

An adaption of "473 B.C.," a variant designed by John Hulland about 1974.

This version prepared for the North American Variant Bank in the hope of improving its playability, by Fred C. Davis, Jr., 1986

### Introduction:

To begin with, the date "473 B.C." is an impossible one for this scenario. Neither Rome nor Carthage amounted to much at that time, and the Greek city states were too independent to work together. By jumping ahead to 273 B.C., the Greeks could be considered to have gotten their act together after the conquests of Alexander in the previous century. Rome and Carthage were now big rivals in the Western Mediterranean area. The first Punic War began in 264 B.C., as a struggle over who should control Sicily. (This is why Sicily is give two Supply Centers, and no Direct Passage to the Italian mainland.)

Also, by 273 B.C., Persia was no longer the powerful empire it had been prior to 334, when Alexander began his campaign against them. So, it is realistic now to portray a weakened Persia as having only three Home Supply Centers, and ignore its eastern half.

Several map errors from "473 B.C." have been corrected. The boundaries for Carthage were wierd. Hippos, for example, was a seaport, and is now shown as such. Several of the Persian spaces were misnamed. "Pergamum" is a city near the Aegean, not a spot on the Black Sea. So, the former "Troy" space (Troy no longer existed) has become the new Pergamum, and the former Pergamum space is now renamed "Bithynia." "Ankara" did not exist before 1919, so it's been renamed "Cappadocia." The former four-point meet of Persian spaces in the middle of Anatolia has been eliminated.

In Egypt, the northernmost SC is now called "Alexandria," and "Memphis," formerly in that area, has been placed further up the Nile, in the correct spot. Normally, I would not use Tyre as an Egyptian Home Center, but in this era Ptolemaic Egypt did exercise control of that area, so I let that stand unchanged. The tip of the Red Sea has been drawn in (impassable), and an Arabia space added to improve movements between Egypt and Persia. The surrounding sea spaces were considerably reworked to allow each SC the option of moving a fleet to either of the bodies of water on an initial move.

I also added a new sea space, "Pillars of Hercules," between the Western Med. and the Mid-Atlantic. This blocks the possibility of a voyage from Brittany to New Carthage in one fell swoop. I filled in the rest of the Spanish coastline, and added ordinary space "Lusitania" out there for some more maneuvering room. Likewise, I made a small extension at the eastern edge of the board to include the rest of the Black Sea and a maneuvering space called "Mesopotamia."

Another flaw on the original map showed Rome already having an army on Sicily, in the Messina SC, but Carthage did not own Syracuse. I felt this would make it almost impossible for Carthage to ever control Sicily. Instead, I've made both Messina and Syracuse neutral SC's, and returned the Roman unit to an enlarged Graecia on the mainland. As this would put too many neutral Supply Centers in the western half of the board, Messina and Syracuse were both converted into Half Centers.

While there are now 30 SC's on the board, the SC count totals only 29, so the Victory Criterion remains at 15. By a new rule, ownership of both Sicilian SC's by any Power will enable it to build units in Sicily. So Sicily, already in the center of the board, becomes even more of a key space.

Rules follow on next page.

Rules for 273 B.C. - Fred G. Davis, Jr., 1986

1. This is a five-player game set in the period of the Third century B.C., when it had not yet been determined whether the Mediterranean world would be controlled by one of the upstart powers, Carthage or Rome; by one of the ancient ones, Egypt or Persia; or by the brilliant but argumentative and fractionated Greeks. The Home Supply Centers and starting positions are as follows:

- CARTHAGE: A Carthage, F Hippo, F Zama
- EGYPT: A Memphis, F Alexandria, F Tyre
- GREECE: A Macedonia, A Sparta, F Athens
- PERSIA: A Caria, F Bithynia, F Issus
- ROME: A Rome, F Graecia, F Naples

- 2. There are 28 full Supply Centers and two half SC's. The total Supply Center count is 29. The Victory Criterion is ownership of 15 Centers.
- 3. The game begins in the year 273 B.C. The count of years runs backward.
- 4. Two spaces, Messana and Syracuse on the island of Sicily, are half Supply Centers. In order to support the building or maintenance of a unit, a Power must own both of these Centers. (Struggle for the control of Sicily was one of the causes of the First Punic War, which began in 264 B.C.). Ownership of these Centers will be reported in the usual way, but with the notation " $\frac{1}{2}$ " following them.
- 5. In addition to the Home Supply Centers, Powers may build units in the following Centers after they have owned them for two years. (Ownership counting from Fall moves, even if the provinces were occupied in the Spring).  
Carthage: New Carthage. Rome: Massilia. Egypt: Cyrene. Greece: Crete.  
Persia: Pergamum.

Any Power owning both parts of Sicily may build units in either Supply Center.

