

## THE TROJAN TRAGEDY ca. 1250 B.C.

### *A Scenario simulated in Munich 23<sup>rd</sup> Feb. 2002 A.D.*

Now that you have seen the documentary on the expedition to Troy you are fully aware of the historical background and are now ready to grasp this scenario.

The Trojans have pulled the wooden horse within the city walls and have celebrated their apparent victory over the Greeks with a strong brew (predecessor of Sepp's Doppelbock) and have fallen into a deep sleep. At that point of time Odysseus and three companions climb out of the horse and will attempt to open the city gate for the Greek troops to enter and commit a complete slaughter among the Trojans.

1. The Trojan player will throw an average dice to determine how many guards are still somewhat awake (2-5). Need to be eliminated before gates can be opened. Rest of Trojans are spread across city and will wake only when combat starts.
2. During game moves 1-5 the Trojans have a (-2) combat factor and from game move 6-10 (-1) effect of brew. Total game moves are 10. Trojan archers will only hit with a double 6 (moves 1-5) and double 5 or 6 (moves 6-10)
3. The Greek personalities are Odysseus (+1) and King Agammenon (+1) worth 15 points each. Cavalry figures get (+1) combat point.
4. The Trojan personalities are King Priamos (+1), his son Paris (+1) and Aeneas (+1) worth 10 points each.
5. The Treasure of Priamos is worth 20 points and is hidden somewhere in the city. Use matchbox system to hide treasure.
6. Target of the game (by the end of move 10) is as follows:
  - a. Greeks – kill Trojan personalities, capture treasure, eliminate as many Trojans as possible (1 point each) within 10 moves.
  - b. Trojans – kill Greek personalities, hide treasure, eliminate as many Greeks as possible (1 point each) and survive 10 moves.

The side with most points at the end of move 10 wins!