

POSEIDON

1800 B.C.

FAQS

Q: Can I put the **Delian League marker (P0)** under one of the "high culture" trading posts (P1-P3)? And can I move that marker during the game onto a different trading post?

A: **No on both accounts.** As soon as you placed the marker, it stays there for the remainder of the game.

Q: For the "high culture" trading posts (P1-P3) – do I use potentials for them?

A: **No** – each nation has a special "high culture" marker for that. This marker is not as tall as the potentials.

Q: If I sold merchants of one nation, **can I still buy them back in the same Merchant Round?**

A: **Yes.** This is the main difference to the standard 18xx rules. If a player tries to stall the game by creating an infinite loop – buying and selling the same merchant again and again – it is time for house rules.

Q: The **German rules** lack the sentence to remove a 3-ship, a 5-ship and a 7-ship in the 2-player game?

A: Don't worry, **the EN rules are correct on this.**

Q: Speaking of 2-player games: what exactly is the "Eastern part of the map"?

A: Everything but the slightly darker tinted area NW of Pylos.

Q: In **step 2** of the Exploration rounds: **In which order** do the kings cash in the money?

A: In most games, they do it **simultaneously**. If it does matter for some reason, the kings act in the same order as their nations do in step 3.

Q: When the top ship of the ship deck is removed from the game after MR 2, 3, 4, and 5 – will this trigger a change of phases?

A: **Yes.** Imagine that some foreign trader bought the ship that is removed from the game, so the change of phases is triggered **immediately**.

Q: If my discovery ship moves more than one hex, can I build trading posts just on the first and last hex, or can I also visit the hexes en route?

A: You can place trading posts **on every eligible hex your discovery ship touched** this turn.

Q: Can my nation **build a New Home as well as a trading post** in the same turn?

A: **Yes** – if your discovery ship visits two different hexagons. You may build a trading post on one hex and your New Home on another hex visited by the discovery ship.
You can't build both on the same hex.

Q: Can I **remove** my **New Home** and **rebuild** it on a different hexagon?

A: **No. You can't take back or move trading posts, either.**

Q: If I create new merchants **during a change of phases**, will my nation's prestige drop?

A: **No.** This is not selling merchants, it is creating new ones.

Q: Can I move my trading fleet **back and forth**?

A: **Yes** – a possible route for a 3-ship starting in Athenai could be Chalkis-Athenai-Mykene.

Q: If I can sail **back and forth**, can I score trading posts **more than once**?

A: **No** – each trading post and each temple can be scored **just once** per turn.

Q: During my turn in the Merchant Round, **do I buy first or sell first**?

A: You can **sell-buy-sell**.

Q: What happens to the ships I trade in for my E-ship?

A: They are **removed** from the game (to avoid king-making effects).

Q: If I'm founding a nation, I have to buy at least 50% of the merchants. Can I buy them all?

A: **Yes.** In that particular Merchant Round though, you have to buy all you want at once (in the founding act), you can't buy or sell merchants from that nation later in that Merchant Round. In later MRs, you can buy and sell them normally.



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