RULES OF PLAY

MARATHON

490 BC

TURNING POINT
SIMULATIONS

1

## HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

## 3.1.4

*The fourth Case of the first Section of the third Module of the rules.*

## LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Attn: *Marathon*

Or e-mail us at: admin@turningpointsimulations.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@turningpointsimulations.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Turning Point Simulations* discussion folder at consimworld.com.

# 1.0 INTRODUCTION

*"Fighting in the forefront of the Hellenes, the Athenians at Marathon destroyed the might of the gold-bearing Medes."*
—*Epigram by Simonides on the front of the Athenian war dead tomb at Marathon*

**Marathon** is a moderate complexity level game on the famous decisive battle fought between the Greeks and Persians in either August or September, 490 BC (the exact date depends upon which historian you read). The Persians had invaded the Greek homeland in retaliation for their earlier capture and sacking of Sardis, which Persian King Darius I vowed to avenge. The Persians landed a substantial force of about 25,000 Infantry and 1,000 Cavalry south of Marathon commanded by Generals Ataphernes and Datis. The Greeks, about 8,000 Athenians and 1,000 Plataeans comprised mostly of Infantry, deployed on the heights above the Persians. For approximately five days the two forces confronted each other. For reasons unknown, the Persians refused to attack, and instead sent the bulk of their Cavalry away by ships, possibly to conduct raids to divert or block Spartan reinforcements from coming to their Greek brethren's aid. The Greek generals were unable to reach a consensus about what to do until they saw the departing Persian ships. Rather than wait further, Athenian general Callimachus ordered an attack. One of history's most decisive and epic battles was the result. Can you do better?

# 2.0 GAME COMPONENTS

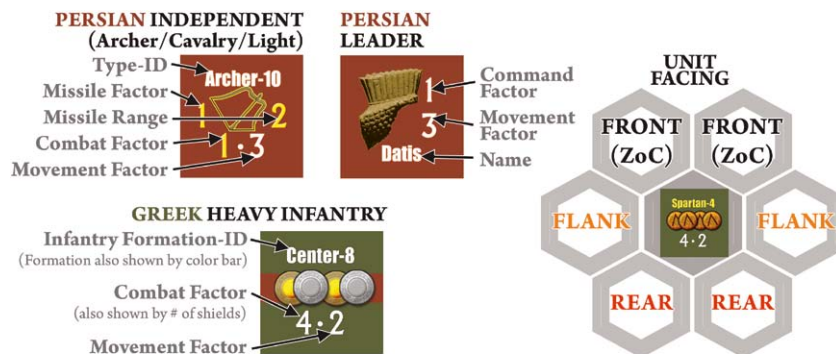Each copy of **Marathon** is comprised of the following:

- This set of rules.
- One Player's Aid Card (PAC) with game charts and tables.
- One 11″ by 17″ map of the Marathon battlefield. A hexagonal grid has been superimposed on the map to regulate game functions. See the Terrain Effects Chart (TEC) on the PAC for information on how to read the symbols on the map.
- 194 counters.
- One ten-sided die. (Note: On the die, the numbers go from 0 to 9 and a 0 is read as a zero, not a ten.)

The players will also need two opaque containers (mug or envelope): one for Activation Markers and one for Persian Reinforcements. The counters in each container will be selected at random when called for by the rules.

## 2.1 Game Scale

Each unit represents 500 Cavalry to 800 Infantry of various types. A hex is about 700 feet across, each level of terrain is about 10 feet of height, and each game turn is about 1 hour. Many units have two sides allowing gradual reduction in combat.

## 2.2 Counters

**PERSIAN INDEPENDENT (Archer/Cavalry/Light)**
Type-ID → Archer-10
Missile Factor
Missile Range → 2
Combat Factor
Movement Factor → 1·3

**PERSIAN LEADER**
Command Factor → 1
Movement Factor → 3
Name → Datis

**UNIT FACING**
FRONT (ZoC)   FRONT (ZoC)
FLANK   Spartan-4 4·2   FLANK
REAR   REAR

**GREEK HEAVY INFANTRY**
Infantry Formation-ID (Formation also shown by color bar) → Center-8
Combat Factor (also shown by # of shields)
Movement Factor → 4·2

*Note:* **All Greek Heavy Infantry** (Left, Right, Center, Spartan) **is also** *Hoplite* **Infantry.**

# 3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

## 3.1 Unit Facing and Zone of Control

Every unit must be oriented at setup and at the end of its movement so that the top of the unit is facing a hex vertex (see the facing diagram on the preceding page). The 2 hexes at the top of each unit comprise the front of the unit and, when the unit is not Routed, it has a Zone of Control (ZoC) in those 2 front hexes. Facing has no effect on movement, that is, a unit does not pay movement points to turn and is not inhibited from moving in any direction.

