

The first turning point in the war

Sfacteria, 425 a.C.



GAME: Sfacteria, 425 a.C.



1. INTRODUCTION

- 1.1 Game component
- 1.2 Game Scales
- 1.3 Map

2. COUNTERS

- 2.1 Combat Units
- 2.2 Leaders
- 2.3 Stratagems
- 2.4 Markers

3. GAME SEQUENCE

- A – Selection of Stratagems
- B – Action Points (PA)
- C – Reinforcements

- D – Activation Phase
- E – End Turn Phase

4. MOVEMENT

- 4.1 Movement Limits
- 4.2 Naval transport

5. STACKING

- 6. COMBAT
- 6.1 General principles
- 6.2 Engagement Tables
- 6.3 Retreat

7. SUPPLY

- 7.1 Capitulation

8. STRATAGEMS

9. ADVANTAGE

10. VICTORY

- 10.1 Total Victory
- 10.2 Marginal Victory

11. OPTIONAL RULES

- 11.1 Voluntary reduction
- 11.2 Stratagès

CREDITS



1. INTRODUCTION

Sfacteria is an historical strategic game for two players which recreates the battles both land and sea for the control of Pylos and the island of Sphacteria, during the Peloponnesian War.

Note. This is the second edition of the game. The rules have undergone some changes so we recommend to read them carefully also to those who have played the first edition.

1.1 Game component

Sfacteria includes:

- a map A2 (42x60 cm.),
- 68 5/8" counters,
- two Player Aid Cards,
- this rule booklet.

The game uses two dice of 6 sides (d6) and a bowl (not included in the game).

1.2 Game Scales

One force point (PF) represents the following unit types:

- 1 trireme,
- 25 hoplites,
- 100 archers or peltasts.

1.3 Map

The map is divided into zones (identified by the letters and numbers), which regulate the placement and movement of the units. The zones are either Land Zones (T): clear terrain, difficult terrain and beach, or Maritime Zones (N): sea and strait.

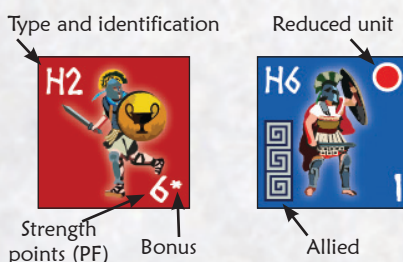
Around the map there are four "Bases" which are used to deploy reinforcements, they are the Spartan land and naval base and the Athenian land and naval base.

2. COUNTERS

The units (troops and leaders) of each part are indicated by the color on the counters; blue for Athens and red for Sparta. A vertical band mark the allies (Iloti for Sparta and Messeni for Athens).

2.1 Combat Units

The combat units are represented by double sided counters, the front of units shows the values when they are at full strength, the reverse the values reduced.



Each unit is only one type (T for Triremes, H for Hoplites, P for Peltasts or A for Archers), the number on the counter indicates the combat value (PF). Certain units possess a bonus shown by a *.

The land units (H, P and A) all have a movement capacity of 3 movement point (PM). The Naval Units (T) have a unlimited movement capacity.

2.2 Leaders

The Leaders are represented by single sided counters. Certain Leaders possess a bonus shown by a *.



Leaders have a movement capacity of 4 movement point (PM) in land zones and unlimited in maritime zones.

If at any time a leader is found to be alone in a zone occupied by enemy units, it is eliminated (captured).

2.3 Stratagems

The Stratagems are double sided and show the Stratagem Title and a number of identification.

2.4 Markers

They are used to show the game turn, the Advantage, the number of actions available and the level of supply for each side.

3. GAME SEQUENCE

One game consists of 7 turns of play. Each turn composes of the following sections.

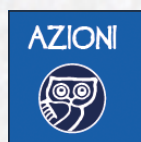
A – Selection of Stratagems

All the available Stratagem counters are placed in a bowl. Each player takes out 2 in secret. The Stratagems with an identification number in Red are removed from play once they have been used, the others are replaced in the bowl as they are played.

Example: The Stratagem "Brasidas (10)" on the front and "Storm (20)" is only removed if the front "Brasidas" has been played. The playing of "Storm" does not imply the removal of the Stratagem from playing again.

B – Action Points (PA)

Both players throw 2d6. The player throwing the higher number wins the initiative. If this throw is equal the player with the most PF of Naval Units



on the map gains the initiative. In the case of this again being equal the Spartan player gains initiative.

Every player receives as many PA as the total of the 2d6 thrown, divided by two and rounded up.

Markers "Actions" are put on the chart to point out the available number of PA for both camps.

Example: Sparta throws 8 and Athens 5. Sparta gains 4 PA of actions, Athens acquires 3 PA.

