THE PERSIAN WARS
Scenario 1: Thermopylae

In 480 B.C., the Persian king Xerxes was ready to have his revenge for his father Darius' defeat in the Battle of Marathon, ten years before. Gathering an enormous army, he crossed the Hellespont and invaded Greece by land. Meanwhile, his fleet sailed with the mission of destroying the Greek naval forces. But, in 481 B.C., Athens and Sparta had formed a defense alliance with all the other Greek polis, preparing to face the invasion.

The Persians' overwhelming numerical superiority didn't leave the Greeks with much of a chance. Neither did their prayers to the gods seem to give them much hope.

The Greek preparations had to be planned very carefully. The Athenian general Themistocles suggested facing the Persian invaders at the narrow passage of Thermopylae. While an allied army of 7,000 hoplites moved towards Thermopylae, the Greek fleet tried to stop the Persians near the cape of Artemisium. Meanwhile, the children and women of Athens were evacuated to the city of Trezene.

For five days, the Greeks—led by the Spartan king Leonidas—faced more than 150,000 Persian soldiers. In the end, Xerxes decided on a frontal attack, which was stopped by the Greek forces. After three days of battle, and only thanks to the betrayal of Ephialtes, did the Persians finally find a way around the Greek army. Only 1500 warriors—300 of them Spartans—remained to hold the battlefield. Despite battle exhaustion and inflicting heavy losses on the enemy, their sacrifice was not enough to stop the Persian invasion. Other Greek forces would have to stop Xerxes later.

Setting up the Game

After setting up the game using the standard rules, place 2 blue "2 VP" tokens, 1 green "1 VP" token, and 1 purple "3 VP" token on the table.

Scenario Rules

During the game, when a player fulfills one of the conditions in the list to the right, place the indicated token on the appropriate tile.

These tokens stay on the tile for the rest of the game, changing owner if the tile is conquered, or discarded if the tile is discarded.

At the end of the game, add the VP value of any tokens you control to your score.

Scenario for 2 to 4 players.

Token	Condition
2PV	**Alliance:** The first player to play 2 *Polis* tiles places a blue token on the second *Polis* tile played.
3PV	**The Chosen:** The first player to play the *Hephaestus* tile places the purple token on it.
2PV	**Development:** The first player to play a *Gymnasium* tile places a blue token on it.
1PV	**Defend:** The first player to play 3 *Fortification* tiles places the green token on the third *Fortification* tile played.