## 3.2 Unit Stacking

More than one Friendly unit may stack in a hex, as follows:

- Up to 2 combat units of the same type (Hoplite, Heavy Infantry, Light Infantry, Archers, or Cavalry) may occupy any open terrain hex.
- Up to 3 combat units of the same type may stack if a Leader is present in the hex.
- Hoplite and Heavy Infantry units from different formations may not stack unless a Leader is present in the hex and then only up to 2 units.
- Only one combat unit may stack in a marsh hex or in a hex with an Abatis.
- A Leader may not be in a hex with an Abatis.
- Any number of Leaders may stack in a hex without an Abatis, but only one Leader's command rating in a stack can be used at one time.
- Routed units may not stack with any other units; any that are forced to do so are eliminated. Any time a routed unit moves through a hex occupied by friendly units, the un-routed units must undergo a morale check die roll, those that fail are disrupted.
- Stacked units must all face the same hex vertex.

## 3.3 Important Terms

**Charge! marker:** Placed on Cavalry units that will execute a charge attack during the melee combat impulse.

**Fired marker:** Placed on Units that have performed Fire Combat.

**Formation:** Both sides have their Heavy Infantry forces divided into formations. The four Persian formations are Left Wing, Center, Right Wing, and Reserve. These four Persian formations each have a corresponding Activation Marker (AM). The three Greek formations are Left Wing, Center, and Right Wing. These three Greek formations each have a corresponding Activation Marker. The Greek player also has a Reserve Activation Marker but it does not have a corresponding formation; rather, it allows special bonus activations by Greek units when it is drawn.

**Independent Units:** Light Infantry, Archers, and Cavalry units are independent units and do not have a formation affiliation. Independent units may activate only once per turn, however, with any formation's AM. Exception: See Section 8.5 Greek Reserve Activation.

**Leaders:** Leaders move like independent units.

# 4.0 SEQUENCE OF PLAY

The following sequence of play is used in Marathon. Each turn is divided into Phases. The Operations Phase is further subdivided into Impulses.

## 4.1 Initiative Determination Phase

The player with the initiative on the first turn is set by the scenario. On all later turns, both players roll a die and modify it to determine who has the initiative and goes first that turn (see Module 5.0). The player who has won the initiative selects one of their Activation Markers (AM) to use first in the Operations Phase. All the other eligible AM for both sides go into the AM opaque container. Each side has 4 AM: Left, Center, Right, and Reserve.

## 4.2 Operations Phase

The first operations phase uses the AM selected in the Initiative Phase. Subsequent Operations Phases have a player randomly select an AM from the AM opaque container to determine which formation's units will activate for movement and combat. The player whose AM is selected is called the Active player; their Opponent is called the Reactive player for the current Operations Phase.

**4.2.1 Active Player's Movement Impulse** The active player may move all units of the formation associated with the selected AM. This includes any independent units that are selected to be temporarily attached to that formation. All units able to be moved can be moved up to the individual unit's MP allowance.

**4.2.2 Reactive Player's Reaction Movement Impulse** The reactive player determines whether any of their units can perform reaction movement. Any that can do so may move up to half the unit's printed MP allowance (rounding up).

**4.2.3 Reactive Player's Defensive Fire Impulse** The Reactive player may perform fire combat with any units that are able against Active units that are within range.

**4.2.4 Active Player's Offensive Fire Impulse** The Active player may perform fire combat with any units that are able against Reactive units that are within range. (Any units of the non-active player may be attacked.)

**4.2.5 Active Player's Melee Combat Impulse**

Active units that are adjacent to enemy units may attack in melee combat. If there are Active units in the ZoC of enemy units, those enemy units must be attacked (by someone) in melee combat.

