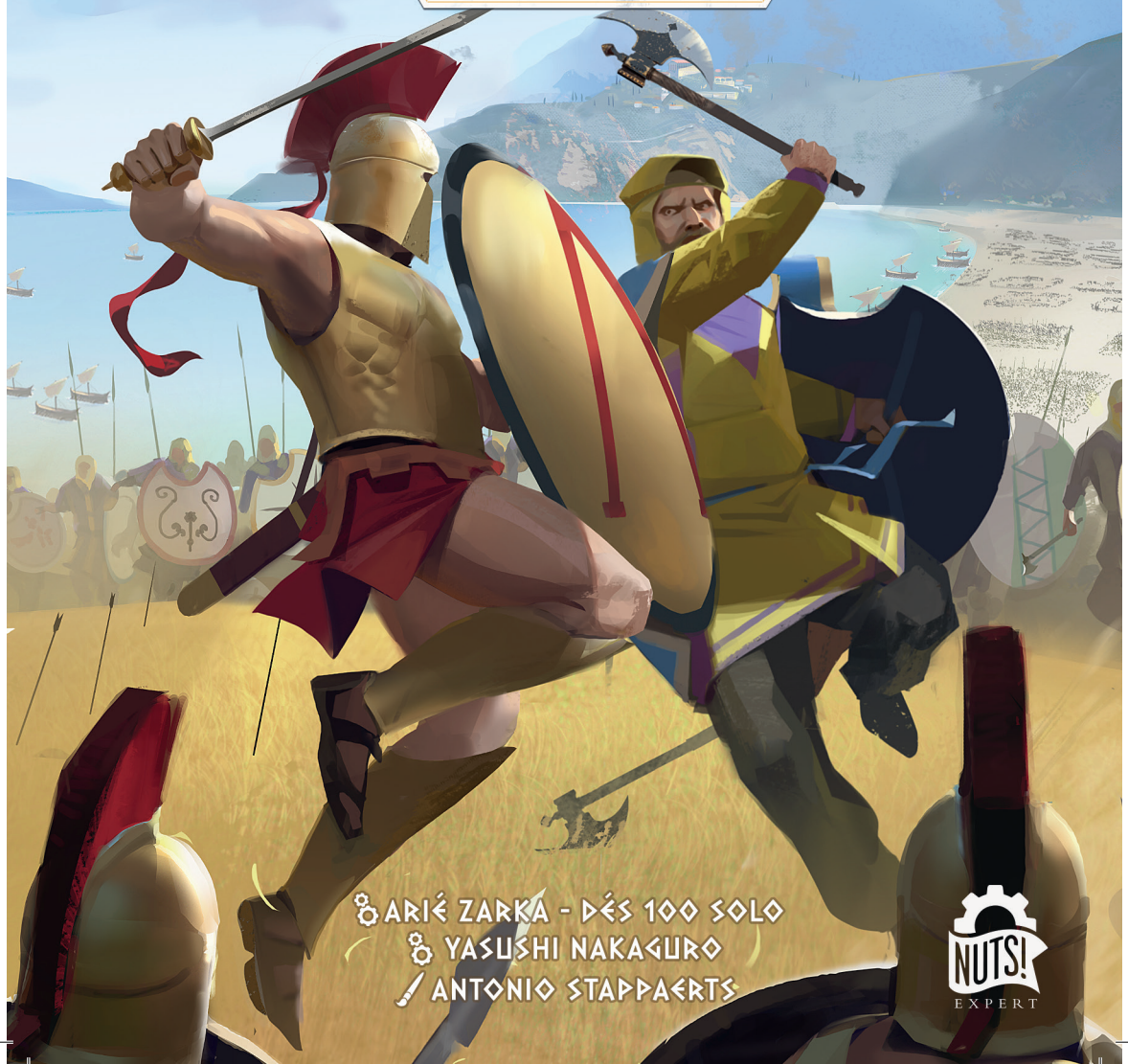# 300

EARTH & WATER

SOLO MODE

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NUTS! EXPERT

1 Introduction

In single-player mode, you play the Greek player against the Persians. The Persians are controlled by an Artificial Intelligence (AI) called "**PERS.IA**". The Persians try to invade your territories, especially Greece. You must use your skills and strategies to survive, fight off the invader and destroy their defenses.

2 Setup

1. Setup in the same way as for the two-player game with these exceptions:
- The Persian starting positions are different.
- The Campaign marker is placed on the third space on the Campaign track.
- The Score marker is placed on the number 2 space on the Persian side of the Total Score Track.