6. Special Movements:

(but not support)

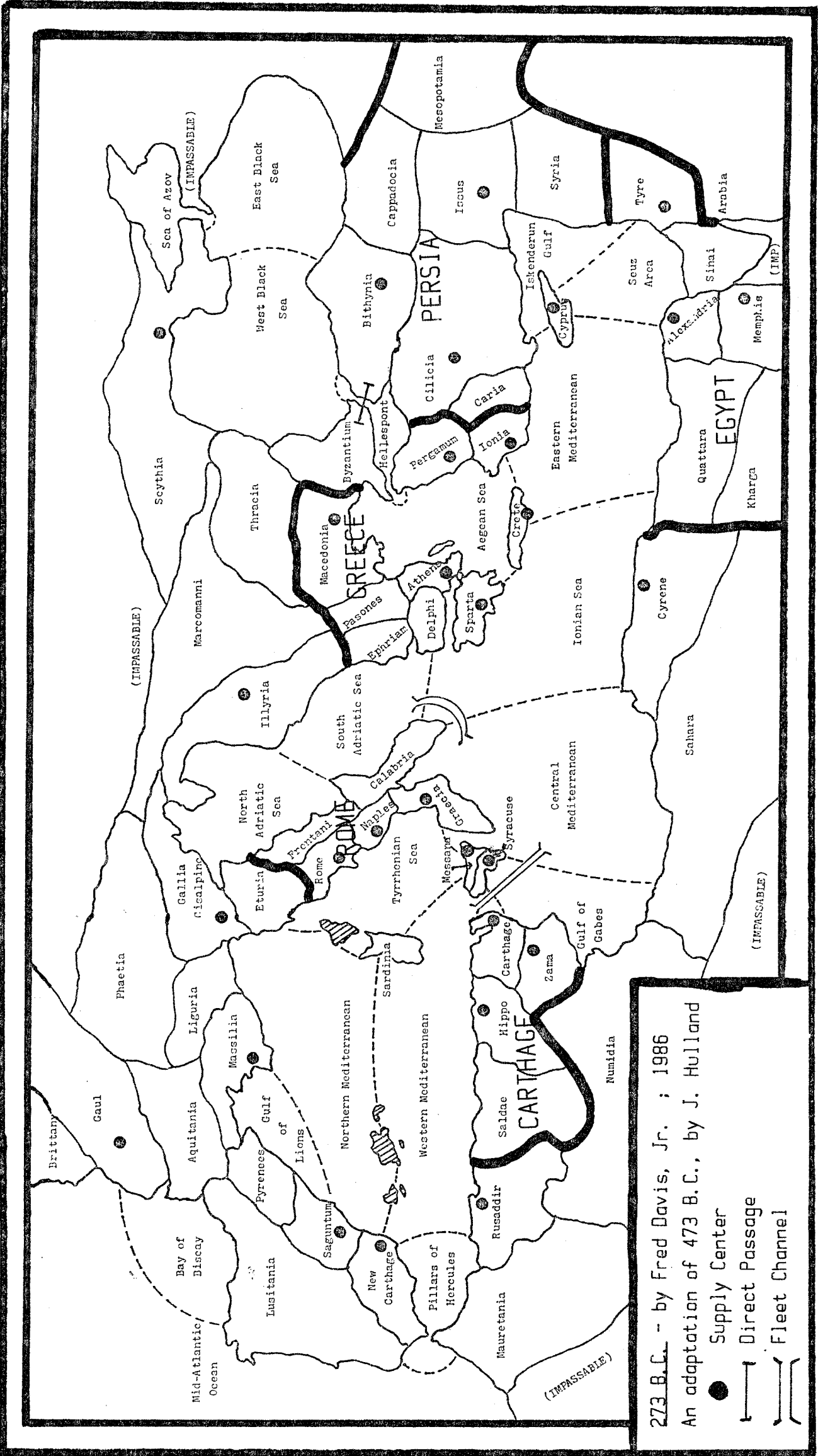
- a. Fleets may move/directly between the Western and Central Mediterranean, or between the Central Med. and South Adriatic, following the special channel markings on the map. These channels may not be used for conventional Convoys, but if the A/F Convoy method is used, they may be used by Army/Fleets.  
or support
- b. All units may move/directly between Bithynia and Byzantium without need of a Convoy for armies. This does not affect the movement of fleets between the Hellespont and West Black Sea. Note there is no similar provision between Byzantium and Pergamum, nor between Italy and Messana.
- c. Because of the Corinth Canal, Athens has only one coast. The only two-coasted provinces are Cilicia, Etruria and Gallia Cisalpine.

7. Map Changes. Land spaces added (5) - Arabia, Caria (out of Ionia), Lusitania, Mesopotamia, Sardinia. Sea space added (1) - Pillars of Hercules (out of MAO). Land space eliminated (1) - Upper Nile (merged with Quattara).

New Supply Centers (2) - Graecia, Ionia. Supply Centers demoted to Half Centers (2) - Messana, Syracuse.

There are 14 SC's on the left side of the map and 16 on the right, with Illyria considered on the right. However, there are 8 Neutral SC's on the left side and only 7 on the right. The total value of Neutral SC's is 7 on both sides, because two of the left side spaces are Half Centers.

There is some overlap on the two map sheets. The right-hand page is designed to fit on top.



273 B.C. - by Fred Davis, Jr. ; 1986  
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- Supply Center
- Direct Passage
- == Fleet Channel