

LEGENDS OF HELLAS · PART II

AGE OF PERICLES

RULES OF PLAY

1-5
PLAYERS

90-120
MINUTES

14+
AGE


APEIRON
GAMES



LATEST RULES

PROTOTYPE RULES V1.0 · 13 OCT 2026 · REVIEWER EDITION

ABOUT THIS REVIEWER EDITION

Thank you for playing Age of Pericles before almost anyone else. This copy goes out with prototype boxes so reviewers can learn the game from the book, the way buyers will.

THIS EDITION

Prototype rules v1.0, 13 October 2026. The components in your box are prototypes. The art is close to final, but materials, finishes and the Deluxe upgrades will differ from what you hold.

The rules may still change after playtesting. When they do, the online rules reader is updated and the dated PDF of every edition stays available beside it.



PLAY.APEIRON.GAMES/AGE-OF-PERICLES/RULES

Latest rules, past editions and the change list

STILL IN TESTING

- **The Demagogue (2 players).** Its rules are in Appendix 4 (p. 21). Please tell us how it plays.
- **Solo.** Solo mode is in development. This edition has no solo rules; they will appear on the rules reader first.

CHANGED SINCE THE AUGUST 2026 TEXT

- **Activate your House** resolves every space from the first, including spaces your own pieces occupy. Pay each cost; a space you cannot pay for does not resolve (p. 13).
- **Athens builds** leave the Diplomats on the Progress track. Only row scoring sends them home (p. 12).
- **Night side.** Ostracizing a Unit is mandatory; no card or effect lets you decline it (p. 13).
- **Knocked-out Diplomats** earn the Compensation table reward, not the Glory printed on a card (p. 10).
- **Corruption** is an offer of Silver on the board; there is no bag (p. 9).
- **Demagogue card 8** ostracizes one Unit from every real player (p. 21).
- **Components:** the Ostracized Camp is now a separate tile, the Large Citizen is a wider 19 mm disc, Silver comes in values of 4 and 1, and the starting Skills match the current deck (pp. 4–5, 19).

YOUR FIRST GAME

- Read pages 4–17 in order, then play. The appendices are for looking things up during the game.
- Play with 3 or 4 players and plan on two hours. For a gentler first game you may leave the Skill cards in the box (Setup step 10).
- Keep the Setup card's back in front of you: it is your player aid.

FEEDBACK

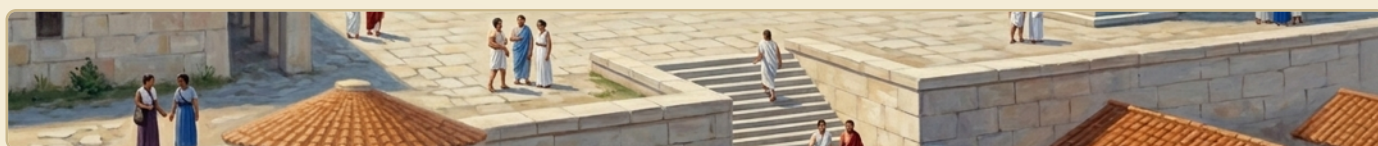
Anything unclear, any rule you had to guess, any moment the table went quiet: write to info@apeiron.games. Page numbers help us most.

INTRODUCTION

Age of Pericles is a historical strategy game for 3–5 players (2 with the Demagogue, in testing; solo in development) set in 447–432 BCE, the years when the Parthenon rose on the Athenian Acropolis. You lead an ambitious Athenian house through the Golden Age of Hellas: place Citizens in the Agora, send Workers, Ships and Hoplitcs across the Aegean, draw City-states into the Delian League, and raise the Parthenon column by column — turning every deed into Glory. In 454 BCE, under Pericles' leadership, Athens moved the League's treasury from Delos to the Acropolis; tribute once gathered for common defence now helped fund the city's democracy, fleet, and monuments. Hold off Sparta and Persia, time your builds, and the player with the most Glory when the temple is crowned leads Athens into her Golden Age.

Under the hood the game blends action selection (place your Citizens on the Agora grid), resource management (Amphoras, Silver and Trophies fuel everything you do), area majority in the city's offices, set collection of Athena cards, and a sliding engine on the Progress track that pays out every time one of its rows is scored.

On the parchments. Aged panels like this one appear throughout the book. They carry historical background and designer notes — colour for the curious, never rules you need to play.



THE AGORA — THE CIVIC HEART OF ATHENS, WHERE CITIZENS TRADED, ARGUED, AND SHAPED THE FATE OF THE CITY

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PUBLISHED BY Apeiron Games · apeiron.games

FOREWORD

When Tamás told me he wanted to build a game about Athenian democracy, I braced myself. I have spent my life with these texts, and watched the classical world flattened too often into columns and laurel wreaths — a backdrop, a costume. So I came to Age of Pericles as a sceptic and stayed as a collaborator. We checked every illustration against the sources — the fold of a himation, the bronze of a hoplite's shield, the sound of each name. Nothing was waved through because it merely looked Greek.

What won me over was watching the history shape the play. The Parthenon rises at the centre of the board, where a city's pride, its religion, and its raw ambition all met in the same stone. You compete for the very monument the Athenians competed to raise, for much the same reasons. If you leave the table knowing something true about Athens, we have done our work.

— Attila Gonda, classical-philologist, cultural consultant for Age of Pericles

COMPONENT BREAKDOWN

Everything in the Classic box. Each piece is taught where you first use it; the board and its regions are on p. 8.

BOARDS & TILES



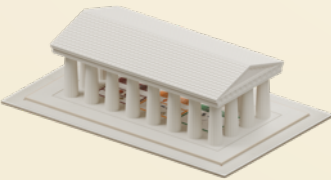
ATHENS BOARD

1



PARTHENON BOARD

1



**PARTHENON
COLUMNS & ROOFS**

20 + 2



OIKOS BOARDS

5, one per colour



**OSTRACIZED CAMP
TILE**

1, beside the board



**ROLE TILES · DAY /
NIGHT**

6

CITY-STATE TILES — 15 (6 STARTING + 9 ADVANCED)



STARTING ·
FACE



STARTING ·
BACK



ADVANCED
· FACE



ADVANCED
· BACK

Tell the two setup stacks apart by the **round handshake badge** in the **top-left corner** of every **starting** tile's back (circled); advanced backs have none.

CARDS · FACE AND BACK



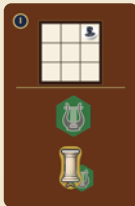
ATHENA 45



MISSION 30



SKILL 36



DEMAGOGUE 9



SETUP CARDS 6, one per Role · the back is your player aid

TOKENS & WOODEN PIECES

Every piece on this page is shown close to its actual size.

