

THERMOPYLAE

The Hot Gates



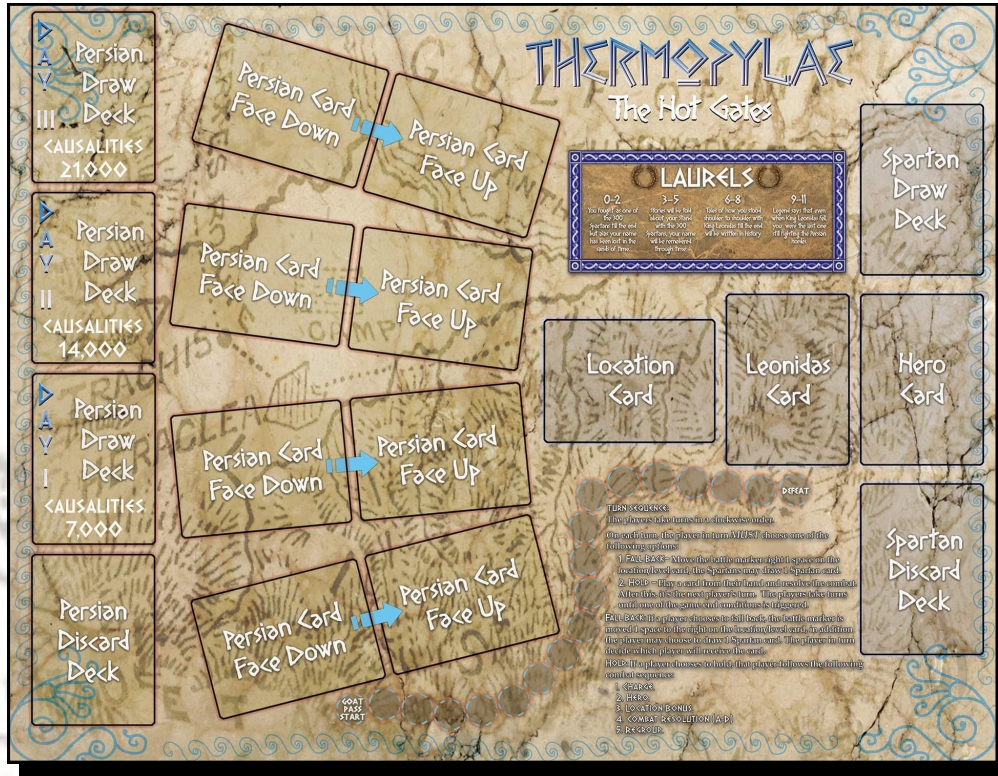
Created by
AMOS BURKE



Solo & Cooperative Card Game.

1-5 players / 20-30 min / Age 10+

1 Game Board



66 Spartan



67 Persian Cards



10 Random Level Cards



5 Leonidas Card



1 Final Stand Card



6 Set Level Cards



1 Flanking Marker



13 Hero Cards



1 Location Marker



2 Dice



Overview:

Together the players command a gravely outnumbered Greek force against a much larger attacking Persian army. The Persians attack the Greeks at narrow pass called "The Hot Gates", King Leonidas I of Sparta takes command and prepares to hold pass. Can 300 Spartans and their allies hold for 3 days against 70,000 attacking Persians or will they be surrounded by a flanking force. Players will take turns playing one of their Spartan attack cards in order to defeat one shown Persian card and possibly a second hidden Persian card in one of the four attacking positions. Choosing when to use their 5 Leonidas fire cards to increase the Spartan attack or fall back to regroup and possible get an extra attack die for their new position. Distributing attack cards to defeat the right Persian cards at the right time is key to holding out as your Spartan draw deck dwindles. Playing Hero cards can also help in combat but keeping them could make you a legend. The Spartans win all the Persian card are discarded (except Immortals) and lose when their last card is drawn or the "Flanking" force arrives.

Preparation:

Decide if you are playing a set difficulty level, if so chooses a level to play 1-easy to 6-hard. Place the level card in the middle of the game board with the location marker on the last left hand space.

