

Marty's Victory or Death Sequence of Play Sheet

Turn Sequence: (Each player completes each turn separately, in order)

A. Strategy Step

- i. Remove used Bribery tokens from the map (NOT the Bowl);
- ii. You may use any face-down Prepare cards that have the "Σ" symbol.

A. Play Step (Pick ONE)

- Play one card from your hand, or
- Take Emergency Provisions, or
- Pay 1 VP (only if your hand is empty).

Emergency Provision: Discard 2 cards from your hand and then pick a **Land/Sea Battle** or **Muster Hoplite/Trireme** card from your Draw Pile to play (shuffle your Draw Pile). You may optionally also pick a **Prepare** card.

Playing a card:

- ★ May place a **Prepare** or **Status** card face down in front of you.
- ★ **Place** = Cities, Hoplites, Triremes, Bribery Tokens; No Supply needed.
- ★ **Muster** = Hoplites, Triremes; Trace supply to OWN city; Hoplites adjacent to OWN piece (you can Muster a Hoplite with OWN City).
- ★ "**Muster in Place**" to satisfy a condition without actually putting a piece on the map.
- ★ No more than one of OWN City and Hoplite per land space.
- ★ No more than one OWN and one friendly Trireme per sea space.
- ★ **Battles** require a **Supply Line** to a unit adjacent to the Battle. Land Battles may be conducted by Hoplites or Triremes; Sea Battles may be conducted by adjacent Triremes only. Remove the Battled unit (**Hoplite before a City**) - A card that "Removes" a unit is NOT a Battle unless it is a Status or Prepare card resolved after a Battle.

B. Planning Step (optional)

You may play a **Prepare** card from your hand to the table if you also discard one card (or pay 1 VP if your hand is empty). No **Emergency Provisions**.

C. Supply Step

Check supply for every one of your Hoplites and Triremes on the map, REMOVE units that are not in Supply.

- ★ **Supply Lines:** Traced from any friendly City (*except Muster is from OWN City*) through:
 - ★ Land spaces with friendly Hoplites, Cities and/or Bribery Tokens
 - ★ Sea spaces ADJACENT to friendly Hoplites, Cities, Bribery Tokens
 - ★ Sea spaces with friendly Triremes

D. Draw Step

Draw your hand back up to 7 cards.

E. Scoring Step

(After every third round)

- +1 VP for each City in play
- +VP for appropriate Strategy and Prepare cards.

In Turn VP:

- +1 VP for every enemy City removed during your turn.
- -1 VP for every card required to be discarded that is not.

The game ends immediately if one faction has 10 or more VP than the other.

If the game lasts 15 rounds:

- +3 VP for each controlled Key Location [Athens, Laconia]].
- +1 VP for each controlled Key Location [(Corinth, Boetia, Syracuse, Corcyra, Chios, Lesbos)].

Bribery Tokens: NEVER COUNT AS A PIECE.

- May be bought/moved any time during your turn before the Draw Step.
- Purchase = discard 1 card to place 1 in the Bowl.
- May be placed AT ANY TIME in any Neutral or empty space and MAY coexist with friendly and enemy Bribery Tokens, but only one from each player per space.
- Removed (and immediately available for purchase):
 - ★ ALL Bribery Tokens are removed any time any Hoplite, Trireme or City occupies the space (including Muster in Place).
 - ★ Your USED Bribery Tokens from the previous turn.
 - ★ Any time you choose.

Discards: Place cards face down UNDER your Discard Pile - The only face up card is the top card from your initial discard before play commenced.

Reactions: Resolved immediately after their trigger. Only one reaction per team per trigger. Reactions may trigger additional Reactions.

Order of Play:

Corinth: 43 cards, 4 Hoplites, 4 Triremes, 4 Cities, 2 Bribery Tokens

Delian League: 36 cards, 3 Hoplites, 3 Triremes, 4 Cities, 1 Bribery Token

Sparta: 39 cards, 5 Hoplites, 2 Triremes, 3 Cities, 2 Bribery Tokens

Athens: 44 cards, 4 Hoplites, 5 Triremes, 3 Cities, 3 Bribery Tokens