TOKENS & MARKERS



SILVER · 4
8 (20 mm)



SILVER · 1
22 (15 mm)



AMPHORA
20 (25 mm)



TROPHY
25 black wooden discs



FIRST PLAYER
1 token



RIVALS
Sparta & Persia, 35 mm discs

PLAYER PIECES — ONE SET PER PLAYER



LARGE CITIZEN
1 (19 mm)



SMALL CITIZENS
3 (15 mm)



GLORY MARKER
1



DIPLOMAT CUBES
8



WORKERS
2



SHIPS
2



HOPLITES
2

FIVE COLOURS



Blue



Burnt
Amber



Red



Ivory



Light
Green



BEFORE YOUR FIRST GAME · STICKERS

The sheet holds 164 stickers. Every wooden piece except the Diplomat cubes takes **one sticker on each face**: Citizens, Glory markers, Workers, Ships, Hoplites, Trophies and both Rivals. Match each sticker to the piece of the same shape and colour. The Glory marker's second sticker shows 100+.

Deluxe edition: the same game, upgraded with metal Silver coins, sculpted 3D Amphoras and an Athena statue as the First Player marker.

Player counts: 3–5 players use the core rules. Two players add the Demagogue (in testing, p. 21). Solo mode is in development and not part of this edition.

SETUP

Set up in this order. The red numbers in the 3-player start on the next page match these steps.

THE SHARED BOARD (steps 1–8)

1. Place the **Athens board** centrally and the **Ostracized Camp tile** beside it. Place the **Parthenon board** nearby, with all columns and roof pieces next to it. The Progress track, the Battle tracks (apart from Rival markers), and the Corruption offer start empty.
2. Place all Silver, Amphoras and Trophies **beside the board** — the **Reserve**.
3. **Battle tracks:** place the **Spartan Rival** on the start of its track (above the Diplomacy track) and the **Persian Rival** on the start of its (below). Battles are measured from these lines.
4. Shuffle the **Athena cards** face-down; reveal 3 to the offer.
5. Fully load the **Market**: 1 Amphora on every Emporion space.
6. Shuffle the 6 starting and 9 advanced **City-state tiles** **separately**; return 3 of each to the box unseen. Stack the rest — 3 starting on 6 advanced — on the rightmost Diplomacy-track space, Diplomacy side up.

7. Shuffle the **Mission cards** face-down and place the deck beside the Diplomacy track; deal 2 to each player — keep 1 and return the other to the bottom of the deck.
8. The most convincing orator takes the **First Player** token.

EACH PLAYER (steps 9–12)

9. Take an **Oikos board** and all pieces of one of the 5 colours; put your **Glory marker** on “o” of the Glory track.
10. From the last player counter-clockwise, draft a **Role tile (Day side up)**, take its **Setup card**, choose 1 of that Role’s 2 starting Skill cards (shown by that Role’s avatar in the top-left), gain the Setup bonus, return the unchosen Skill to the deck, then shuffle the Skill deck beside Athens. **First learning game:** you may leave Skill cards in the box.
11. Place your **8 Diplomats** and your **2 Workers**, **2 Ships** and **2 Hoplites** exactly as your **Setup card** shows: on your Oikos board, in Piraeus, in the Stoa and on the Ostracized Camp tile.
12. Take **2 Small Citizens**; your Large + third Small unlock at the ends of Rounds 1 & 2.



YOUR OIKOS BOARD

- 1 **Unit track.** Your Units rest here when they come home.
- 2 Activating it sends your Units to **Piraeus** and moves the active City-state.
- 3 **Household.** Your Diplomats rest here when they come home.
- 4 Activating it sends your Diplomats to the **Stoa** and moves the active City-state.

On every space a **red** frame is a cost, a **green** frame a gain (p. 13).

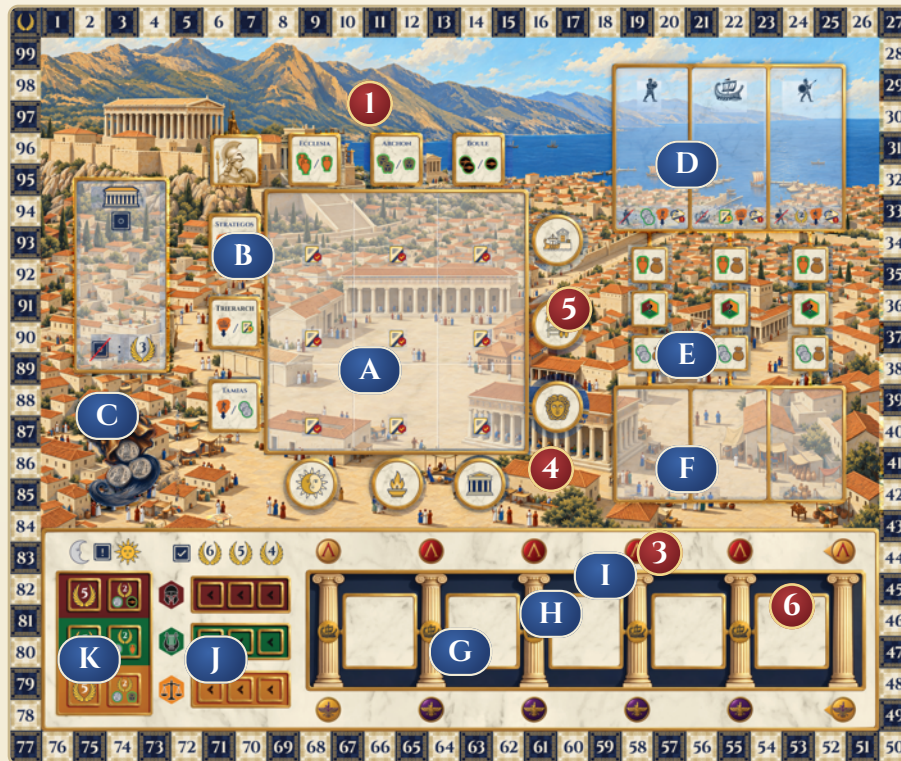
THE 3-PLAYER START



Veteran (Blue), Hetaira (Red) and Sophist (Light Green) after step 12; the Veteran has the First Player token. Red numbers match the setup steps. Each player also keeps their Setup card beside their Oikos board.

THE BOARD, REGION BY REGION

The Athens board, with every region labelled in blue and the on-board setup steps marked in red. Learn these before your first game; the Ostracized Camp (L) is a separate tile beside the board.



A AGORA The 3×3 grid where you place Citizens to take the game's Main Actions.

C STOA Where your Diplomats gather before they are placed onto the Progress track.

E MARKET The Emporion's three columns; fill them for rewards and to pay costs.

G DIPLOMACY TRACK The active City-state travels toward Athens; sent Athena cards stand here.

I BATTLE TRACKS Sparta (above) and Persia (below); Hoplites hold the line as the Rivals advance.

K COMPENSATION TABLE What a knocked-out or undefended Diplomat earns — its Day / Night reward.

B OFFICES The six majority lines plus the First Player diagonal, scored each Governance phase.

D PORT Piraeus — where your Units gather before being sent out.

F CARD OFFER Three face-up Athena cards, sent to the Diplomacy track.

H WAYPOSTS Diplomacy-track columns where Ships are sent.

J PROGRESS TRACK The Military / Economy / Culture rows; Diplomats slide and pay out when their row scores.

L OSTRACIZED CAMP A separate tile beside the board. Ostracized pieces wait here; they cost Glory at game's end (p. 17).

HOW A GAME FLOWS

A game is played over rounds, each with two phases — Assembly then Governance — until the Parthenon or the Delian League is complete.

