

A PELOPONNESIAN WAR





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It is part of the *DICELESS* series, play without dice, by LUMACA Games!!!

1. Introduction

A Peloponnesian War is a game simulating the Peloponnesian War between

Sparta  and Athens  in ancient Greece. Each player represent one of these two important cities and will try to orientate as much areas as possible to its side. The focus is on influence rather than on real wargaming and it is useful for pupils studying the ancient Greece at primary school.

Each turn represents six months roughly.

The map represents Greece in the V century BC and the surroundings, divided into areas, each with its relevant name, connected by lines, which represent the connections between the areas (see 5).

The game scale is based upon Orientation Counters, which show the side which controls the area.

1.1 Initial Set up

Each player chooses which city will play with.

Each player gets two Orientation Counters, one of these must be put in the area of its city (Sparta or Athens) and the other put at discretion (the younger player goes first).

2. The Playing Pieces

There are two kinds of playing pieces: *Orientation Counters* and **Chits**.

Orientation Counters are set on the map and show the side which controls the area.

Chits are the strategical actions which can be taken by the players.

Chits are normally taken randomly each turn by the players from an opaque cup and are played on the map, on the areas where the Chit must act, following the Sequence of Play (see 3).

There are these Chits, with also a range of use:

Military Option (4): this Chit represents the military attack on the indicated area; it can be put in an area within two areas from a its side orientated area.

Influence (4): this Chit represents the raise of Influence of the playing city on the indicated area, which must be adjacent to a its side orientated area.

Coup! (4): this Chit represents the tentative of Coup d'Etat done by people partying for the playing city; it can be played in any area.

Void (3): This Chit is a no value Chit, played to cheat the opponent player, as it has no value; it can be played in any area.

Star Chit (1): This Chit is a Special chit which can be played as any other chit, with a doubled value, following the range of the type of chit chosen (i.e. if played as Military Option, the range is two areas).

Special Chits (6): these Chits represent special situations occurred during the Peloponnesian War (like Persian Gold, Pericles, Aristocratic, etc) which are favourable to one city only, as shown on the chit itself. This means that if the Spartan player plays a Chit favourable to the Athenians player (with the Athenian badge), the result of the Struggle for that Chit will be favourable to the Athenians player, and vice versa! These Chits can be used by both the players once during the game, as they are retired after the use; they can be played in any area.

3. Sequence of Play

Each of the fifteen turns of the game has this sequence:

- Each player takes three chits from the cup (at the first turn only, each player takes four chits).
- The player controlling Delphi, by having Orientation Counter(s) in the area, can decide to discard one chit and take a new one.
- Gods' Support: one player per turn tolls one Orientation Counter; if the face up is its badge, than it will be the first playing player, otherwise the other player will be the first playing player.
- The first playing player puts face down one Chit on an area, within its range (see 1), then the second player does the same, till each player has played three Chits (one Chit must be kept by the player). The Spartan player puts the Chit on the left side of the area, the Athenian player on the right side.
- The Chits are then revealed, Struggles are resolved (see 4) and the consequents Orientation Counters are set in the affected areas (the Spartan player puts the counter on the left side of the area, the Athenian player on the right side).
- The Victory Conditions (see 6) are verified;
- A new turn starts.

4. Struggles

Each Chit represents the tentative done by the player to turn an area to its orientation.

Each time a Chit is put in an area, there is a Struggle in order to turn the area under its orientation. There is no limit on the number of Chits used during a turn in an area (a player may decide to play all the three Chits of the turn in the same area in the same turn).

After the positioning of all the Chits by each player, the struggles are resolved, by revealing the Chits: in fact each Chit can win over others and be defeated by others Chits, by type and/or number. Here is the grid of the results of the struggle between one Chit and another, which has to be solved first; the losing Chit is retired; in case of draw, both the Chits are retired.

	Military	Influence	Coup
Military	Draw	Lose	Win
Influence	Win	Draw	Lose
Coup	Lose	Win	Draw

After the resolution of this struggle, the surviving Chit can struggle against any opponent Orientation Counters present in the affected area; single Chits win against single Orientation Counters present in the affected area; in this case, the Orientation Counter is retired and the area turns neutral. The winning Chit can be retired as well.

If the Orientation Counter presents in the affected area is a friendly one (of the same player), the player can add one extra more Orientation Counter, in order to strengthen the orientation of that area! Remember that in an area can be present a maximum of two Orientation Counters of the same player (see 5)

In case of presence of more enemy Orientation Counters and only one winning Chit, only one Orientation Chit is retired.

If no Orientation Chit is present in the affected area, the owner of the winning Chit can put an Orientation Counter of his own and make the area of its orientation.

Getting 10 areas means win the game.

At the end of the struggles, all the Chits on the map are put again in the cup, except for the Special Chits which are retired from the play and put apart.

5. Areas

Each area represents an historical zone or city in ancient Greece. Each area is linked to other ones by lines, which can be brown (connection lines by land) or blue (connection lines by sea), which are used to determine the distances between the areas and the possibility to operate in different areas as well. There is no difference in the connection lines.

Areas can be Oriented, if at least an Orientation Counter is present, or Neutral, if no Orientation Counters are present there.

A maximum of two Orientation Counters of the same player can be in each area.

Sparta and Athens are the respective main area for each player.

6. Victory Conditions

A player/city must orientate to its side at least 10 areas in order to win the game, as the victory conditions are verified at the end of each turn.

If the main city is oriented to the opposite player's side, the player must control at least 11 areas in order to win the game.

If at the end of the fifteenth and last turn no city has reached the victory conditions, each player counts how many areas controls; the most wins. In case of draw, count the number of Orientation Chits on the map; the most wins.

7. Credits

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