up to 3 of your Hoplites and/or Triremes from the board; then, one by one, muster these pieces.
To prepare troops and the provisions requisite for a foreign campaign	Use after you muster a Hoplite or Trireme. Remove up to 3 of your Hoplites and/or Triremes from the board; then, one by one, muster these pieces.
What women live in that place?	Use during your Strategy step. Every other power must discard 1 card from its draw deck. Gain +2 Victory Points.





DELIAN LEAGUE PREPARE CARDS

Acarnania	Use during your Strategy step. If a friendly Hoplite or Bribery token is in Acarnania, place a City in Acarnania.
Chios	Use during your Strategy step. If a friendly Hoplite or Bribery token is in Chios, place a City in Chios.
Lesbos	Use during your Strategy step. If a friendly Hoplite or Bribery token is in Lesbos, place a City in Lesbos.
Samos	Use during your Strategy step. If a friendly Hoplite or Bribery token is in Samos, place a City in Samos.
Surprises of war	Use during your Strategy step. Remove up to 2 of your Hoplites and/or Triremes from the board; then, one by one, muster these pieces.
The ornaments of Athene herself contained forty talents of pure gold	Use during your Strategy step. Place an available 1 Delian League and 2 Athenian Bribery Tokens in the Available Bribery Tokens box.
To prepare troops and the provisions requisite for a foreign campaign	Use after you muster a Hoplite or Trireme. Remove up to 3 of your Hoplites and/or Triremes from the board; then, one by one, muster these pieces.
Treasurers for Hellas	Use during your Strategy step. The Delian League must discard 2 cards from its hand. The Athenian player may muster an Athenian Trireme or Hoplite.



SPARTA PREPARE CARDS

Brasidas set out on his march for the Thracian places	Use during your Strategy step. Place a Hoplite in Amphipolis.
Enough to keep away our enemies	Use when Laconia is battled. Do not remove a City in Laconia this turn.
Knowledge of how to rule and to be ruled	Use during your Strategy step. Muster 1 or 2 Hoplites in or adjacent to Laconia.
These are Sparta's walls	Use when Laconia is battled. Do not remove your Hoplite in Laconia; then discard a Land Battle card to remove a Hoplite adjacent to Laconia.
Arrival of Gylippus at Syracuse	Use during your Strategy step. Place a Hoplite in Syracuse or Sicily.
Because we are the only ones who give birth to men	Use after you Muster a Hoplite. Battle a Land space adjacent to the Hoplite just mustered.
How to be free	Use during your Strategy step. Muster a Hoplite.
Spartan colonists	Use during your Strategy step. Discard 2 cards from your hand and place a City in a space with your Hoplite.
Surprises of war	Use during your Strategy step. Remove up to 2 of your Hoplites and/or Triremes from the board; then, one by one, muster these pieces.
To prepare troops and the provisions requisite for a foreign campaign	Use after you muster a Hoplite or Trireme. Remove up to 3 of your Hoplites and/or Triremes from the board; then, one by one, muster these pieces.
To prepare troops and the provisions requisite for a foreign campaign	Use after you muster a Hoplite or Trireme. Remove up to 3 of your Hoplites and/or Triremes from the board; then, one by one, muster these pieces.
You should reach the limits of virtue before you cross the border of death	Use when your piece is battled. Do not remove that piece this turn.

ATHENS PREPARE CARDS



Everything the city required had to be imported from abroad	Use when Athens is battled. If you have at least 3 supplied Triremes on the board, do not remove a piece in Athens this turn.
Instead of a city it became a fortress	Use when Athens is battled. Do not remove a City in Athens this turn.
The long walls to the sea	Use when Athens is battled. Do not remove a piece from Athens this turn.
The Lacedaemonians, hitherto without experience of incursions or a warfare of the kind	Use during your Strategy step. Sparta must discard 1 card from its draw deck for each Demos Hoplite or Trireme in or adjacent to Laconia.
Go down into Piraeus, and defy the world	Use when Athens is battled. If you have a Trireme in Saronic Gulf, do not remove a piece in Athens this turn.
It was on the fleet of Hellas that her cause depended	Use during your Strategy step. Muster 1 or 2 Triremes in or adjacent to the Saronic Gulf.
The envoys arrived from Sicily, bringing sixty talents of uncoined silver as a month's pay for sixty ships	Use during your Strategy step. At no card cost, place a (free) Bribery token in Sicily or Italy and Muster a Trireme in the West Mediterranean Sea.
Athenian colonists	Use during your Strategy step. Discard 3 cards from your draw deck and place a City in a space with your Hoplite.
Attacks with the beak were few, there being no opportunity of breaking the line	Use when your supplied Trireme is battled. Do not remove that Trireme.
Cleon, the most violent man at Athens, carried the motion of putting the Mitylenians to death	Use after you muster a Trireme. Battle a Land space adjacent to that Trireme.
Surprises of war	Use during your Strategy step. Remove up to 2 of your Hoplites and/or Triremes from the board; then, one by one, muster these pieces.
Surprises of war	Use during your Strategy step. Remove up to 2 of your Hoplites and/or Triremes from the board; then, one by one, muster these pieces.
The Athenians disabled all they came across; no one thought of resistance	Use when your supplied Trireme is battled. Remove the Oligarch Trireme that initiated the battle.
To prepare troops and the provisions requisite for a foreign campaign	Use after you muster a Hoplite or Trireme. Remove up to 3 of your Hoplites and/or Triremes from the board; then, one by one, muster these pieces.
To prepare troops and the provisions requisite for a foreign campaign	Use after you muster a Hoplite or Trireme. Remove up to 3 of your Hoplites and/or Triremes from the board; then, one by one, muster these pieces.