If not playing a set level you should shuffle all the 10 random location cards with the "Random" side face up. Place the "Final Stand" card on the "Location" card space and then 5 random location cards on top. At the start of the game turn over the top random location card to see if you will receive a location bonus dice. If you retreat discard the top card and flip over the next random location card. Place the "Flanking" marker on starting position. Place the 5 "Leonidas" cards on the game board. Shuffle the 13 "Hero" cards and place face down on the game board.

Shuffle the Spartan and Persian decks separately then place the Spartan deck face down on it's draw location. Deal out three Persian decks and placing face down on the Day 1, Day 2, Day 3 draw locations on the board game board.



All cards are considered in play from this point on.

Cards that state "At Anytime" can be played by players even if it's not their turn, before any card effect take place.

Any number of these cards can be played.

Decide which player will be the starting player, play continues clockwise round the table.

Board Setup

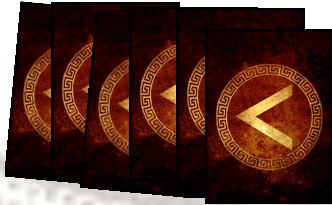
Starting Hand:

- 1 player game, the player draws 6 Spartan cards.
- 2 player game, each player draws 3 Spartan cards
- 3 player game, each player draws 2 Spartan cards
- 4 player game, each player draws 2 Spartan cards
- 5 player game, each player draws 2 Spartan cards

Players Hand Limit:

Players can hold 6 cards, if they exceed this they must **immediately** discard back down to 6 (Hero cards are not held in a players hand).

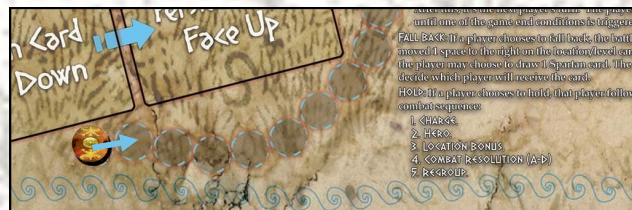
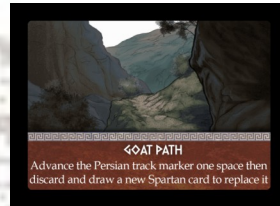
Players may discuss their hands but not show their hands.



If you draw a "Goat Path" card advance the "Flanking" marker one space on the "Goat Path" track, discard and draw another Spartan card to make up your starting hand.

Players decide which player starts the game.

Now draw from the "Day One" deck of Persian cards for each of the 4 face up attacking position and then draw a Persian card for each of the 4 face down positions. If you draw a "Goat Path" card move the "Flanking" marker one space on the "Goat Path" track, discard and draw another Persian card to fill the space.



Turn sequence:

Players take turns in a clockwise order, the player in turn **MUST** choose one of the following options:

"Fall Back" or "Hold"

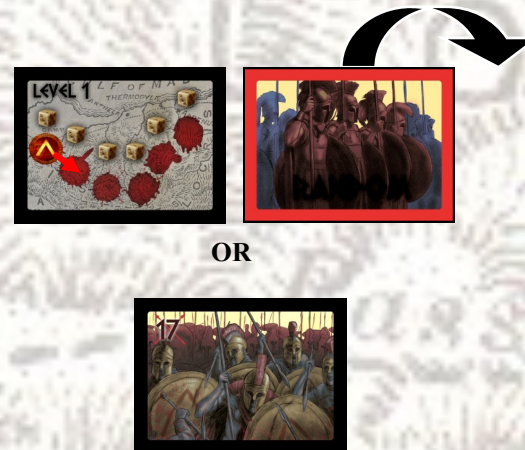
Fall Back:

If a player chooses to fall back, the "Location" marker is moved 1 space to the right on the level card or flip the next location card if using random level cards. In addition the players as a team may choose to draw 1 Spartan card. The player in turn has the final say who gets the card if drawn (check hand limit).

Hold:

If a player chooses to hold, the player follows the combat sequence below:

1. Charge.
2. Location.
3. Hero.
4. Combat (A-D)
5. Regroup.



Hold:

1. Charge: The player chooses a Spartan attack card from the ones available in their hand and places it next to the location/level card attacking one of the 4 Persian positions.
Each Spartan card has a certain Attack Value (11-20) pictured on it and is used to attack the Persian cards at that position (North, South, East or West).