***Note:*** *Repeat Section 4.2 until all AM are drawn from the AM opaque container for the turn.*

## 4.3 Rally Phase

All Fired markers are removed from units on both sides. Each player then attempts to rally their disrupted and routed units. Those that pass a morale check die roll (DR) have their statuses improved from Routed to Disrupted or from Disrupted to Normal, but if they fail their status gets worse. It is suggested to do this check in an organized way (for example, in numerical order of the hex identifier) so that no unit gets missed or checked twice.

## 4.4 End Phase

Both players determine if any Victory Conditions have been met. If the game continues, each side adjusts their side's Morale Levels as needed. If this is not the last turn of the game, advance the game turn marker one space on the game turn record track and repeat steps 3.1 through 3.4.

# 5.0 INITIATIVE

Initiative is used to determine the first active player in each turn.

## 5.1 Initiative Determination

Turn 1 initiative is determined by the scenario being played.

Beginning with turn 2, both sides roll a die and modify their rolls as follows:

- Add all in-play Leaders' command ratings.
- -1 or +1, as per the side's morale level (Section 8.1).

If a side's morale level is 9 or 10, the player adds 1 to their Initiative Determination DR. If a side's morale level is 3 or less, the player subtracts 1 from the Initiative Determination DR.

The side with the highest total wins the initiative. Reroll ties until a winner is determined.

# 6.0 MOVEMENT

When a player is the Active player, they may move one of their formation's units on the map during their Movement Impulse. The Reactive player may also be able to move some units up to half each unit's MP allowance during the Reaction Movement Impulse.

## 6.1 Regular Movement

A unit that is not disrupted nor routed may move up to the limit of that unit's MP allowance. The MP cost to enter each type of terrain in a hex on the map is listed on the Terrain Effects Chart. A unit must have sufficient MPs remaining to pay the full MP cost to enter a specific hex; if it does not, it may not enter that hex. A unit must end its movement for the turn when it enters an enemy unit's ZoC.

A disrupted unit subtracts 1 from its printed MP allowance and may not enter a hex that is in an enemy unit's ZoC.

A routed unit may only move 1 hex (regardless of the hex's terrain MP cost) and this must be towards a friendly hex (north edge map hex for the Greek player, Persian beach hex for the Persian player). **Note:** *Any unit that moves off the hexgrid on the mapboard is considered eliminated.*

### 6.1.1 Facing

Every unit must be oriented at the end of its movement so that the top of the unit is facing a hex vertex (see the facing diagram, Section 2.2). The 2 hexes at the top of each unit comprise the front of the unit and, when the unit is not Routed, it has a Zone of Control

(ZoC) in those 2 front hexes. A unit does not pay MP to turn and is not inhibited from moving in any direction (i.e., facing has no effect during movement). See the unit identification chart for an example of facing and ZoC.

## 6.2 Reaction Movement

Units that are within two hexes of a friendly Leader, are not disrupted nor routed, and are not in an enemy unit's ZoC, may potentially engage in Reaction Movement. For each eligible unit roll a die. If the die is less than or equal to the side's morale level, the designated unit may engage in Reaction Movement by moving up to half of its printed MP allowance (rounding any fractions up, i.e., 1.5 MP is treated as 2 MP). A Leader in a stack with a unit that reacts may also react with the unit. *Exception: Cavalry units that are in an enemy non-Cavalry unit's ZoC (and not in an enemy Cavalry unit's ZoC) may engage in reaction movement.*

# 7.0 COMBAT

There are two forms of combat, fire and melee. A unit's Combat Factor (CF) is applicable to both.

## 7.1 Fire Combat

Fire combat (arrows, javelins, stones, etc.) is performed in a player's regular combat phase and defensive fire phases. The ranges for fire combat are as follows:

- Light Infantry = 1 hex
- Cavalry = 1 hex (Note: Charging Cavalry cannot perform fire combat.)
- Archer = 2 hexes

Increase a unit's range by 1 if it is occupying a hex a level higher than the targeted enemy unit (i.e., an Archer unit firing from level 2 to level 1 can fire up to 3 hexes away).