THE ASSEMBLY • YOUR TURN

In turn order (clockwise from the First Player; a player who cannot place is skipped), place one Citizen on an Agora space holding **no other Citizen of yours** (several players may share a space). Each Citizen **may** take the space's action, then takes its Main Action(s):

-  **Small Citizen** — the space's action (optional), then **choose one** Main Action: either the one at the end of its **row** or the one at the foot of its **column**.
-  **Large Citizen** — the space's action (optional), then **both** of those Main Actions, in either order.

Space action — **optional**: you may take it before your Main Action(s). On an **untiled** space it is: reveal a fulfilled Mission for its reward; on a **tiled** space, the City-state tile's printed action. See **Reading a Mission card** on p. 18.

ICON PLACEMENT

Many actions grant an **icon placement** of one of the four victory types below. Move a Diplomat from the Stoa onto the rightmost slot of the matching Progress row (**Universal = any one of these three**, your choice); **no Stoa Diplomat → gain 3 Glory instead**. Diplomats then slide along the row. A Diplomat scores its slot or card when its row is **built** (p. 12), when it is **defended in Battle** (p. 15), and at **game end** (p. 17). A Diplomat **knocked out** of the 6-slot scores nothing; it goes home with **Compensation** instead (p. 10).



MILITARY



ECONOMY



CULTURE



UNIVERSAL

THE SIX MAIN ACTIONS

1



ACTIVATE A UNIT

2



FILL THE MARKET

3



SEND AN ATHENA CARD

4



BUILD THE PARTHENON

5



ACTIVATE YOUR HOUSE

6



USE YOUR ROLE TILE

RULE • HARD LIMITS

Every component is strictly limited. An empty Market column cannot pay for its cards or Units; an empty Reserve means those gains are lost. A revealed Athena card is **discarded** once its effect is applied. The Athena, Mission, and Skill decks reshuffle their discards when empty (if a deck and its discard are both empty, that draw is skipped). Nothing else reshuffles or substitutes.

RULE • CORRUPTION

Some Market rows and City-state effects add Silver to the Corruption offer on the board. When you use the Night side of your Role, take all Silver from the Corruption offer, then reveal 2 Mission cards to advance the Rivals.



RULE • OSTRACISM

Several card and Night-side effects **ostracize** a piece: send a Unit or Diplomat to the **Ostracized Camp**. At game end your pieces still there cost you Glory on a **steeply rising scale** — 1 piece -1, 2 pieces -4, 3 pieces -9, 4 pieces -16, 5 pieces -25, and so on: the count multiplied by itself (p. 17). Bring them back with the **Activate a Unit Recall** (p. 10) or by winning an Office in **Governance** (p. 16).



Send a Worker, Ship, or Hoplite out from Piraeus — to draw in a City-state, hold the sea, or man the battle line.

Send one Unit from Piraeus, paying the **topmost Amphora** in its Market column (empty = cannot send):

- **Worker** → the **active** City-state tile (with no active tile you cannot send a Worker). A Worker already there goes home. Gain the City-state's icon placement, then an Athena card.
- **Ship** → the **leftmost empty Waypost** (a Ship never knocks another Ship home). Gain 1 Universal placement + 1 Silver.
- **Hoplite** → choose Sparta's or Persia's Battle track and take its leftmost free space. Gain 1 Trophy, then reveal an Athena card, gain a placement of its type and discard it.

Recall (instead of sending, whenever you have a piece in the Ostracized Camp): bring home any one of your ostracized Units, of any type, for its reward (Worker 2 Silver · Ship 1 Mission · Hoplite 2 Glory); if you have no ostracized Unit, bring home an ostracized Diplomat

instead. With nothing to send and nothing to recall, you cannot take this action. After bringing a **Unit** home you **may sell a Mission**: discard one **unfulfilled** Mission for 3 Silver (a second for 3 more) — a fulfilled Mission cannot be sold. If you sell at least one, flip your Role to the **Day** side; if you sell none, your Role stays as it is. **Then advance the Rivals.**

Units return home to the leftmost empty space of your Unit track. **Moving a City-state** (named by several actions): if no City-state is active, the move makes the top tile of the stack the **active City-state** on the rightmost Diplomacy-track space, and that is the whole move. Otherwise the active City-state moves one space toward Athens; a Ship on a Waypost it crosses returns home. Past the last space it **integrates**: any Worker on it goes home, then you place it on a free Agora space and **Athens builds** (p. 12). The next move makes the next tile active. With no active tile and an empty stack, a move does nothing.

THE PROGRESS TRACK & COMPENSATION TABLE

The three **Progress rows** — Military, Economy, Culture — each have three slots worth 6 / 5 / 4 **Glory**. A new Diplomat enters at the 4 and pushes the row left; a Diplomat shoved off the 6 is **knocked out**, returning home for **Compensation** (Athena cards on the Diplomacy track continue a row beyond the 6, scoring their own value). Rows pay out whenever they are scored — on a Build (p. 12), in Battle (p. 15), and at game end (p. 17). A knocked-out Diplomat never scores its slot or a card's printed Glory; it takes the Compensation table reward instead. The **Compensation table** beside the track sets what a knocked-out — or, in Battle, undefended — Diplomat earns: **Night** 5 Glory; **Day** 1 Silver + 2 Glory + the row's good (Trophy · Amphora · Athena card). The same table follows every Battle (p. 15).



The Compensation table (left) and the three Progress rows (right) — Diplomats slide left as new ones enter, scoring 6 / 5 / 4

EXAMPLE Activate a Unit



A Hoplite is sent: pay the topmost Amphora of its column, place it on the leftmost free Battle-track space, gain 1 Trophy, then reveal an Athena card and take a placement of its icon

2



FILL THE MARKET

Restock the Emporion — and take a reward for every space you refill.

Choose one Market column and fill its empty spaces from the Reserve (max 3). For each space filled, gain its row's reward:

ROW	REWARD FOR EACH SPACE YOU FILL
Top	1 Amphora to your Storage, and put 1 Silver into Corruption
Middle	1 Universal icon placement
Bottom	2 Silver, and put 1 Silver into Corruption

3



SEND AN ATHENA CARD

Send a statesman, idea, or civic project out into the Aegean. The card becomes an extension of the Progress track and may score later.

CHOOSE, PAY, AND SEND

1. **Choose** one of the 3 face-up Athena cards. Pay the **bottommost Amphora** in the Market column nearest that card. If that column is empty, you cannot send it.
2. **Place** the card on the leftmost free Diplomacy-track space. If no space is free, you cannot take this action.
3. **Gain** every reward shown on the card's left side.
4. **Assign a Diplomat.** Move one from your Stoa onto the card's hex. If your Stoa is empty, gain 3 Glory instead.

THE CARD IS THE PLACEMENT

A sent card is a **continuation of its matching Progress row**. The Diplomat on it counts for the card's icon and receives the Glory printed at right when that row scores. **Do not** place a second Diplomat on the Progress track.

CARD MOVEMENT AND COLLISIONS

Offer cards never slide; refill the empty offer space at the **end of your turn**. When the Athena deck empties, shuffle its face-up discard into a new deck (if deck and discard are both empty, skip the draw). When a travelling City-state reaches an Athena card, discard it and return its Diplomat to its owner's Household with Compensation (p. 10).