2. Location: When the location marker on the level card space or location card space has a die symbol the player may roll one die. The result of the die roll will be added to the attack value of the Spartan card that has been played. They may choose not to roll the additional die and draw 1 “Hero” card instead.

Done not look at underside till you are victorious .



Hero Cards: Draw and place in front of player “Hero” side up.
Any number of these cards can be used to +1 to any of **your** Attack card values.



3. Leonidas: The player may use a “Leonidas” card in order to increase the Spartan cards attack value.
The “Leonidas” card is discarded and the player will roll one additional die in combat. The result of the die roll will be added to the attack value of the Spartan card that has been played. Once all the “Leonidas” cards have been used no more “Leonidas” cards can be played. Only one “Leonidas” card per combat.
(If a “Hero” die and a “Location” die are both being rolled, roll them both together).



4. Combat: Add the Spartan cards Attack value and any bonuses from die rolls.
The player compares the total Spartan attack value with the **first** Persian cards defence value,
“Hero” cards may be added to the Spartan score at this point.



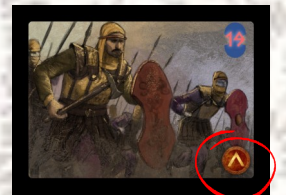
A. Persian Win: If the Persian card has a greater defence value than the Spartan attack value and bonuses, the Spartan card is discarded with any other cards and “Hero” cards used . The Persian card remains in place and the players turn ends immediately.

B. Spartan Win: If the Spartan have an equal or greater attack value with bonuses than the **first** Persian card, the Persian card is defeated. The **first** Persian card is removed and placed in a discard pile.

C. Reform: If the **first** Persian card was defeated then the **second** Persian card will be flipped over, if the same Spartan attack value with bonuses is equal or greater than the **second** Persian card, this Persian card is defeated and is placed in the discard pile. If the Spartan side was victorious against the **first** Persian card but loses against the **second** Persian card, the player’s turn ends and the Spartan card is discarded with any other cards and “Hero” cards used . Slide the **second** Persian card to the **first** space and draw a new Persian card face down for the **Second** space. After this, it is the next player’s turn.

If the Spartan side defeats both of the Persian cards, Discard the Spartan card played with any other cards and “Hero” cards used and the players turn ends. Draw new Persian cards. The **first** card face up and **second** card face down.

D. Regroup: For every defeated Persian card that has a bonus Spartan card symbol the player **may** draw a Spartan card. The player in turn has the final say who gets the card if drawn.



Turn Ends: The next player clockwise now starts their turn at “Hold Or Fall Back”

The players take turns until one of the game end conditions is met to win or lose as a team see “Game End”

End of the Game:

The players take turns until one of the game end conditions is met to win or lose:

Spartan Defeated :

If a player can not play an Spartan attack card and can not Fall Back,



The flanking marker is on the defeat space on the “Goat Path”.



Spartan Victory:

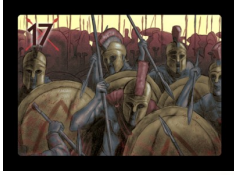
If all the Persian cards are in the discard pile except for the “Immortal” cards

Its time to see if you are remembered as a Legend!

Players flip over any “Hero” cards they still have and count the “Laurels” they have.



LAURELS			
0-2	3-5	6-8	9-11
You fought as one of the 300 Spartans till the end but alas your name has been lost in the sands of time.	Stories will be told about your stand with the 300 Spartans, your name will be remembered through time.	Tales of how you stood shoulder to shoulder with King Leonidas till the end will be written in history.	Legend says that even when King Leonidas fell, you were the last one still fighting the Persian hordes.



Spartan Attack Card; these cards are used to initiate a round of combat.



Persian Defence Card; these cards defend against Spartan Attack cards.

Spartan icon; lets the Spartan draw a new attack card when discarded.



Goat Path Card; when revealed these cards advance the Flanking marker on the track then discarded and a new Spartan Attack card is drawn.



Goat Path Card; when revealed these cards advance the Flanking marker on the track then discarded and a new Persian Defence card is drawn.



Immortals Card; when revealed these cards stay in play until a Spartan “Charge” card is played. Once discarded fill the two Persian card spaces with cards, one face up and face down.