2. Place the Persian units as follows:
- 1 army on Darius I and 1 army on Xerxes I.
- 3 Persian armies on Abydos.
- 3 Persian armies on Ephesus.
- 2 fleets on Abydos.
- 2 fleets on Ephesus.
- Place the pontoon bridge on the Hellespont between Abydos and Pella.

3 Game Play

The game is played essentially in the same way as the classic 2-player game. Victory conditions are similar to those of the classic 2-player game.

Here is a list of the rule modifications (with several major changes):

A. **The Persians have no unit limit (on either fleets or armies)**.
It will therefore sometimes be necessary to use disks and cubes that are not included in the game.

B. During the Operation Phase, Persian operations are controlled by rolling a die.

C. **In the case of land or naval battles, the Persians never retreat**.

D. Bridge building for the Persians costs only 4 talents.

E. The Persians do not resolve events on the cards it uses.

F. **Persia wins immediately if it takes control of the 2 Greek major cities**.

4 Persian Preparation Phase

- The Persians start with 12 talents.
- Persian units are placed on the board in relation to the placement of your Greek units.
- The conditions of Situation A and all the following Situations are checked, and the instructions are applied in order until the Persians have spent all of their 12 talents.
- Each fleet costs only 1 talent for the Persians and construction of the pontoon bridge costs 4 talents.
- The Persians have no unit limit (on either fleets or armies).

A. If one Persian supply city is occupied by at least one Greek army, the Persian reaction is:
the Persians draw 3 cards and add 9 armies to the unoccupied major city.

B. If the Persians have between 1 to 6 points:
- The Persians start by drawing 4 cards.
- If the pontoon bridge is not in place, the Persians build it at the cost of 4 talents.
- The Persians place 1 fleet in each port city they occupy which does not already have a fleet.
- The Persians then add armies 1 by 1 to the cities they occupy in the following order, until all talents are spent: Abydos > Ephesus > Sparta > Athens > Corinth > Thebes > Delphi > Larissa > Pella. They place 1 army in every city they control, and then begin the list again, adding a second army if possible. When a minor city already has 2 or more Persian armies, no additional army is placed there.

C. If the Score Marker is on the 0 space:
- The Persians start by drawing 5 cards.
- If the pontoon bridge is not in place, the Persians build it at the cost of 4 talents.
- The Persians then add armies 1 by 1 to the cities they occupy in the following order, until all talents are spent: Abydos > Ephesus > Sparta > Athens > Corinth > Thebes > Delphi > Larissa > Eretria > Naxos > Pella. They place 1 army in every city they control, and then begin the list again, adding a second army if possible. When a minor city already has 2 or more Persian armies, no additional army is placed there.

Setup

D. If the Greeks have between 1 to 6 points:
- The Persians start by drawing 6 cards.
- If the pontoon bridge is not in place, the Persians build it at the cost of 4 talents.
- The Persians then add as many armies to Abydos as they have remaining talents.

Example situation: The score marker is on 0, the bridge has been destroyed and the Persians control only Abydos and Ephesus. The Persians draw 5 cards at a cost of 5 talents, build the bridge for 4 talents, and then place 3 armies for 3 talents (1 at Abydos, then 1 at Ephesus and then 1 more at Abydos).

5 Persian Operations Phase

At the beginning of each Operation, the Persians verify the following conditions in order. As soon as they encounter a condition that corresponds to their situation, they perform that entire Operation as described.

1. If the Persians have no cards left, they pass and directly execute the fourth step of the Operation Phase. If the Persians have at least one card in hand, they continue this round of operations (performing the first step corresponding to their situation, and then going to step 4).

2. At the start of an Operation, if the Greeks occupy a Persian major city, the Persians react defensively as follows:
   - The Persians activate the city where they have the most armies (in the event of a tie, they activate a city in the following order of activation: Ephesus > Abydos > Pella > Larissa > Thebes > Delphi > Athens > Corinth > Sparta).
   - They move one-third of this city's armies (rounded up) to the major city occupied by the Greeks.
   - If the Persians cannot perform this action (for example, because the bridge has been destroyed and there are no armies in their other supply city), they roll a die (as in step 3) as if neither supply city were occupied.

3. At the start of an Operation, if the Greeks do not occupy either of the two Persian major cities, the Persians roll **a 6-sided die** to discover what PERS.IA will do this round.

[⚀] The Persians pass (they do not perform an Operation this turn, and their Operation Phase is over).

