Περὶ τοῦ Πελοποννησίου πολέμου

Egemonia

1. INTRODUCTION

Egemonia is a game simulating the Peloponnesian War between Sparta and Athens in ancient Greece. Each player represent one of these two cities and will try to orientate as much areas as possible to its side. The focus is on influence rather than on real wargaming.

1.1 Scale

Each turn represents 2/3 years.

1.2 Map

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 (land or sea) connections between the areas. In each area there are two box (numbered one and two) where to put the Influence counters to indicate the faction that controls the area, the areas are controlled by the faction with an Influence or are neutral (if there are no Influences).

1.3 Counters

In *Egemonia* there are two kinds of playing pieces: Orientation Counters and Events.

Orientation Counters are set on the map and show the side which controls the area.
Events are the strategical actions which can be taken by the players.
All Event counters have the same back.

2. INITIAL SET UP

Each player chooses which city (Sparta or Athens) 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 Athenian goes first) in any area, except for Delfi and Sicily.

The Syracusae Orientation Counter must be placed in Sicily (on box 1). The Events are put in a cup opaque.

3. SEQUENCE OF PLAY

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

3.1 Draw

Each player takes three Events from the cup.
The first turn only, each player takes four Events.
If a player received the Event Divine's favour the last turn (see 4.5), the player takes two Events only.

3.2 Pythia

The player who has the Oracle Event (see 4.8) may decide to discard an Event and draw a new one.

3.3 Favor of the gods (Initiative)

Each player counts how many areas controls; the most is the first playing player; in case of draw, count the number of Orientation on map, the most is the first player; in case of another draw, the first player is the one controlling Delphi.

In case of utter draw, in even turns the first player is the Spartan player, in the odd turns the Athenian.
For this rule the Orientation in Sicily counts two.

3.4 Action

The first playing player puts face down one Event on an area, within its range (see 4), then the second player does the same, till each player has played three Events (one Event must be kept by the player). A player can place up to three Events in the same area. The Events are put on the name of the area in the

box where the symbol of their city is present.

3.5 Confrontation
The Events are then revealed, Confrontation are resolved (see 5) and the consequents Orientation Counters are set in the affected areas.

3.6 Nike
The Victory Conditions (see 7) are verified. If no player wins, a new turn starts.

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

4.1 Military Option (4)
This Event represents the military attack on the indicated area; it can be put in an area within two areas from a its side orientated area (but see also 6) or within three areas for the Spartan player if it is an entirely land movement or, for the Athenian player, if it is an entirely sea movement.

4.2 Influence (4)
This Event represents the raise of Influence of the playing city on the indicated area, which must be adjacent to a its side orientated area.
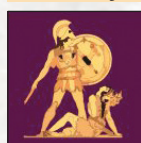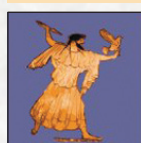
4.3 Coup! (4)
This Event represents the tentative of Coup d'Etat done by friendly faction for the playing city; it can be played in any area.

4.4 False alarm (2)
This Event has no effect on the game, it can be played to deceive the opposing player. It can be played in any area.
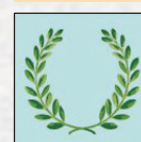
4.5 Divine help (1)
This Event can be played in any area and wins confrontation with any other Event except Olympics.
Once used, this Event passes to the opposing player who can use it in turn from the next turn (counts in the number of Event counters to draw at the beginning of each turn).

4.6 Olympic Event (1)
This Event can be played in any area and the result for its confrontation with another Event is always a draw.

4.7 Special Events (6)
These Events (see images below) represent special situations occurred during the Peloponnesian War (like Persian Gold, Pericles, Aristocratic, etc) which are favourable to one city only, as indicated on the Event itself. Regardless of the player who place a Special event this event (Military, Influence or Coup!) will be favorable to the city indicated by the color of the counter (red for Sparta, blue for Athens).
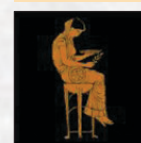
4.8 Oracle (1)
This is a particular Event. This Event is not placed in the opaque cup and does not count in the Events limit. It is given to the player who gains control (Influence) on Delphi. It allows after the draw to discard an Event and take a new one from the cup. Once used, this Event is placed at Delphi and will be awarded the next time a player takes the control

EVENTI SPECIALI - SPECIAL EVENTS

Oligarchici Oligarchic	Oro persiano Persian Gold	Brasida Brasidas	Democratici Democrats	Tesoro Delo Delian Gold	Pericle Pericles

of the Delphi area, even the same player if he has lost it in the meantime.

5. CONFRONTATION

Each Event represents the attempt made by a player to establish or increase his influence in an area. In each area where there is at least one Event, a struggle is made to control the area. After the placement of all the events by the players, these are revealed.

If both players have placed an Event in the same area, the winner of the confrontation is controlled on the Confrontation Results Table on the map. The player with the Favor of the gods is considered the attacker

The losing Event is removed. In case of a draw, both are removed. If there are more Events in an area the first Event put by a player is compared to the first Event put on the other and so on.

The Special events (4.7) are considered put by the benefited faction from the Event, regardless of who actually put the Event in question.

After the resolution of the Confrontation, each Event remaining in the area (except the False Alarm) adds an influence to its faction.

Each Event eliminates an opposing influence or (if there are none) puts its own.

Example: In the area of Thebes there is a Spartan Influence in box 2. Athens and Sparta respectively play three Events and one Event in this area. At the time of the confrontation, it is revealed that the Athenian player played a Military Event, a Coup and a False Alarm, while the Spartan player played only one Military Event. Compare the first event played by the Athenian with the only Spartan, the result is a draw and both are put back in the opaque cup, the second event (False alarm) has no effect and is removed while the third automatically wins (because there is no Spartan Event to confront with) and lowers the Spartan Influence to Thebes on box 1.

At the end of the Confrontation, all Events (except for Special Events and Divine help) are returned to the opaque cup.

The Special Events once played are removed from the game.

5.1 Maximum influence

The influence of a faction in an area can never be more than two.

5.2 Syracuse

The first Confrontation won by a player in Sicily eliminates the influence of Syracuse in the area. Once eliminated, this influence no longer comes back into play.

6. HISTORICAL SCENARIO (OPTIONAL)

If you use this rule, the following initial placement is applied instead of that in 2.

- Place a Spartan influence 2 in Sparta and a Spartan influence 1 in Corinto and Tebe.
- Place a Athenian influence 2 in Atene and a Athenian influence1 in Anfipoli and Delos.
- The Spartan player cannot place its Military Option Events (4.1) using the naval movement through areas controlled by the Athenian.

- The Athenian player cannot place his Military Option Events (4.1) using land movement through areas controlled by the Spartan.
- Players win draws in the area of their capital.

7. 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 at the end of the last turn (turn 10) no city has reached the victory conditions, each player counts how many areas controls; the most wins.

7.1 Sicily

In case of draw, the player controlling Sicily wins.

CREDITS

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