EXAMPLE *Iris sends Pericles*



Iris pays the bottom Amphora of the nearest Market column (1) and places Pericles on the leftmost free Diplomacy space (2). She takes the card's left-side rewards (3) and moves a Diplomat from her Stoa onto it (4). When Economy next scores, that Diplomat scores the Glory printed on Pericles (5).



BUILD THE PARTHENON

Pay one complete cost, raise one column or eligible roof piece, then score the Progress row you chose.

PAY EXACTLY ONE

3 Athena cards with the same icon	3 Athena cards with three different icons
3 Amphoras	3 Trophies

Discard paid cards; return paid Amphoras and Trophies to the **Reserve**. Choose Military, Economy, or Culture and build its next column; if all 4 of that type stand, build on a Universal space. Each roof covers one half of the temple: the upper roof becomes eligible when all 10 columns of its half stand (4 Culture, the 4 upper Universal, the 2 upper Economy), the lower roof when the other 10 stand (4 Military, the 4 lower Universal, the 2 lower Economy). Build and score a roof like any column.

Skill gain: draw 1 Skill more than the pieces you raised (1 column → draw 2), keep 1, discard the rest. Athens builds never grants Skills.

SCORE THE CHOSEN ROW

- 1 The builder gains 3 **Glory** + 1 per **Diplomat** in that row, including matching cards on the Diplomacy track (**Universal** matches every row).
- 2 Every Diplomat in the row pays its owner the Glory of its slot or occupied card.
- 3 Return all scored Diplomats to their owners' Households.
- 4 If you raised the **4th column** of its type, apply its completion effect (table) now. Then draw your Skills.

FOURTH COLUMN COMPLETED

EFFECT, RIGHT AFTER SCORING

MILITARY

All Hoplites return home; reset both Rivals; move the active City-state 2 spaces.

ECONOMY

Refill the Market. Each player may freely move either all Units to Piraeus or all Diplomats to the Stoa.

CULTURE

Each player retrieves one Small Citizen from the Agora or gains 10 Glory.



ATHENS BUILDS

Governance, battle, and integration may make **Athens build**. Reveal the top Athena card, raise its row's next column and discard the card. **Nothing is scored** — no row payout, no builder reward — and every Diplomat in that row **stays where it is**; only scoring a row sends Diplomats home. For Universal, the First Player chooses the row. Completion effects still trigger.

EXAMPLE Eudora raises a Military column



Eudora pays 3 Trophies and builds Military (1). The row holds her Diplomats at 6 and 4 and Ben's at 5 (2). She first takes the builder reward, $3 + 3$ Diplomats = 6 Glory; then every Diplomat scores its position — Eudora $6 + 4 = 10$, Ben 5 — and all three go home (3).

5



ACTIVATE YOUR HOUSE (OIKOS)

Choose one:

- **a) Unit track** — resolve **every** space from the first, left to right, **including spaces your own Units occupy**. Pay each cost as printed; a space whose cost you cannot pay does not resolve. Then move your Units to Piraeus and move a City-state.
- **b) Household** — the same for every Household space, including spaces your own Diplomats occupy. Then move your Diplomats to the Stoa and move a City-state.

Full-track dump: a full Unit track or Household immediately empties to Piraeus / the Stoa **for free** (no action, no costs/rewards, no City-state move).

6



USE YOUR ROLE TILE

Day side (clean): spend 3 of your **Role's resource** (2 Silver in place of each one you lack — or would rather keep) — Veteran/Matriarch: Trophies; Sophist/Oligarch: Athena cards; Hetaira/Priestess: Amphoras. Gain **1 Military + 1 Economy + 1 Culture placement**, then move a City-state 1 space.

Night side (corrupt): if on Day, flip now (only one player is corrupt at a time — this flips the previous one back). Take **ALL Silver from the Corruption offer**. Then reveal **2 Mission cards** to advance the Rivals; apply both movements before any Battle resolves. Then **immediately** send one Unit to the Ostracized Camp and gain **2 placements of your choice + 1 Mission**. This is mandatory: no card or effect lets you decline it. The Unit comes from your **Unit track**; only if your Unit track is empty, from Piraeus. If you have no Unit in either place, you send none and gain nothing for it. Only selling a Mission when you bring home an Ostracized Unit (or another player going corrupt) returns you to Day.

EXAMPLE Michael activates his Unit track



- 1 pays 2 Silver no reward +1 to Corruption
- 2 pays 2 Silver no reward +1 to Corruption
- 3 pays 2 Silver 1 Mission
- 4 can't pay no effect
- 5 free 1 Universal
- 6 free 8 Glory

Unit track: Michael has 6 Silver. From the first space on, his Units' spaces included, he pays for spaces 1–3, cannot pay for 4 (no effect) and takes the free 5 and 6; then Units to Piraeus, City-state moves.

EXAMPLE Michael activates his Household



- 1 pays Amphora 1 Universal
- 2 pays Trophy no reward +1 to Corruption
- 3 free +1 to Corruption
- 4 can't pay no effect
- 5 free 1 Silver
- 6 free Silver + Universal

Household: with 1 Amphora and 1 Trophy, Michael pays for spaces 1 and 2 (space 2 gives nothing back), cannot pay for 4, and takes 3, 5 and 6; then Diplomats to the Stoa, City-state moves.

EXAMPLE Kleon uses a Day-side Role



Day (Kleon): 2 Trophies + 2 Silver for the missing third; a placement in each Progress row; a City-state moves; Rivals stay still.

EXAMPLE Aspasia uses a Night-side Role



Night (Aspasia): all Corruption Silver; 2 Missions revealed and their advances applied; a Ship must go to the Camp, for 2 placements + 1 Mission.

SPARTA & PERSIA

Secret Missions tempt you with Glory while the same deck determines how quickly Sparta and Persia close on Athens.

HOLD, SCORE, OR SELL

Keep your Missions secret. When you place a Citizen on an **untiled** Agora space, its optional space action may reveal **one fulfilled Mission side**; show the condition, gain that side's reward, then discard the Mission. The other side is ignored. When you **bring a Unit home** from the Ostracized Camp (Activate a Unit, p. 10), you may **sell a Mission**: discard one **unfulfilled** Mission for 3 Silver (a second for 3 more); if you sell at least one, flip your Role to the Day side. A Mission you have already fulfilled cannot be sold.

When the Mission deck empties, shuffle the whole Mission discard — including every card revealed to advance the Rivals — to form a new deck. **One exception:**

a Mission revealed by the Demagogue leaves the game instead of going to the discard (p. 21).

ADVANCE THE RIVALS

Whenever an effect says **advance the Rivals**, reveal the top Mission. Look at the band between the card's two halves: **each disc advances that Rival 1 space** toward Athens (a Spartan disc moves Sparta, a Persian disc moves Persia). No disc means that Rival stays put. Then **discard that Mission**.

APPLY EVERY MOVEMENT BEFORE BATTLE

A Rival triggers a Battle when it reaches the final space or enters a Hoplite's space. Complete all Rival movement first. If both trigger, the active player chooses which Battle resolves first. See p. 15.

