



# PELOPONNES » HEROES AND COLONIES



2 – 5 (8 \*) PLAYERS, 10 YEARS OLD AND UP, DURATION APPROX. 60 MINUTES

\* TOGETHER WITH THE PELOPONNES BOX,  
PELOPONNES HEROES AND COLONIES CAN BE PLAYED WITH UP TO 8 PLAYERS.

## Background + Goal of the Game

Ancient Greece is striving for new land for building colonies, which give your civilization individualized advantages and disadvantages. Build prestigious buildings, gain new land, and take advantage of your hero. But beware of the threat of the Persians and the other civilizations, who unite only when defending against the Persians.

Develop your civilization and colony during the eight rounds so that a balance is achieved between power and population points.

## Components

9 Colony Boards



10 Hero Tiles



Disaster Tile "Persians"  
8 Disaster Chits "Persians"

Overview Board

2 "Round Overview" Tiles



Civilization "Sikyon"



Wooden Material:  
8 Figures



15 Coins



24 Cloverleaves



Game rules

## Preparation

Place the Overview Board on one side of the table. Above it, place all 6 Disaster Tiles: 5 from the basic game together with the Persians.

Mix all 16 Disaster Chits of the basic game together with the 8 new Disaster Chits "Persians" and place in 2 piles of 12 Disaster Chits each on the relevant spaces of the Overview Board.

Each player chooses a color and, in addition to the 5 wooden Markers of the basic game, gets the Figure in this color and 3 Cloverleaves.

All Civilization Tiles, Hero Tiles and Colony Boards (they replaces the Player Mats of the basic game) are mixed separately, and then a Hero and a Colony are dealt randomly to each player.

Place your Hero Tile with the red side facing up in front of you.

Civilization and Hero Tiles provide the turn order for the first round of the game, the starting money, population, income and possibly other raw materials or a specific strength.

In addition, each Hero has a special ability to use throughout the game (» see Heroes) and each Colony has various advantages and disadvantages (» see Colonies).

A new feature of Heroes and Colonies is "strength." A Player Marker is used to keep track of that player's strength at the Overview Board.

The remaining 4 Player Markers keep track of that player's wood, stone, food and luxury goods at the Colony Board. The Figure is now used to record the number of inhabitants. Unless a Civilization or Hero Tile show otherwise, each Player Marker starts at zero on its track.



## Game play

The game play of the base game changes only on the following points:  
At the end of each round, 3 Disaster Chits (instead of 2) are drawn successively and assigned to the corresponding Disaster.


*Caution: If two chits of the same disaster are revealed in a row, the second chit is slid under the second stack, and another chit is revealed instead.*


If a Building or Landscape tile is taken, players have the opportunity, in the new turn order, to increase their strength (» see Strength).

The “Persians” disaster occurs twice during the game (» see Persians). As usual, for each of the 3 Supply Rounds in the game, every inhabitant must be supplied with food as usual, and every unfinished building must be built. Now, however, there is also an internal conflict each Supply Round (» see Internal Conflict).

Strength

Each time a player receives a new tile, he can increase his strength. New Building tile: the player additionally pays 1 wood and 1 stone and gains as many Strength Points as the Power Points shown on the Building Tile. Caution: this is not possible when placing a coin onto the tile or when finishing an unfinished building in the supply round! New Landscape tile: the player additionally pays 2 food and receives as many Strength Points as the Power Points on that tile. Move your marker on the Strength track accordingly. The maximum strength of 29 cannot be exceeded.







The player pays 3 Wood and 1 Stone (instead of 2 Wood) for the Bridge and gains 4 Strength Points (Power Points at the Tile).

Persians

The Persians attack immediately after the 3<sup>rd</sup> and 6<sup>th</sup> Persian Disaster Chits are revealed. The strength of the Persians is determined and compared with the total strength of the players. The strength of the Persians is equal to the number of players multiplied by the sum of the values of all the revealed Persian Disaster Chits. Note: The 7<sup>th</sup> and 8<sup>th</sup> revealed Persian Disaster Chits are ignored!




In a 4 - player game the Strength of the Persians is 20 (4 x 5).




If the Persians are stronger after the 1<sup>st</sup> Persian attack, all players must turn their heroes to the orange side. If the Persians are stronger after the 2<sup>nd</sup> Persian attack, each player must remove

his tile with the most Power Points from the game. If a player has several tiles with the same number of Power Points, he may decide which tile he will remove.

If the players are at least as strong as the Persians, they have defended themselves successfully. Then each player must halve his Strength Points (rounded down). After that, each player may hire Mercenaries (» See Mercenaries).



All players have only 18 Strength in sum and have to turn their Heroes to the orange side.



Mercenaries

If a Persian attack is repulsed, each player in turn order may hire Mercenaries. You may hire up to as many Mercenaries as your current Power Points. Each Mercenary costs 1 coin. Stack the coins on the space matching your player color on the Overview Board to represent your Mercenaries. Then add 1 Strength Point on your strength track for every Mercenary you hired. Each Mercenary also counts as 1 Population Point at the end of the game!






