

## THE PERSIAN WARS

### Scenario 3: Salamis

In the summer of 480 B.C., during the same days as the heroic battle at Thermopylae, the Persian fleet—having survived a storm only days before—was defeating the outnumbered Greek fleet at the cape of Artemisium. When the Athenian general Themistocles was informed of the Spartans’ defeat at Thermopylae, he decided to withdraw the remaining triremes to Athens to help with the evacuation of the city. As a result, the armies of Xerxes were free to raze the entire region of Boeotia.

But the lessons learned at Artemisium helped Themistocles to realize that the numerical advantage of the Persian fleet could be turned into a weakness in narrow spaces. Once Athens was evacuated (and razed by Xerxes’ army), Themistocles put together a plan to draw the Persian fleet into the narrow water near the Straits of Salamis. As his fleet gathered, Themistocles spread rumors that the Greek fleet was weak and could be defeated easily. Convinced of easy victory, Xerxes ordered a throne be built on Mount Egaleo, just above the Straits of Salamis, so he could eagerly watch the upcoming Greek defeat.

What Xerxes saw from his throne was very different from what he expected. Themistocles was proven right: the supple Persian ships, though three times the number of the Greeks, had trouble maneuvering in the narrow spaces. In the confusion of the battle, the invaders lost a third of their ships, and the Persian fleet was forced to withdraw.

The final battle would be fought on land.

#### Setting up the Game

After setting up the game using the standard rules, place 1 blue “2 VP” token, 1 green “1 VP” token, and 2 red “3 VP” tokens 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
	<b>Development:</b> The first player to play a <i>Port</i> tile places a blue token on it.
	<b>Conquer:</b> The first player to conquer a <i>Fleet</i> tile with a War action places a red token on the <i>Fleet</i> tile.
	<b>Defend:</b> The first player to play 3 <i>Fortification</i> tiles places the green token on the third <i>Fortification</i> tile played.
	<b>Conquer:</b> The first player to conquer a <i>Lighthouse</i> tile with a War action places a red token on the <i>Lighthouse</i> tile.

#### Credits

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