EXAMPLE *Theron advances the Rivals*



2 Spartan discs: Sparta moves 2
no Persian disc: Persia stays



Theron recalls an ostracized Ship, so he must advance the Rivals. He reveals the top Mission (1): its centre band holds two Spartan discs, so Sparta moves 2 spaces (2) into the space of a Hoplite (3); it holds no Persian disc, so Persia stays (4). He discards the card, and the Battle against Sparta begins (p. 15).



FROM THE HISTORIES • TWO POWERS PRESS THE LEAGUE

Persia — vast, wealthy, patient — fought as readily with gold as with armies; Sparta, whose hoplites were the finest in Hellas, distrusted Athens more with every course of the Long Walls. Thucydides judged that growth the truest cause of the war that ended the golden age. Every Mission you hold is a share of that pressure — the same deck that tempts you with Glory marches both powers toward Athens.

BATTLE · HOLD THE LINE

A Battle does not destroy the Progress track. It forces every attacked Diplomat home — rewarded if defended, compensated if exposed.



- 1 **Reveal 2 Athena cards.** Each card attacks the Progress row matching its main hex; discard both once the attacked rows are known. Two identical icons attack one row; different icons attack two. A Universal icon attacks all three.
- 2 **Defend, starting with the active player.** Each of your Hoplites on **either** Battle track may defend one attacked row. All of *your* Diplomats in that chosen row are defended. A Diplomat on a Universal card is at risk whenever any row is attacked, is resolved once per Battle, and is defended if one of your Hoplites defends any attacked row.
- 3 **Resolve attacked rows.** Every Diplomat there returns to its owner's Household. Defended Diplomats score their slot or card. Undefended Diplomats receive Compensation instead; on a Universal card, the owner chooses the good.

- 4 **Aftermath.** Return all Hoplites home and reset **only the Rival that fought** to its starting space; the other Rival does not move. If a second Battle follows at once, nobody has a Hoplite left to defend it.
- 5 **Athens rebuilds.** Athens builds one column (p. 12). Battle grants no Skills — only your own Build action does (p. 19).

OWNER'S ROLE SIDE	COMPENSATION PER UNDEFENDED DIPLOMAT
☾ Night	5 Glory
☀ Day	1 Silver + 2 Glory + the row's good: Trophy (Military), Amphora (Economy), Athena card (Culture)

EXAMPLE two rows under attack

1

Military + Culture

2

3

4

Two Athena cards attack Military and Culture (1). Sparta has entered the space of Nikias's (Blue) Hoplite (2). Nikias defends Culture, so his Diplomat there scores 4 Glory (3). Military is exposed: Nikias's and Aspasia's (Red) Diplomats there go home and take Compensation by their Role side (4).

FROM THE HISTORIES · THE PHALANX AND THE TROPAION

Athens held her ground behind a wall of shields: the phalanx, rank on rank of citizen-hoplites, each man's shield guarding his neighbour. When the enemy broke, the victors raised a tropaion where they turned to flee. The Trophies you win in Battle are exactly these: proof the line held. Captured enemy trophies were prominently displayed in the Agora, smeared with pitch to prevent decay.

GOVERNANCE

When no one can place a Citizen, Athens weighs the Assembly. Resolve Governance in the exact order below. An Official bringing your piece home is not an Activate-a-Unit Recall: it gives no Unit reward and does not advance the Rivals.

Each Official evaluates the Agora row or column it adjoins — Tamias/Trierarch/Strategos the **rows**, Ecclesia/Archon/Boule the **columns**. A Large Citizen counts as 2, a Small as 1; an Official with no Citizen in its line grants nothing.

TAMIAS → TRIERARCH → STRATEGOS → FIRST PLAYER → ECCLESIA → ARCHON → BOULE

1. **Tamias (row).** The majority holder brings their Worker home from the Ostracized Camp; with no Worker there they instead bring home an ostracized **Diplomat** or gain 2 Glory, their choice. **Tie:** each tied player gains 2 Silver.
2. **Trierarch (row).** The majority holder brings their Ship home from the Ostracized Camp; with no Ship there they instead bring home an ostracized **Diplomat** or gain 1 Glory, their choice. **Tie:** each tied player gains 1 Mission card.
3. **Strategos (row).** The majority holder brings their Hoplite home from the Ostracized Camp; with no Hoplite there they instead bring home an ostracized **Diplomat** or gain 5 Glory, their choice. **Tie:** each tied player gains 2 Glory.
4. **First Player.** The majority on the diagonal (top-left→bottom-right) takes the First Player token. **Tie:** the first tied player in turn order after the current First Player takes it.
5. **Ecclesia (column).** Majority: 2 Amphoras; tie 1.
6. **Archon (column).** Majority: 2 Athena cards; tie 1.
7. **Boule (column).** Majority: 2 Trophies; tie 1.
8. **Return Citizens** to their owners.
9. **Athens builds one column** into the Parthenon (see “Athens builds”, p. 12).
10. **Integrate a City-state:** the First Player places the top stack tile onto a free Agora space, Normal side up (skip if the stack is empty). This placement does **not** make Athens build again.
11. **Citizen unlock:** end of Round 1 take your **Large Citizen**; end of Round 2 your **last Small Citizen**. Then begin the next round.

EXAMPLE · WINNING AN OFFICE

			
STRATEGOS ROW ►			

Three Agora spaces of the top (**Strategos**) row are occupied. Blue has a Large (counts 2) + a Small (1) = 3; Red has a Large = 2. Blue holds the majority and brings a Hoplite home from the Ostracized Camp (with no Hoplite there: an ostracized Diplomat, or +5 Glory). Were it a tie, each tied player would take 2 Glory instead.



FROM THE HISTORIES · OFFICES BY LOT AND BY VOTE

Most Athenian offices were filled by lottery — a guard against wealth buying power.

The exceptions were jobs where incompetence killed: the ten strategoi were elected. Pericles held the post year after year — one general among ten, in practice the first man of Athens.

Governance turns the Assembly's decisions into the city's work.

“Instead of looking on discussion as a stumbling-block in the way of action, we think it an indispensable preliminary to any wise action at all.”

THUCYDIDES 2.40 · TRANS. RICHARD CRAWLEY

GAME END & VICTORY

The game ends immediately when either the Delian League is complete (a tile covers every Agora space) or the Parthenon is complete (every column filled and both roofs built). Finish the current effect, then go to Final scoring.

FINAL SCORING

1. **At home.** Each Unit and Diplomat on your Oikos board: **1 Glory**.
2. **On the track.** Each Diplomat on the Progress track scores its slot (6/5/4); on a Diplomacy-track card, the value printed on it.
3. **Ostracized.** Count *all* your pieces there together: $1 = -1$, $2 = -4$, $3 = -9$, $4 = -16$, $5 = -25$, $6 = -36$; for any number of pieces, multiply the count by itself.
4. **Unused Citizens.** Large **20**, Small **10**: each Citizen you have unlocked but did not place this round. Locked Citizens score nothing; a Citizen Governance has just returned to you counts as used.