C – Reinforcements

The reinforcements of either side, that arrive during the present turn (historical reinforcements) or one caused by the result of Stratagems (optional reinforcements) are placed in the base (see the set up on the map). It has no costs in PA.

D – Activation Phase

Over the course of the phase the active player carries out his actions in the following order:

- 1 he must announce the total number of PA (1 minimum up to all his still available PA as maximum) that he is going to spend in the course of the Action Phase. He must deduct AP according to their expense and move the marker on the chart to record.
- 2 he can activate zones on the map occupied by units of his side and move all or part of his units and leaders located in this zone. The cost is 1/2 PA per activated base (naval or land) or zone if it contains a leader with bonus (*). The cost is 1 PA per activated zone if it contains a leader and 2 PA if it does not contain a leader;
- 3 he must perform attacks in the zones where there are units of both sides (Cost is 1 PA for all attacks).

The players can play Stratagems at any time, within the limits of one Stratagem set per the Action Phase.

The player who is using initiative in any Action Phase is the Active Player (the other player is the Passive Player). The passive player then becomes the active player and performs the Action Phases in his turn.

When a player has no more PA, he must pass and let his adversary perform his Action Phase.

Note: a player cannot pass deliberately, he can only make this

choice when he has no more PA.

When both players spent all their PAs, the Activation Phase ended and there must be no zone in which contains units of both sides because all battles must inevitably have been finished.

E – End Turn Phase

The players (starts what the initiative had) must do the following operations:

- he can keep a maximum of one Stratagem and must return all excess Stratagems back into the bowl;
- he can turn over as many weakened units to full strength as he has leaders having a bonus (*) at present on the map;

Note. The bases (land and naval) are not on the map.

- he must move the marker supply of his side one space towards the 0 if his units are not supplied (see 7)
- the Victory Conditions are checked (see 10).

The Turn Marker is advanced one space.

4. MOVEMENT

Movement is possible from one zone into an adjacent zone at the cost of 1 PM. As soon as a unit enters a zone occupied by at least one enemy unit, it must stop its movement in this zone. Units activated in a Base enter on the map in the area connected with an arrow.

4.1 Movement Limits

Land units cannot enter a sea or strait zone; naval units cannot enter a clear or difficult land zone. Only the beach zone is accessible to both land and naval units.

Leaders can move in the land zones like land units (only if accompanied by combat units) and in the maritime zones as Naval units (on the condition of being accompanied at start and the end of movement of at least one type T unit).

4.2 Naval transport

Land units and Leaders can be transported by sea from a land zone to another land zone.

To allow this transportation each zone of sea or strait crossed must contain one unit of Allied Triremes (and no enemy Triremes). The movement is then carried out as if the crossed maritime zones were zones of clear



land and at the same cost (1 PM by zone) and within the limit of one land unit transported per PF of Trireme in each maritime zone entered (Leader do not count against this limit and are transported for “free”).

The retreats after combat of leaders and land units can be carried out by naval transport following these same rules.

A land unit cannot end its movement in a maritime zone, even if it occupied by friendly naval units.

5. STACKING

It is permitted to have more units in the same area within certain limits.

There is no stacking limit in the “Base camps”. In the land zones the stacking limit is 4 units of each side (whatever their type) per zone plus an unlimited number of Leader.

In the maritime zones the stacking is unlimited, with the exception of the two strait zones (zones N8 and N9), for which the number shown on the map indicates the maximum number of PF (not units) of Triremes that each player can deploy in that zone.

Example: in the Strait zone N9 - marked “20” -, the Spartan player can enter 20 PF of Triremes and the Athenian player another 20 PF as well. The limit of stacking is thus of 20 PF per player and 40 PF on the whole.

Note design: this limit corresponds to the number of triremes that each fleet could align in combat formation in these narrow spaces.

Stacking is only checked after movements.

6. COMBAT

6.1 General principles of combat

A combat must take place as soon as combat units of the opposite sides are in the same zone.

The player who spends the PA (active player) to start the combat in the action phase is appointed as being the attacker. If the active player does not pay one PA to start the required combat, all his units are returned weakened to the starting zone (units already reduced are eliminated).

A combat can take place only between land units of the opposing sides or naval units of the opposing sides. entering into a zone occupied by enemy units. A land unit can never combat a naval unit and vice versa.

6.1.1 Exception: any unit of Trireme which is on a beach is regarded as a land unit of type P and value 1 PF (regardless of its normal value in PF). It can then be attacked by a land unit.

Note: the Greeks put their triremes on the beaches to shelter from storms but at the risk of making them vulnerable to destruction or capture by an enemy land attack. In the game this practice can be useful to at sea units to avoid the effect of the Stratagem “Storm”.

6.2 Combat Result Tables

To resolve a combat, the attacking player follows the following procedure: The attacker calculates the odds, always rounding it in favour of the defender. Both the Active and Passive player can now play a Stratagem. The attacking player throws 1d6, and adds

or subtracts the modifiers - all of which are cumulative - and consults the result. The results are noted in the following way: attacker damage / defender damage. The winner of the battle is indicated in bold.