Charge Card; can be play by any player at anytime to discarded a Persian “Immortals” card.



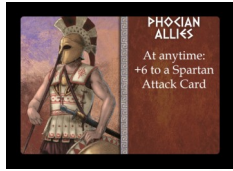
Archers Card; when revealed discarded one of the lowest value Spartan Attack cards in any players hand then discard and draw a new Persian card to replace it.



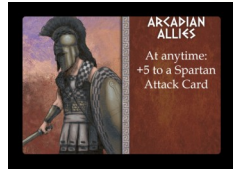
Shields Card; can be play by any player at anytime to discard a Persian “Archers card before it has affect.



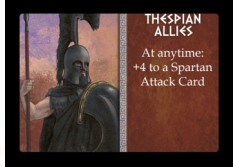
Leonidas Card; lets the Spartan roll a die to add to a Spartan Attack card when played.



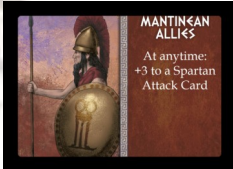
Phocians Card; can be play by any player at anytime to increase the attack value of a Spartan Attack card by 6 after any dice rolls are applied or other card bonuses.



Arcadians Card; can be play by any player at anytime to increase the attack value of a Spartan Attack card by 5 after any dice rolls are applied or other card bonuses.



Thespians Card; can be play by any player at anytime to increase the attack value of a Spartan Attack card by 4 after any dice rolls are applied or other card bonuses.



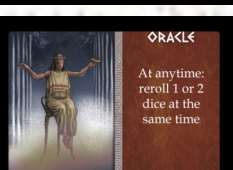
Mantineans Card; can be play by any player at anytime to increase the attack value of a Spartan Attack card by 3 after any dice rolls are applied or other card bonuses.



Tegeans Card; can be play by any player at anytime to increase the attack value of a Spartan Attack card by 2 after any dice rolls are applied or other card bonuses.



Mycenaean Card; can be play by any player at anytime to increase the attack value of a Spartan Attack card by 1 after any dice rolls are applied or other card bonuses.



Oracle Card; can be play by any player at anytime to reroll 1 or 2 dice in one go.



Cliffs Card; can be play by any player at anytime to discard any Persian card as if it was beaten in combat



Scout Card; can be play by any player at anytime to flip over up to four of the face down Persian cards.



Return Card; can be play by any player at anytime to look through the Spartan discard pile and pick a card and give to any player.



Hero Card; can be collected and add to a players attack value during combat. Any number of these may be used in a players turn.

Or

Keep till you have won to gain “Laurels”



Set Level Card; this show when a bonus die can be roll in combat for that location.



Random Level Card; this show when a bonus die can be roll in combat for that location.



Final Stand Card; this show when you can not “Fall Back” any more. A bonus die can be roll in combat for this location.



Flanking Marker; this will be moved on the “Goat Path” track on the game board.



Location Marker; this will be moved on the “Set Level Card” to show if you will receive a “Location” bonus die during combat.

Thermopylae 480 BC

Historical Notes;

Battle of Thermopylae, (480 bce), battle in central Greece at the mountain pass of Thermopylae during the Persian Wars. The Greek forces, were led by King Leonidas. After three days of holding their own against the Persian King Xerxes I and his vast southward-advancing army, the Greeks were betrayed, and the Persians were able to outflank them. Sending the main army in retreat, Leonidas and a small contingent remained behind to resist the advance and were defeated.

Play Testers:

Chase Wargames Club (UK)

Asgard Games Shop (UK)



66 Spartan Cards

Amount/Attack Value

3 X 11

4 X 12

4 X 13

4 X 14

4 X 15

4 X 16

4 X 17

5 X 18

5 X 19

5 X 20

10 X Goat Path

2 X Shields

2 X Charge

10 X Specials

Card Distribution



67 Persian Cards

Amount/Defence Value/Spartan Bonus

2 X 14 No

4 X 15 No

4 X 16 No

6 X 17 No

3 X 17 Yes

2 X 18 No

6 X 18 Yes

2 X 19 No

6 X 19 Yes

8 X 20 Yes

8 X 21 Yes

2 X 22 Yes

10 X Goat Path

2 X Archers

2 X Immortals