5. **Unfulfilled Missions.** **2** each (max **10**). **Silver:** **1** each (max **10**).
6. **Goods** — each kind scored **separately** (Amphoras, Trophies, Athena cards): $1 = 1 \cdot 2 = 4$, $3+ = 10$.
7. **Skill cards:** score any game-end Glory they grant. Tucked Skills count too — reveal them now.

Most Glory wins. **Tie:** the tied player with the most Silver. Still tied: shared victory.

EXAMPLE · COUNTING THE FINAL TALLY

Kalliope's leftover goods score by kind:  $\times 2 = 4$,  $\times 1 = 1$,  $\times 2 = 4$. Her  $\times 4 = 4$. Four Units and Diplomats sitting at home = **+4**. Three Diplomats still on the Progress track (slots 6/5/4) = **+15**. One unlocked-but-unused **Small Citizen** = **+10**. One Unit left in the **Ostracized Camp** = **-1**. Kalliope adds **41 Glory** to the total her marker already shows on the Glory track.

Finish the current effect. Complete its row scoring and completion effect, then stop — the Assembly, Governance, and the round are not finished.



FROM THE HISTORIES · THE VERDICT OF THE CITY

Athens remembered her great men unevenly — Pericles in marble, Themistocles in exile, Alcibiades in both. Glory was awarded, withdrawn, and re-awarded by the same fickle Assembly. Win, and the city calls you first among Athenians — until the next vote.

THE CITY HONOURS HER PATRONS — AND REMEMBERS THEM UNEVENLY.

APPENDIX 1 · MISSION CARDS

Mission cards are both private opportunities and the engine that pushes Sparta and Persia toward battle.



READING A MISSION CARD

Each Mission has two halves: the **red top is Sparta**, the **purple bottom is Persia**. Read each half left→right.

- 1 **Trigger** — the condition that lets you score this side (here: a Hoplite ostracised from a House).
- 2 **Reward** — what you gain when you score it: Glory plus any goods shown.
- 3 **Rival advance** — the disc(s) in the band between the halves: each disc advances that Rival 1 space; no disc, no advance. It is a *separate* use of the card: it never fires when you score a Mission, only when a rule says **advance the Rivals** and this card is revealed off the top of the deck.
- 4 **The other side** — Persia's half works the same way, with its own trigger and reward. On both halves the grey double arrow means "do the left, gain the right".



MISSION
BACK

EXAMPLE · SCORE A FULFILLED SIDE



Iris has fulfilled the Sparta side of a Mission. She places a Citizen on an untiled Agora space and uses the space action: she shows the fulfilled condition, gains that side's reward, discards the Mission, and ignores the Persia half.

EXAMPLE · REVEAL TO ADVANCE RIVALS



Theron recalls an ostracized Ship and must advance the Rivals. He reveals the top Mission: its centre band holds one Persian disc, so Persia moves 1; there is no Spartan disc, so Sparta stays. Then he discards that Mission.

FROM THE HISTORIES · PRESSURE FROM TWO FRONTS

Every Athenian ambition had a counterweight: Spartan land power, Persian money and diplomacy, allied resentment, and the pressure to keep the League together. Missions turn that pressure into private temptation.



EVERY PRIVATE PLAN IS MADE UNDER
PUBLIC PRESSURE

APPENDIX 2 · SKILL CARDS

Skill cards are permanent passive powers, kept face up in front of you. They reward the act players already fight over: raising the Parthenon.



WHAT A SKILL IS

Once gained, keep the Skill face up in front of you. Its text changes your rules for the rest of the game. **May** effects are optional; other effects apply automatically. Face-up Skills are public.

STARTING SKILLS

When you draft your Role, choose 1 of that Role’s 2 starting Skill options. Return the unchosen Skill to the deck, then shuffle.

ROLE	STARTING OPTIONS
Veteran	Phalanx or Andreia
Matriarch	Poine or Proxenia
Sophist	Presbeia or Symmachia
Oligarch	Pleonexia or Hybris
Hetaira	Emporia or Agoranomos
Priestess	Promanteia or Prostasia

HOW YOU GAIN SKILLS

- 1. **Build the Parthenon.** When you take the Build the Parthenon action and raise a column or roof, draw **one Skill more than the number of pieces you raised** — one column means draw 2 — then keep 1 and discard the rest. Only 1 Skill per Build action.
- 2. **Nothing else grants Skills.** Athens builds do not, and Battle does not: holding the line pays you in Trophies, Compensation and scored Diplomats, not in Skills.

LIMITS

You may gain at most **1 Skill per round**. You may have at most **3 Skills face up**. When you gain a 4th Skill, do not discard it: **tuck** 1 of your 4 Skills (it may be the new one) face down under your Oikos board. A tucked Skill’s power is off for the rest of the game and it may not be turned face up again, but it still counts as your Skill card for game-end scoring (p. 17). Tucked Skills stay face down until game end. Empty Skill deck: shuffle the Skill discard. Deck and discard both empty: skip the gain.

EXAMPLE · A SKILL FOR BUILDING



Demos pays 3 Trophies and raises the next Military column, then scores the Military row. Because he raised **one** piece, he draws 2 Skills, keeps 1, and discards the other. Had Athens built that column for him — through Governance, integration, or a Battle — he would gain no Skill at all.



FROM THE HISTORIES · HABITS OF EXCELLENCE

In play, a Skill is not a spell or a one-off trick. It is what your House becomes known for: better command, sharper accounting, stronger rhetoric, or a patronage network that keeps paying back.

APPENDIX 3 · ATHENS & HER CITY-STATES



PERICLES OF ATHENS

Pericles (c. 495–429 BCE) led Athens through the height of her power. He widened the democracy — paying poor citizens to serve as jurors and officials — and redirected the tribute of the Delian League to raise the Parthenon as the monument of the age. When plague took him in 429 BCE, the golden age did not long outlive him, but the idea of Athens did. This game is set in his moment.

Coming next · the *Legends of Hellas* graphic novel. Age of Pericles is Part II of the saga — the same world, in full colour on the page. apeiron.games

“As a city we are the school of Hellas.”

THUCYDIDES 2.41 · TRANS. RICHARD CRAWLEY

THE 15 CITY-STATES — each joins Athens when it travels off the Diplomacy track

★ **Starting** tile (6) · others **Advanced** (9). The **top-left hex** is the tile's Glory type (🏹Military / 🏠Economy / 🏛Culture). On every ability row a **red** frame means **pay** to the Reserve, a **green** frame means **gain** from it. If you cannot pay, the tile has no effect.



ARGOS ★

Bring one of your Ships home from a Waypost to your Unit track.



ELIS ★

Draw a Mission card, or score one of your fulfilled Missions.



KORINTHOS ★

Pay 1 Amphora, Trophy or Athena card: take 1 of another kind. Then +2 Silver to the Corruption offer.



THEBAI ★

Reveal the top Athena card, gain its left-side reward, discard it. Then +2 Silver to the Corruption offer.



CHALCIS ★

Pay 2 Silver: bring one of your ostracized Units home and draw a Mission card.



PLATAEA ★

Pay 1 Trophy + 1 Amphora + 1 Athena card: build a column of this tile's type and score its row (no Skill).



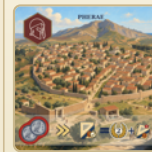
LARISSA

Pay 1 Amphora: upgrade a Citizen (p. 24).