[⚁] [⚂] The Persians move their armies.
- The Persians activate the city where they have the most armies (in the event of a tie, they activate a city in the following order of activation: Ephesus > Abydos > Pella > Larissa > Thebes > Delphi > Athens > Corinth > Sparta).
- They move half the armies of this city (rounded down) towards the nearest city with no army (they always move towards Sparta, and always choose Thebes rather than Delphi).
- Exception: they must always leave at least 2 armies at Ephesus and 2 armies at Abydos.
- If it is not possible to move towards an unoccupied city, then they move towards a city occupied by the Greeks (they always move towards Sparta, and always choose Thebes rather than Delphi).
- Exception: as mentioned above, the Persians must always leave at least 2 armies at Ephesus and 2 armies at Abydos.
- If a battle occurs, the Persians never retreat.
- If no movement is possible, the Persians destroy one Greek army [⚄].

[⚄] The Persians destroy one of your armies and you must discard a card.
- If an army can be destroyed and you have no cards left, the army is destroyed anyway.
- The army to be destroyed will be the first isolated army (i.e. the one that is alone in a city) in the following order of priority: Abydos > Ephesus > Pella > Larissa > Thebes > Delphi > Athens > Corinth > Sparta > Naxos > Eretria.
- If none of the Greek armies are isolated, simply destroy 1 Greek army in the first Greek-occupied city on this list: Abydos > Ephesus > Pella > Larissa > Thebes > Delphi > Athens > Corinth > Sparta > Naxos > Eretria.
- If no army can be destroyed, the Persians destroy one of your fleets [⚅].

⚁ The Persians destroy one of your fleets and place a Persian fleet in the port where the ship has just been destroyed.

- The fleet to be destroyed will be the one in the port of the first city on this list in which you have one or more fleets: Abydos > Ephesus > Naxos > Eretria > Pella > Thebes > Athens > Sparta.
- The fleet placed by the Persians is taken from the Persian reserve.
- If there were several of your fleets in the port, a battle is triggered immediately after the Persian fleet has been put in place.
- If no fleet can be destroyed, the Persians place one fleet and one army ⚁⚁.

⚁⚁ The Persians place one fleet and one army.

- If a port and its port city contain no enemy forces, the Persians place one fleet and one army there.
- The fleet and army to be placed are taken from the Persian reserve.
- The Persians place them in the first city free from enemy armies or fleets on this list: Athens > Sparta > Thebes > Eretria > Naxos > Pella > Abydos > Ephesus.
- If this is not possible, but the Persians have a fleet in an unoccupied minor city (with no Greek or Persian army), they place an army in that city.
- If this is still not possible, the Persians move their armies ⚀ ⚁.

4. The Persian turn is now over. They discard a card, and it is the Greek turn to play. The discarded card has no effect, and you may look at it.

6 SUPPLY PHASE

The Supply Phase is exactly the same as in the two-player game.

A. Cards in hand.
  All the cards remaining in the Persian hand are discarded (none are reserved).

B. Attrition of forces.
  - For attrition, the Persians eliminate out-of-supply units first.
  - If they have to eliminate supplied units, they first eliminate those that do not earn points.

- Respecting the above rules, if they have to eliminate units, they do so, one by one, in the following order, until attrition is complete: Corinth > Delphi > Thebes > Larissa > Eretria > Naxos > Pella > Sparta > Athens.

C. Lines of communication and maritime connection.
  The same rules apply as in the two-player game.

7 SCORING PHASE

The scoring phase is exactly the same as in the two-player game.

8 VICTORY CONDITIONS AND ENDING THE GAME

These are identical to those of the two-player game, except for an alternative victory condition: the Persians win immediately if they succeed in taking control of the two Greek major cities.

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Translator: Carolyn Gates-Gury

PLAYER AID

Preparation Phase

- Major city occupied: 3 cards + 9 armies.
- Persians have 1 to 6 points: 4 cards + (bridge) + 1 fleet in all port cities lacking fleets + armies.
- Score Marker on 0: 5 cards + (bridge) + armies.
- Greeks have 1 to 6 points: 6 cards + (bridge) + armies at Abydos.

Operation Phase

1. No cards = automatic pass.

2. A Persian major city is occupied: defensive action.

3. The Persians roll one die:

- ⚀: They pass.
- ⚁ or ⚂: They move their armies.
- ⚃: They destroy one of your armies and you must discard a card.
- ⚄: They destroy one of your fleets and replace it with their own.
- ⚅: They place one fleet and one army in an unoccupied city.

Once their action is over, they discard a card, and it is your turn to play.