The Battle of Thermopylae
2nd Edition
A Compact Series™, Empires of History Game™

In 483 BC Xerxes I, king of Persia, had been preparing for years to continue the war against the Greeks started by his father Darius. In 484 BC he marched into Asia minor and prepared for another invasion of Greece. The Greek world, fractitious as ever, fell into three camps. The majority of Greeks rallied behind a Spartan and Athenian led coalition that would confront the invading Persians. Other Greek states opted for a neutral stance, while a few even chose to ally themselves with Persian. The site of Thermopylae was chosen as the single best location to meet the larger Persian army, but Xerxes advance through northern Greece was more rapid than anticipated. The result was the Greeks had not had the time to recruit and outfit a large enough force to confront the invaders. The small Spartan led Greek army set up at Thermopylae, ready to fight a desperate battle against a Persian army more than ten times its size.

Choosing Sides & Victory Conditions:

The Batte of Thermopylae is a 2 player game. One player will play the small Greek army and one will play the invading Persians. The two players must bid to see who will control the Greeks. Roll a dice, flip a coin, or simply chose who shall start the bidding. The final bid amount will be the number of Persian units the Greek player must destroy to achieve victory (Its a given that the Greeks will lose the battle). The player with the highest bid will then play the Greeks. Even if a player doesn't want to play the Greeks, they'll still need to take their chances with driving the bid total upwards, else the opposing player will have victory conditions that are far too easy to meet.

Terrain:

There are three basic terrain types on the map. These are:

Standard Terrain: These are the green territories on the map.
Mountain Terrain: These territories have mountain icons in them. These territories are at several elevations, from level +1 up to +3. The territories are not numbered, but rather show three different mountain icons, each taller than the next, 3 in total. The higher mountain image, the higher the evelation. Movement and combat is only possible from two territories one elevation apart from each other. Hence a unit on a +2 mountain can not move to a standard territory or vice versus. They must first move to a +1 territory.
High Mountains: These have a shaded patch design. These map areas are off limits to all units.
Sea Areas: Areas in blue on the map are offlimits also.

Any unit at a higher elevation gets a +1 to both Attack and Defense against units at a lower elevation.

Army Set Ups:

This part is simple. All Persian units begin play in the one territory on the map marked as the "Persian Camp". All Persian Units get placed there. This one territory has no unit stacking restrictions. All other territories has unit stacking restrictions as follows:

Standard Territories: A limit of 3 units per territory.
Mountain Territories: A limit of 1 unit per territory.

The Greek player now takes all of his units and places them anywhere on the map other than in the Persian Camp territory. The Greek player may place those units anywhere, in any order, so long as they abide by the territory unit limits.

Turn Order:

The turn order is simple. The Persian player takes his turn and once that is completed, then the Greek player takes his turn. Continue taking turns until either the Greek player has achieved his victory condition by destroying a number of Persian units equal to their bid, or until the Persian player has destroyed all Greek units. A turn is very simple. A player conducts all combats (see below), then afterwards may move any surviving units.

The Units:

Each unit has a number of basic attributes. These are

1) Name
2) Attack Level & Defense Level
3) Number of Hits
4) Movement.

See the following page for a pictoral of each unit type.

The Attack and Defense levels will be explained below in the "Combat" rules. Number of Hits (H) is how many "hits" a unit can take before being destroyed. Any unit that takes a "hit" in combat, but has more "hits" to give before being destroyed, will heal at the end of any combat it survives. Movement (M) indicates the number of territories a unit may move.

Combat:

Combat is fairly simple. The active player may chose to attack any territory that is adjacent to a territory in which they have units. Any and all units adjacent to a territory may attack that territory. Though no unit may make more than one

attack per turn. Once a combat has been selected (any number of combats may be selected in a single turn), the attacking player may roll one ten sided die for each attacking unit. For each unit, look at that unit's "Attack Level". The "Attack Level" is the first number on the units X-X number listing. For instance, on the Spartan Infantry unit above, the unit has a 4-6 listing. This means the unit has a 4 Attack level and a 6 Defense Level. For each unit, compare its attack level against the die roll for that unit. If the die roll was equal to or less than the unit's Attack Level, then that unit scored a "Hit" against the enemy. Keep track of the number of "Hits" attained.

Next, the defending player must roll one die for each defending unit. They must compare the die roll result against the Defense Level for each of their units. Once again, for each result equal to or less than the unit's Defense Level, the defender will have scored a "Hit".

Now both attacking and defending player must apply the number of "Hits" the enemy scored against them to their units. A unit may only be asigned a number of hits equal to its "Number of Hits" attribute (H on the unit marker). Once a unit has taken that many "Hits", that unit is removed from the game. Each player choses where to assign hits done to their own units. Once all units destroyed in this manner are removed, the attacker may chose to continue or end the combat. If it is continued, repeat this combat process.

Important Note: Make sure to add a +1 to the Attack and Defense Levels of a unit at a higher elevation in relation to the enemy.

Lastly, a unit in a territory at a higher elevation and adjacent to an enemy, may attack that enemy with a "free" attack. This means the unit rolls for an attack, but the defending unit does not get to roll for defense.

Once all combats are completed, the active play may chose to move any to all surviving units, though no movement can allow a unit to end in a territory where that territory has more units than its maximum allowed. Units with more than one movement point must stop at one movement if they move next an enemy unit, excepting for the Persian Cavalry.

Persians Leaving the Battlefield:

It is not neccessary for the Persian army to completely destroy the Greek army, as hunting down hold outs in the high mountain territories is nearly impossible. Any persian unit that begins its turn in one of the two territories in the far lower right hand corner of the map has essentially broken through the Greek battle lines and may move off the map and onto the rest of Greece. These units are thus removed from the game and forever safe from battle with the Greek units. (and hence they can not be killed by the Greeks towards meeting their bid victory condition). This rule forces the Greek forces to not just retreat to the highly defensible mountains, but also work to maintain a main battle front through the heart of the coastal land.

Unit Samples:

Unit Types:	Attack	Defense	Move	Hits
Greeks:				
King Leonidas	6	7	2	3
Spartan Generals	5	6	2	3
Athenian General	5	6	2	2
Spartan Infantry	4	6	2	2
Greek Infantry	3	5	1	1
Persians:				
King Xerxes	6	6	2	3
Persian Generals	5	6	2	2
Immortals	4	6	1	2
Cavalry	5	3	2	1
Infantry	3	5	1	1