PHARSALOS

Pay 2 Silver: 1 Glory for each Unit on your Unit track and each Diplomat in your Household.



PERAE

Pay 2 Silver: 2 Glory for each fulfilled Mission you hold, then reveal a Mission to advance the Rivals.



RHODOS

Pay 1 Athena card: upgrade a Citizen (p. 24).



SAMOS

Pay 1 Athena card: 1 Universal placement. Then +2 Silver to the Corruption offer.



CHIOS

Pay 1 Amphora: 1 Universal placement. Then +2 Silver to the Corruption offer.



MILETOS

Pay 1 Trophy: 1 Universal placement. Then +2 Silver to the Corruption offer.



EPHESOS

Pay 1 Trophy: upgrade a Citizen (p. 24).



COLOPHON

Pay 5 Silver: 10 Glory, then Athens builds.

APPENDIX 4 · IN TESTING

These rules are still being tested. Play them, then tell us how they went at info@apeiron.games.

THE DEMAGOGUE · 2 PLAYERS



Setup. A third Athenian in an unused colour, seated between you: 4 Citizens (1 Large, 3 Small), 8 Diplomats and 2 Hoplites beside the board; shuffle its 9 cards face down. No Oikos, resources, cards, Missions or Glory.

Citizens. Round 1: 2 Small. Round 2: Large first, then 2 Small. Round 3 onward: Large first, then all 3 Small. It takes its turns in the normal clockwise order.

Its turn. Reveal the top card. Place its next Citizen on the Agora space printed on the card; if it already has a Citizen there, use the next space in reading order where it has none. Then resolve the card's effects top to bottom. The card replaces all normal actions. The real player to its left makes any choice it must make (such as where an integrating City-state goes). After the ninth card, reshuffle all nine.

Governance. Its Citizens count in every majority (Large = 2). An Office it wins rewards no one; in a tie with it, only the tied real player takes the tie reward. If it holds the First Player diagonal, the token goes to the real player with the most there (tie: the normal tie rule).

Its pieces. Its Diplomats enter and leave Progress rows like yours, but score nothing and earn no Compensation; they return beside the board. With no Diplomat left, skip that placement. Its Hoplites never defend; after a Battle they return beside the board.

SOLO

IN DEVELOPMENT

The box says 1–5 players. Solo mode is still being designed and is not part of this edition. Its rules will appear on the online rules reader first — scan the QR code on the cover.

THE NINE CARDS

1. **Top right.** Culture icon placement; Athens builds a Culture column.
2. **Middle right.** Military icon placement; Athens builds a Military column.
3. **Bottom right.** Economy icon placement; Athens builds an Economy column.
4. **Top left.** Military icon placement; return 3 Amphorae from the left Market column to the Reserve; reveal a Mission.
5. **Middle left.** Culture icon placement; the same from the middle column; reveal a Mission.
6. **Bottom left.** Economy icon placement; the same from the right column; reveal a Mission.
7. **Top centre.** One icon placement on each of the three rows; move the City-state twice.
8. **Centre.** Gain 3 Athena cards and discard them; reveal a Mission; each real player ostracizes one Unit.
9. **Bottom centre.** One Hoplite to the leftmost free space of each Battle track; each real player ostracizes one Unit.

Ostracism by cards 8 and 9 applies to every real player: the Unit comes from your Unit track, else from Piraeus.

RULE · MISSIONS IT REVEALS

They advance the Rivals as their discs show, then **leave the game**: never to the Mission discard (p. 14).

RULE · CORRUPTION

No real player is ever corrupt: the Demagogue holds the corrupt side all game, and you use only your Role's Day side.

APPENDIX 5 · FREQUENTLY ASKED QUESTIONS

These are rules, not variants: the collisions and timing questions most likely to interrupt your first game.

ASSEMBLY & THE AGORA

CAN SEVERAL PLAYERS USE THE SAME AGORA SPACE?

Yes. A space may hold Citizens from several players, but never two Citizens of the same player. Every placed Citizen may take the space action before its Main Action(s).

MUST I USE THE SPACE ACTION?

No. Both an untiled Mission action and a City-state tile action are optional.

CAN A CITY-STATE INTEGRATE ONTO AN OCCUPIED SPACE?

Yes, provided the space has no City-state tile. Existing Citizens stay there.

CARDS, CITY-STATES & SHIPS

WHAT IF A TRAVELLING CITY-STATE REACHES AN ATHENA CARD?

Discard the card. Its Diplomat returns to its owner's Household and receives Compensation.

WHAT IF A CITY-STATE CROSSES A SHIP'S WAYPOST?

Return that Ship to the leftmost empty space of its owner's Unit track.

WHAT HAPPENS TO A WORKER ON AN INTEGRATING CITY-STATE?

Return it to the leftmost empty space of its owner's Unit track before placing the tile in the Agora.

YOUR HOUSE

MUST I PAY FOR A SPACE THAT GIVES NOTHING BACK?

Yes. Activating your House resolves every space from the first and every cost is paid. Only a cost you cannot pay leaves a space unresolved.

PROGRESS, BATTLE & BUILDING

WHEN ATHENS BUILDS, DO THE DIPLOMATS IN THAT ROW GO HOME?

No. Nothing scores and they stay. Only scoring a row — your own Build, a defended Battle row, or game end — sends Diplomats home.

WHAT IF A PROGRESS ROW IS FULL?

The new Diplomat enters at 4 Glory, pushes the row left, and knocks the 6-Glory Diplomat home with Compensation.

HOW DOES A UNIVERSAL CARD DEFEND?

Its Diplomat is at risk whenever any row is attacked. One of its owner's Hoplitest defending any attacked row also defends that card.

WHAT IF BOTH RIVALS TRIGGER TOGETHER?

Apply all movement first. The active player then chooses which Battle resolves first.

WHAT IF NIGHT REVEALS TWO MISSIONS?

Reveal both cards, apply both sets of Rival movement, then resolve any Battles. If both Rivals trigger, the active player chooses the order.

WHAT IF A TYPE'S FOUR PARTHENON SPACES ARE FULL?

Build in a Universal space. Roofs become eligible when their ten supporting columns stand. Universal completion has no special effect.

SKILLS

CAN I GAIN MORE THAN ONE SKILL IN A ROUND?

No. Starting Skills do not count against this limit.

DOES ATHENS BUILDING GRANT SKILLS?

No. Only your own Build the Parthenon action can grant a Skill — not Athens builds, and not Battle.

WHAT IF I GAIN A 4TH SKILL?

Keep at most 3 face up. Tuck 1 of your 4 Skills (it may be the new one) face down under your Oikos board. Its power is off for the rest of the game and it cannot return, but it still counts for game-end scoring.

PIECES, SUPPLY & TIMING

WHERE DOES A RETURNING UNIT GO?

Always to the leftmost empty space of its matching Unit track unless a rule names another destination.

WHAT IF A COMPONENT SUPPLY IS EMPTY?

The gain is lost. Athena, Mission, and Skill discards reshuffle; no other component substitutes.

DOES A GOVERNANCE RECALL GRANT THE ACTIVATE-A-UNIT REWARD?

No. It neither grants that reward nor advances the Rivals.

