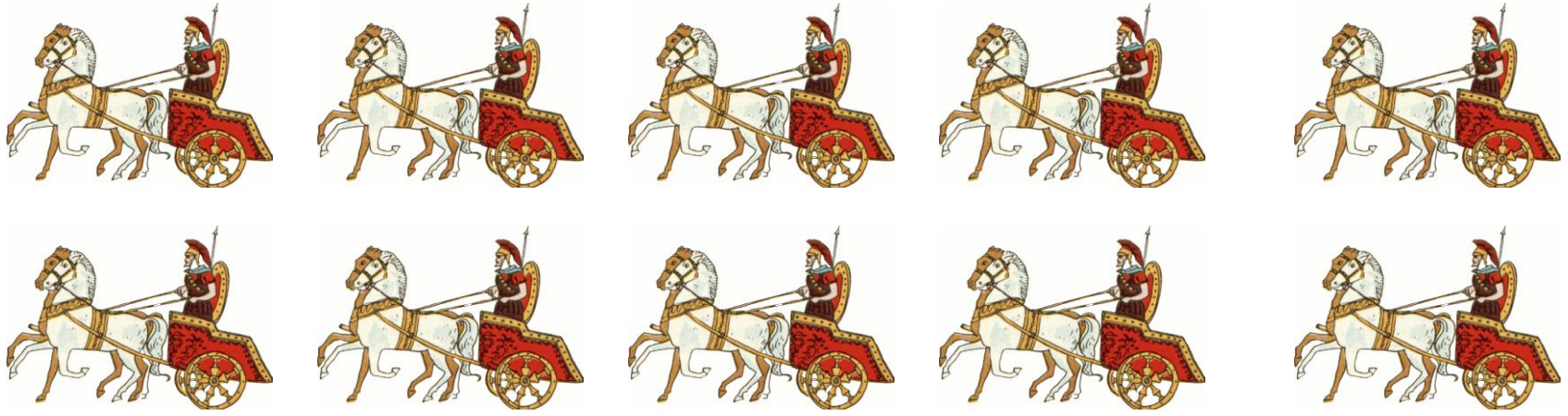


NAME \_\_\_\_\_

Hour \_\_\_\_\_

Greek/Trojan Name \_\_\_\_\_

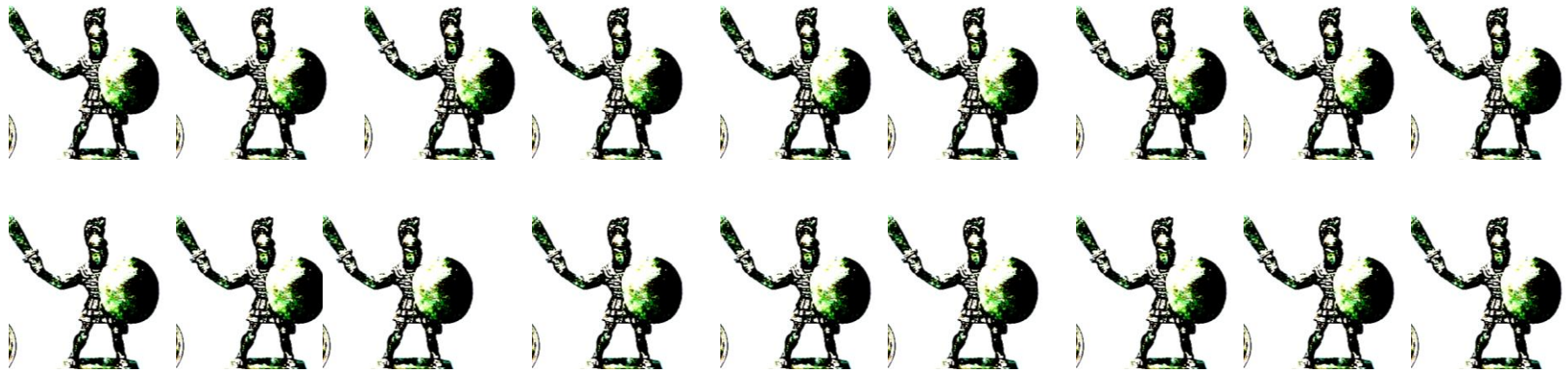
3



2



1



# the TROJAN WAR

**Rules of the Game:** Each player is allotted 15 units. You can buy as many as troops as possible using these units. The prices are as follows:



**Chariots = 3 Units**  
**Spear-Throwers= 2 Units**  
**Hand-to-Hand= 1 Unit**

**Here are the advantages to each:**

**Chariot= 4 or higher must be rolled to destroy**  
**Spear-Throwers= 3 or higher must be rolled to destroy**  
**Hand-to-Hand= 2 of higher must be rolled to destroy**

**The team that wins, Greeks or Trojans, will receive bonus points on the Trojan War Test.**

**Each player must select a patron god or goddess. The corresponding number will not be able to harm them.**

**TROJANS:**

<b>Apollo</b>	<b>6</b>
<b>Artemis</b>	<b>5</b>
<b>Ares</b>	<b>4</b>
<b>Aphrodite</b>	<b>3</b>

**GREEKS:**

<b>Athena</b>	<b>6</b>
<b>Poseidon</b>	<b>5</b>
<b>Hera</b>	<b>4</b>
<b>Thetis</b>	<b>3</b>