The Player stacked 3 Coins at his colored space and gains 3 Strength Points.

Internal Conflict

During each Supply Round (3x in the game), after feeding your population and finishing buildings, internal conflicts take place between the players. Determine which players have the highest and the lowest strength. Use the current turn order as a tiebreaker.

The strongest player receives one Cloverleaf and one Inhabitant from the weakest player. Both players adapt their population tracks accordingly. If a player has no Inhabitants, he cannot lose one, and the strongest player cannot gain one. When playing with 5-8 players, the two strongest players take one Inhabitant and one Cloverleaf from the two weakest players. Then the strongest player(s) halve their Strength Points (rounded down).



The strongest player (yellow) receives one Inhabitant and one Cloverleaf from the weakest player (blue). After that yellow halve his Strength from 8 to 4.

End of Game

As in the basic game, the game ends after the 8<sup>th</sup> round is finished. Players then receive their final income, the last 3 Disaster chits are revealed, and the final Supply Round (including the last internal conflict) is carried out.

Winner

Players calculate their points as follows:

- Power Points for Building, Landscape and Hero tiles (only on the red side of the Hero tile).
- Additional Power Points for Coins: depending on the Colony, 2, 3 or 4 coins are each worth one Power Point.
- Population Points: one for each Inhabitant, multiplied by 2, 3 or 4, depending on the Colony
- One additional Population Point for each Mercenary.
- Each Cloverleaf is worth either 2 Power Points or 2 Population Points. You may assign each of your Cloverleaves to either.

Compare your total Power Points with your total Population Points. Your final score is the lower total. The player with the highest score wins the game. In cast of a tie, the higher totals are compared. If still a tie, then the tied player with the higher number of luxury goods wins.

Negotiation Variant

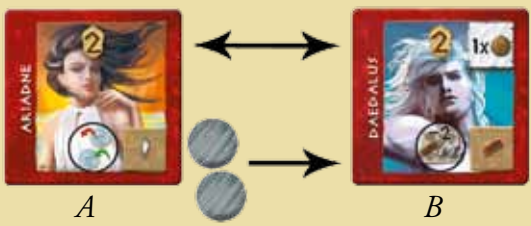
After each player has received his Civilization tile, he immediately receives the starting coins (only the coins!) for that tile. Turn order is determined by the number on the bottom left of each Civilization tile.

Then, each player is dealt a Colony and Hero, but does not yet take additional Coins for that Hero.

Before the game begins, each player, in turn order, is allowed to make one offer in Coins for another player's Colony.

If the other player accepts the offer, he takes the Coins and both players exchange their Colonies. If the offer is rejected, the players retain their Coins and Colonies, and the next player has the option of making an offer.

After that, and in the same way, each player may make a single offer for another player's Hero.



Player A bids 2 Coins, to trade his Ariadne against Daedalus from player B. Player B agrees, gets the 2 coins and both trade their Hero.

Once the negotiation round is over, each player receives what is printed on the top right of his Hero Tile.



## Heroes

Achilles:

*Hero of Troy, son of Peleus and Thetis;*

Achilles starts with 1 Coin, 2 Inhabitants and 5 Strength Points. Achilles always gets +2 Strength when you increase your strength by building Buildings or gaining Land. If this tile is flipped, he loses 1 Stone each round after that.



Sisyphus:

*He betrayed the plans of the gods and as a penalty, had to roll a stone block up a hillside, only to have it always roll downward again.*

Sisyphus starts with 2 Coins, 1 Inhabitant and 3 Strength. His bid is always 1 Coin higher than the player's actual bid.

*Caution: the extra coin does not count when determining the order of play!*



Andromeda:

*Ethiopian princess, sacrificed to the sea monster Ketos but freed by Perseus and later taken to heaven with him as a constellation.*

Andromeda starts with 5 Food and 2 Inhabitants. She always gets +3 Coins on every new tile that shows at least one Coin on the upper right.

If this tile is flipped, he loses 1 Wood each round after that.



Tantalus:

*King of Lydia. Originally a friend to the gods, they later became hostile to him when he cooked his son and presented it to them as a meal. As a punishment, he had to suffer hunger, thirst, and an agonizing death.*

Tantalus starts with 2 Coins, 2 Food and 3 Strength. He may hire as many Mercenaries

as his current Strength during every Supply Round (after the internal conflict has been resolved).



Ariadne:

*Daughter of Minos, gave Theseus a ball of thread and a sword that saved him in the labyrinth.*

Once per round, Ariadne may take a Disaster Chit that has just been drawn, and place it under the second stack of chits. Then, a replacement Disaster Chit is drawn.



Daedalus:

*Cretan inventor and builder, fled from Minos from Crete to Sicily by means of self-made wings.*

Daedalus starts with 1 Strength. When constructing buildings, he pays either 2 Stone or 2 Wood less (not 1 Wood and 1 Stone) for each building.