APPENDIX 6 · GLOSSARY

Every capitalised game term, in alphabetical order, with the page where it is taught. A capitalised word in this book always carries exactly this meaning.

ACTIVE CITY-STATE The one tile travelling the Diplomacy track; the rest wait in the stack. p. 10

AGORA The 3×3 grid of action spaces for Citizens. p. 8

AMPHORA Trade-good token; fills the Market and pays costs. p. 5

ASSEMBLY Round phase 1: in turn order, players place Citizens and act. p. 9

ATHENA CARD Sent to the Diplomacy track, spent on builds, revealed in Battles. p. 11

ATHENS BUILDS Athens raises one column; nothing is scored and no Diplomat moves. p. 12

BATTLE Triggered when a Rival reaches its last space or a Hoplite's space; the attacked Progress rows empty. p. 15

BATTLE TRACK Sparta's track (above the Diplomacy track) or Persia's (below). p. 8

CITIZEN Your action piece, Large or Small. p. 9

CITY-STATE A tile drawn toward Athens; integrated tiles cover Agora spaces. p. 10

COMPENSATION What an undefended or knocked-out Diplomat earns its owner. p. 10

COMPENSATION TABLE Night: 5 Glory. Day: 1 Silver + 2 Glory + the row's good. p. 10

CORRUPTION OFFER The Silver gathered on the board's Corruption space; the Night side takes it all. p. 13

DAY / NIGHT The clean / corrupt sides of your Role tile. p. 13

DELIAN LEAGUE Complete — and the game ends — when every Agora space holds a tile. p. 17

DIPLOMACY TRACK Where the active City-state travels and sent cards stand. p. 8

DIPLOMAT Your influence cube, placed from the Stoa. p. 9

FIRST PLAYER Token holder; wins the diagonal, breaks ties, starts rounds. p. 16

GLORY Victory points. Most Glory wins. p. 17

GOVERNANCE The round-closing phase: Officials, Athens build, new tile. p. 16

HOPLITE The Unit sent to a Battle track; defends rows in Battle. p. 10

HOUSEHOLD The bottom track of your Oikos board, holding Diplomats. p. 6

ICON PLACEMENT A Stoa Diplomat onto the matching Progress row; no Stoa Diplomat = 3 Glory. p. 9

INTEGRATION A City-state joins the League on a free Agora space; Athens builds. p. 10

KNOCK-OUT A Diplomat pushed off the 6-Glory slot goes home with Compensation. p. 10

MAIN ACTION One of the six actions, from your Citizen's row or column. p. 9

MARKET (EMPORION) Three columns whose Amphoras pay for Units and cards. p. 10

MISSION A secret Sparta / Persia card: score its fulfilled side, sell it, or reveal it to advance the Rivals. p. 14

OIKOS BOARD Your player board: Unit track, Household, Storage. p. 6

OSTRACIZED CAMP The tile beside the board where ostracized pieces wait; at game end they cost the count multiplied by itself (1 → -1, 2 → -4, 3 → -9 ...) p. 17

PIRAEUS (PORT) Where your Units wait to be sent. p. 8

PROGRESS TRACK The Military / Economy / Culture rows with 6 / 5 / 4-Glory slots. p. 9

RECALL Activate a Unit: bring an ostracized piece home, then advance the Rivals. p. 10

RESERVE The supply of Silver, Amphoras, and Trophies beside the board. p. 6

RIVAL The Spartan or Persian marker marching toward Battle. p. 14

RIVAL ADVANCE Reveal a Mission; each disc in its centre band advances that Rival 1 space; discard the card. p. 14

ROLE TILE Your character, with a Day and a Night side. p. 13

SHIP The Unit sent to a Waypost. p. 10

SKILL A permanent passive power; at most 3 face up. p. 19

SLIDE RULE A new Diplomat enters at the 4-Glory slot and pushes the row left. p. 10

STOA Where your Diplomats gather before placement. p. 8

STORAGE The Oikos space holding your goods. p. 6

TROPHY Battle-honour token (the spearhead); pays builds and Role costs. p. 5

TUCKED SKILL Face down under your Oikos board: its power is off, but it scores at game end. p. 19

UNIT A Worker, Ship, or Hoplite. p. 10

UNIT TRACK The top track of your Oikos board, holding your Units. p. 6

UNIVERSAL As a placement or payment: Military, Economy, or Culture, chosen when used. As an Athena card: matches every row in a Build's scoring (p. 12) and attacks all three rows in Battle (p. 15). p. 9

WAYPOST A Diplomacy-track column where Ships are sent. p. 10

WORKER The Unit sent onto a City-state tile. p. 10

APPENDIX 7 · ICON GUIDE

RESOURCES



SILVER The game's currency.



AMPHORA Pays for cards & Units; fills the Market.



TROPHY A Battle honour; pays to build.



ATHENA CARD Drawn from the Athena deck.



MISSION CARD Sparta's and Persia's demands, from the Mission deck.

PROGRESS ICONS — THE FOUR HEXES



MILITARY The Military Progress row.



ECONOMY The Economy Progress row.



CULTURE The Culture Progress row.



UNIVERSAL Any one of these three. As an icon placement, the row of your choice; a Universal Athena card matches every row (pp. 12, 15).

PLAYER PIECES



CITIZEN Your action piece — Large or Small.



DIPLOMAT Your influence piece (Stoa → Progress).



WORKER A Unit sent to a City-state.



SHIP A Unit sent to a Waypost.



HOPLITE A Unit sent to a Battle track.



RIVALS The Sparta & Persia markers. On a card: **RIVAL ADVANCE**.

PLACES



AGORA Place a Citizen on an action space.



STOA Where Diplomats gather.



MARKET An Emporion space.



PORT Piraeus — Units await deployment.



CITY-STATE A Diplomacy-track tile.



OSTRACIZED CAMP The tile where ostracized pieces wait.



OSTRACIZE Send the piece shown to the Ostracized Camp.



HOME Return to your Oikos board.

GAME EFFECTS



GLORY Victory points — the winner has the most.



GAIN A CARD Take an Athena card.



SCORE A MISSION Reveal a fulfilled Mission for its reward.



BRING HOME Recall a Unit or Diplomat.



UPGRADE Swap the Small Citizen you just placed for your Large Citizen: it counts 2 and takes both Main Actions this turn. No effect if your Large is locked or already placed.



LARGE → SMALL A Mission trigger, the mirror of Upgrade: swap your Large Citizen for a Small one to claim the reward (provisional).



DAY Your Role's clean side.



NIGHT Your Role's corrupt side.



CORRUPTION The Corruption offer of Silver.



ATHENA REVEAL Reveal an Athena card, then resolve it.



BATTLE Combat against the Rivals.



MISSION-FLIP Flip the top Mission; advance the Rivals.



ATHENS BUILDS Athens builds a column (see p. 12).



BUILD A COLUMN Build one column and score its row (free as a reward).



EVALUATE Score and pay out the Progress track and its cards.



COMPENSATION TABLE What a knocked-out or undefended Diplomat earns — its Day / Night reward (see p. 10).



MOVE A CITY-STATE Move the active City-state one space toward Athens; past the last space it integrates and Athens builds (p. 10).