6.3 Retreat

Defeated leaders and combat units not eliminated from the combat result must leave the zone into a zone free of enemy units. The loser may be able to leave the zone via naval transport (see 4.2).

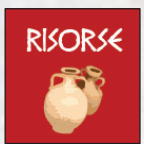
If this retreat occurs in an area where stacking is exceeded, the player must withdraw units that exceed stacking into a new adjacent zone free from enemy units.

If there are no zones free of enemy units adjacent, the losing units are eliminated.

7. SUPPLY

The supply relates only to Athenian land units deployed in zone T6 (Pylos) and the Spartan land units located in zones T7, T8, T9 and T10 (Sphacteria).

Note: the fact that Athenian units occupy several of the 4 zones of Sphacteria does not have impact on the supply of the Spartiates units which would be located in the remaining zones of the small island.



The supply is followed using the markers "Supply". These markers can be moved between boxes 0 to 3 of the chart.

At the beginning of the game they are placed on box 3.

Checking of supply only occurs only in the following cases:

Pylos. If at the time of the End Turn Phase the maritime zones N7 and N8 are only occupied by Spartan Naval Units, the Athenian "Supply" marker is moved one box towards 0, or if not and if it is not already on box 3, it is moved of a box towards the right.

Sfacteria. If at the time of the End Turn Phase the maritime zones N8 and N9 are only occupied by Athenian naval units, the Spartan "Supply" marker is moved one box towards 0, or if not and if it is not already on box 3, it is moved of a box towards the right.

Before the Spartan checking of the supply and the application of its effects, the Spartan player can try to use his Helots units (H5, H6, H7, H8, H9) to supply the island of Sphacteria. To attempt this throw 1d6 for each unit of Helots located in of zone T11 or in

zone T12 that the Spartan player want to use. If the result is even, the marker of supply is increased by 1. If the result is odd, the Helot unit is turned over to on its weakened face (it is eliminated, if it is already weakened).

7.1 Capitulation

If the Athenian supply reaches 0, the Athenian land units located in zone T6 are eliminated. If the Spartan supply reaches 0, the Spartans units located in the zones T7, T8, T9 and T10 are eliminated.

7.1.1 A capitulation has specific effects on the Victory Conditions (see 10). So if in the course of games all the units of Athens leave or are driven out (following a combat) of Pylos or - in the same way - if all the units of Sparta leave or are driven out (following a combat) of Sphacteria, the checking of the supply is suspended (without capitulation). It can begin again, with markers of "Supply" moved to position 3, as soon as the conditions are with now in place.

8. STRATAGEMS

Each player can use a Stratagem if the colour of the counter corresponds to his sides colour (blue for Athene or red for Sparta) or a neutral colour (yellow). A player thus can, according to its colour coding, use either Stratagem on the chit or only be able to use one of them. He can never use an Stratagem which has the colour of the opposing side. If the two players play two Stratagems at the same time, their effects can sometimes be cancelled or be accumulated.

Βρασίδα 10	κύκλος 2	Σπαρτιάται 7
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For the effect of the individual Stratagems, see the table.

9. ADVANTAGE

The player who holds the advantage can at any moment (except where it is specifically prohibited) choose and benefit from one and one alone of the following opportunities:

- add 2 AP to his total in phase B, without changing the initiative;
- reverse the initiative determined in B;
- cancel the result of a die roll from a combat or a test tied to the use of a Stratagem. The die or dice are rerolled one new time;

- return a weakened unit to full strength;
- return an eliminated leader to the game.

Once used, and whoever used it, the advantage moves to the other player who will be able to use it from the next phase. Turn the corresponding counter on the map.



10. VICTORY

10.1 Total Victory

If during the course of the game units of one side capitulate (see 7.1), the opposing side gains a total victory immediately (the game is then finished), but a condition of this capitulation requires the elimination of at least two combat units and of at least one of type H..

To gain a total victory at the end of the game, a player must have at the end of Turn 7 at least one H type unit in the following three zones: T6 (Pylos), T7 and T10 (Sphacteria).

For Sparta these H type units must be Spartans (and not Helots).

10.2 Marginal Victory

If no total victory is reached, the level of victory for the two sides is decided by calculating Victory Points VP (see Victory points table on the map).

11. OPTIONAL RULES

11.1 Voluntary reduction

Players can voluntarily reduce one or more units in an activated zone before moving them.

Note. This rule can be used to move naval units into straits.

11.2 Strategòs

If a player loses a leader, the next round the Strategòs on the back of his counter arrives as reinforcement.

Note: None Strategòs has bonus. Do not consider the asterisk on some Strategòs.

CREDITS (second edition)

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