Hector:

*The most important hero and leader of Troy, and Achilles' opponent.*

Hector starts with 4 Strength. When Strength is normally halved after a Persian attack or internal conflict, Hector loses only 2 Strength instead.



Helen:

*Princess Helen of Troy and Queen of Sparta.*

*As the most beautiful woman in the world, she was the cause of the Trojan war, after the Trojan Prince Paris took her to Troy.*

Helen starts with 5 Coins, 2 Inhabitants and 1 Strength. Helena gets +1 bonus Inhabitant on each new Landscape Tile. If this tile is flipped, she loses 1 Food each round after that.



Odysseus:

*Lord and Hero of Troy, King of Ithaca.*

Odysseus starts with 3 Strength. He may protect himself once in the game from any disaster. For this he has to cover the symbol on his Hero Tile with his own Coin.

*Note: This can also be one of the two Persian attacks. In this case, he is the only player not affected by the negative event. When the game ends, the Coin goes to the bank!*



Penelope:

*Wife of Odysseus, who must defend herself during his absence from numerous suitors.*

Penelope starts with 1 Inhabitant and 1 Strength. She pays 2 Food less to feed her Inhabitants during a Supply Round.



## Colonies

Peloponnese quickly became too small for the ancient Greeks.

So they began to found new settlements, which often grew into important cities.

Through this colonization, the Greek language, culture and polis-order were spread, especially in the coastal areas of the Mediterranean and the Black Sea.

Apollonia:

*The city of Apollonia was located in today's Albania and was founded in 588 BC as a Doric colony of Corfu with the participation of settlers from Corinth.*

Special features: small storage for Stone and Food, slightly increased possibility of luxury. The player is last in every round in the turn order. The Disasters of Drought (losing half your food rounded down) and Earthquake (2 Wood and 2 Stone per building) are more devastating in Apollonia.



Byzantium:

*Byzantium was a colonial city of Doric Greeks from Megara, Argos and Corinth, founded around 660 BC at the southwestern exit of the Bosphorus.*

Special features: Small Food store, slightly lower income, slightly increased possibility of luxury. Each Inhabitant is worth 4 Inhabitant Points at game end, and every 4 Coins are worth one Power Point.



Leptis Magna:

*Leptis Magna was the first trading colony of the Phoenicians in Tripolitania.*

*It came first under the supremacy of Carthage, and then, after the conquest of Numidia, under Roman rule (46 BC).*



Special features: slightly higher income. When reserving a Building, the player must place 3 of his Coins on the Building Tile instead of one. The player is allowed to ignore the placement rules when placing Land Tiles.



Massilia:  
*Around 620 – 600 BC the Greeks founded a permanently inhabited settlement thanks to a donation by the Ligurian princes on the south coast of today's France and called it Massilia, today's Marseille.*  
Special features: small storage, slightly increased access to luxury.



Miletus:  
*The settlement of Miletus, which was of South-West Anatolian character, was the first Minoan settlement, but it was destroyed and rebuilt several times. Through the centuries, several cultures left their mark.*  
Special features: higher income, slightly higher access to luxury. This player is the starting player in every round. Every 2 Coins are worth 1 Power Point at the end of the game.



Naukratis:  
*Naukratis was an ancient Greek trading city and was located in Egypt in the western Nile Delta. It was founded around 630 BC and was famous for its floral sprays.*  
Special features: large storage, low coin income, luxury can be exchanged in a ratio of 1: 1 for another resource or a Coin.



Naxos:  
*Naxos was the first Greek colony on Sicily and was founded in 735 – 734 BC by inhabitants of the town of Chalcis under the leadership of Theokoles.*  
Special features: large storage, high income, slightly higher access to luxury. Every 2 Coins are worth 1 Power Point at the end of the game.



Salamis:  
*Salamis was an ancient city at the mouth of Pedaios to the east of the Mediterranean island of Cyprus, on a wide bay about 6 km north of today's Famagusta.*  
Special features: At the end of the game, Salamis receives only 2 Population Points for each of its Inhabitants. For each Supply Round, however, 1 Food is enough to feed 2 Inhabitants.



Taras:  
*Taras, today's Taranto, was located in Apulia, on the Gulf of Taranto in the Ionian Sea. It was the city of the two seas and the swing bridge, the ancient center of which was the island of Isola Del Borgo Antico, which separates the Mediterranean from a lagoon behind the island.*  
Special features: small storage for Wood and Stone, easy access to luxury. The catastrophes of Decline (losing all luxury) and Tempest (2 Food and 2 Coins per Landscape Tile) are more severe for Taras.



**Civilization Sikyon**  
Special features: protection against the catastrophe Tempest, starts with 9 Coins, 9 Food and 3 Inhabitants. *Caution: If the storage of the colony is less than 9 food, the player gains the difference in luxury goods.* At each turn, the player receives 1 Food, but loses 1 Wood and 1 Stone, if any are in storage. If the player produces Wood and Stone through other tiles, the loss is directly offset.

