

WE ARE SPARTA! PELOPONNESIAN WAR 431-404 B.C. MODIFIED SET-UP

Following is how to set-up and play with the modifications. The special rules, set-up, the political phases of turn 1 and turn 2, and the strategic planning phase of turn 1 all have changes. Modification notes are in brackets.

10.1.4 Special Rules

The game begins with a Spartan Operation. Potidaea is in Rebellion and has a Spartan Allied Hoplite in the space. Athens first operation was to send Phormio and the force with him to besiege Potidaea. The cost has already been deducted from the Athenian treasury (these two operations have now been cancelled with the forces returned and talents refunded).

10.1.1 Peloponnesian War and Archidamian War Set Up for Athens

Leader: None (leave Pericles and Phormio counters in Leader Pool)

Treasury: 6300 talents (+ 1800 refunded for Phormio operation)

Strategy: None

Bellicosity: 10

SCI: 0

Athens 8H, 1C (+2H not sent on Phormio operation)

Piraeus: 11N (+3N not sent on Phormio operation)

Naupactus, Corcyra, Chios, Larisa and Amphipolis same forces

Pela: 2C (Allied) (+1C not sent on Phormio operation)

10.1.2 Peloponnesian War and Archidamian War Set Up for Sparta

Leader: None (leave Archidamus counter in Leader Pool)

Treasury: 3300 talents (+ 300 refunded for cause rebellion operation)

Strategy: None

Bellicosity: 10

SCI: 0

Sparta and Corinth same forces

Thebes: 6H (Allied) , 4C Allied (+1H not sent to Potidaea)

10.1.3 Peloponnesian War and Archidamian War Set Up for Neutral Forces

Syracuse and Argos same forces

2.0 Political Phase (replaces the Political Phase of turn 1)

2.1 Side Determination Segment (ignore rules and simply roll 1 die for player side, 1-3 Athens and 4-6 Sparta).

2.2 Random Event Segment (not conducted on the first game turn)

2.3 Delian League Rebellion Segment (not conducted on the first game turn)

2.4 Leader Selection Segment (conduct as normal)

3.0 Strategic Planning Phase (replaces the Strategic Planning Phase of turn 1)

3.1 Strategic Determination Segment (conduct as normal)

3.2. Strategic Confidence Index Segment (not conducted on the first game turn)

2.0 Political Phase (replaces the Political Phase of turn 2)

2.1 Side Determination Segment (ignore rules, player automatically changes side).

2.2 Random Event Segment ((conduct as normal)

2.3 Delian League Rebellion Segment (conduct as normal)

2.4 Leader Selection Segment (conduct as normal)