



MINES OF LAURION

Spend immediately 3 talents in an additional Preparation Phase, regardless of the limits for cards and fleets.



CAVALRY OF MARDONIUS

Make a land movement.
If a land battle occurs, the 4 or 5 Persian dice value limit does not apply during that battle (a result of 5 or 6 is possible).



IONIAN REVOLT

Remove 1 Persian army from a major Persian city and place it in its reserve.



TRIBUTE OF EARTH AND WATER

Choose 1 city that is not controlled by either side. Place 1 Persian army there from your reserve.



WRATH OF POSEIDON

Remove 1 Persian fleet from the map
and place it in its reserve.



TRIBUTE OF EARTH AND WATER

Choose 1 city that is not controlled
by either side. Place 1 Persian army
there from your reserve.



MILTIADES

Play this card in the 1st round of a land battle after you have completed your move OR when you are attacked. Roll 3 dice for the duration of the battle, regardless of the number of your armies.

Cannot be played at the same time as the 300 Spartans card.



ΛARNEIA FESTIVAL

Until the end of the current campaign, the Greek player may neither move Greek armies occupying Sparta nor play a Sparta event. However, Sparta cards may be used for movement.



THEMISTOCLES

Playable after a Persian naval movement, before resolution of the potential naval battle. Make a Greek naval movement (e.g. to reinforce attacked fleets). Resolve the potential Greek-initiated naval battle, and then the Persian-initiated naval battle. No fleet may retreat during these naval battles.

No army transport.



THE IMMORTALS

Playable immediately after a land battle in which the Persian army is annihilated. Place the Greek Reaction card if present in the discard pile and put back up to 3 Persian armies that were eliminated in the previous battle and start a new battle.

Not playable after the "Assassination of Xerxes" or if both sides are eliminated at the same time.



PAUSANIAS

Cancel the combat bonus from the
“Cavalry of Mardonius” event.

*Play this card immediately in
response to the Persian event.*

OSTRACISM

Pick a card at random from the Greek
player's hand and discard it.



ORACLE OF DELPHI

Discard all the cards in your hand, including this one, and then draw the same number of cards.



THE GREAT KING

Make a land movement.

If a battle occurs and your opponent is annihilated or retreats, score 1 point immediately. Conversely, your opponent scores 1 point if you do not control the city at the end of the battle.



LEONIDAS

Select 1 Greek army and move it.
If a land battle occurs, roll 2 dice
and choose the result you prefer for
the duration of the battle.



THE ROYAL ROAD

Select Ephesus or Abydos.
If there are Greek armies in the city, return
them to their reserve. If not, place 1-3
Persian armies there from your reserve.



ARTEMISIA I

Playable immediately after the elimination of a Persian fleet during a naval battle.

Remove 1 of the Persian fleets still participating in this battle from the game.

The Greek player may not play this card if there is not a 2nd fleet to remove.



HIPPIAS

Inspect the cards in the Greek player's hand and choose one to discard.



◀EVANGELION

Make a land movement.
If a battle occurs and your opponent is annihilated or retreats, score 1 point immediately. Conversely, your opponent scores 1 point if you do not control the city at the end of the battle.



◀SEPARATE PEACE

Each player rolls one die.
If the Persian die roll is higher, Persia succeeds in breaking the Athens and Sparta alliance. The Greek player shows their hand and discards all the Sparta cards from it.



MELAS ZOMOS

Place 1 Greek army from your reserve in Sparta. You cannot play this card if you have run out of units in reserve or if Sparta is not under Greek control.



SUDDEN DEATH OF THE GREAT KING

If you draw this card when preparing a campaign, it is abandoned. Neither side scores points. Discard all your cards and shuffle the deck with the cards from the discard pile to make a new draw pile.

*This event may occur only twice during the game.
The first time is the "Sudden Death of Darius",
the second is the "Assassination of Xerxes".*



MOLÔN LABÉ

Cancel the "Tribute of Earth and Water" event and then make a land movement.

Play this card immediately in response to the Persian event.



DEFECTION OF THEBES

If there are Greek armies in Thebes, remove them and place them all in the same Greek-controlled city (the Greek player decides which city). Place 1 Persian army from your reserve in Thebes.



TRIREMES

Make a naval movement.

Resolve any naval combat and then make a second naval movement. You can move the same or other fleets. However, no armies can be transported during these two movements.



TRIBUTE OF EARTH AND WATER

Choose 1 city that is not controlled by either side. Place 1 Persian army there from your reserve.



SUPPORT FROM SYRACUSE

Syracuse responds favorably to Greece's request for aid. Place all Greek fleets from your reserve in one or more ports of cities under Greek control.



ALLIANCE WITH CARTHAGE

Not playable as an event.

You may keep this card to prevent the Greek player from getting « Support from Syracuse » or play it to make a movement.



300 SPARTANS

Playable only in defense (in the 1st round) in a land battle. Roll 3 dice regardless of the number of your armies for the duration of the battle.

Cannot be played at the same time as the Miltiades card.



ACROPOLIS ON FIRE

Neither side scores points for Athens during this campaign. The Greek budget for the next campaign will be 5 talents instead of 6.

Playable when Persia occupies Athens.



DESERTION OF GREEK SOLDIERS

Remove 1 Persian army from the map
and place it in its reserve.



PACIFICATION OF BABYLON OR EGYPT

Discard as many cards as you wish, including
this card, and draw the same number of cards.

If the "Sudden Death of the Great King"
card is drawn and if both kings haven't
already died, the king in question dies and
the Operations Phase ends immediately.
Proceed to the Supply and Scoring Phases.