Archer units may fire over/through other units, enemy or friendly. All enemy units in a hex (Leader and combat) are attacked when fired upon. Units in an Abatis hex may not conduct Fire Combat, being in the Abatis impedes their ability to fire.

Fire combat is resolved by rolling a die for each firing unit and modifying it as follows:

- -2 if the targeted unit is routed.
- -1 if the targeted unit is disrupted.
- -1 if the targeted unit is in an Abatis hex.
- +1 targeted unit is at a higher level than the firing unit.

If the DR is less than or equal to the firing unit's CF, a hit has been scored. If the DR result is higher, the firing unit missed and no damage was done to the targeted unit. For each hit scored on the target, the hit unit must perform a morale check DR (Section 8.2). If a unit passes its morale check, there is no effect; if it fails, it is disrupted.

Mark all units that perform fire combat as Fired. Fired units may not perform additional fire combat until the marker is removed.

## 7.2 Melee Combat

An active unit with a ZoC may melee combat an enemy unit/stack in one of its two ZoC hexes. All enemy units that have an active unit in their ZoC must be attacked in melee combat. Important note: If an enemy unit must be attacked, but no friendly units are able to engage it in melee combat, then all friendly units in that enemy unit's ZoC are eliminated before any other melee combat takes place.

Archer units cannot attack in melee combat, they may only defend.

Combine the CF of all attacking units into an attacker total A. Combine the CF of those units in the defender's hex into a defender total D. Form a ratio of the two totals A/D and express this ratio as an odds by dropping any fraction. For example, 8 to 3 is 2 to 1. Note that there is an odds of 3 to 2, which is used when the odds are at least 150% but not 2 to 1 or more.

Roll the die and cross-reference the result on the Combat Results Table (CRT) to determine the outcome of the battle.

Shift the odds column used on the CRT as follows (use all that apply):

- 1 right if any attacking units are attacking from the defender's flank or rear hexes.
- 1 right if all attacking units are charging Cavalry.
- 1 left if all attacking units are on a lower elevation than the defender.
- 1 left if any attacking units are disrupted.
- 1 left if any attacking unit is in an Abatis hex.

Modify the die roll for determining combat results as follows (use all that apply):

- +1 for a Leader's command rating if stacked in an attacking unit's hex.
- +1 if any attacking units performed fire combat.
- +1 if any attacking units occupy a higher level hex than the defender.
- +1 Hoplite Infantry attacking Heavy Infantry.

- -1 for a Leader's command rating if stacked in a defending unit's hex.
- -1 if any defending units performed fire combat.
- -1 Hoplite Infantry is attacking Cavalry.

## 7.3 Combat Results

Combat results to the left of the slash apply to the attacker, those to the right to the defender. Combat results are applied to the defender first, then to the attacker. The owner decides how to implement the results in the order specified by the combat result when there is a choice.

**7.3.1 L - Loss** This affects all units. All one step units of the affected side are eliminated. All units with two steps are flipped to their reduced sides.

**7.3.2 R - Rout** For each R result, one unit on the affected side is routed by the owner, ignore excess if there are too few units. Routed units are marked as such. Routed units do not have a ZoC, may not attack, and defend with a CF of 1. A two-step unit that routs also takes a loss and is flipped to its reduced side; a one-step unit does not take a loss. During the Rally phase, a Routed unit checks for rally; if it fails its morale check, then it is retreated 2 hexes (regardless of MP cost) by the owner, but only towards either a friendly Leader or a friendly hex (north edge hex for the Greek player, beach hex for the Persian player). A routed unit may not stack with other units. Any unit that is moved into a hex with a routed unit or has a routed unit moved through its hex undergoes an immediate morale check DR. Routed units that fail a subsequent morale check DR are eliminated.

Any units that move off the map, for whatever reason, are considered eliminated from the game. Any routed unit that is forced to move into a hex that already has a routed unit is immediately eliminated. During the Rally Phase, each routed unit that is on the map must undergo a morale check DR; units that fail are eliminated and units that pass become disrupted.

**7.3.3 D - Disrupt** For each D result, a unit of the affected side is marked as disrupted by the owner; ignore any excess if there are too few units. Disrupted units have a -1 MP penalty and suffer adverse combat shifts/DR modifications in combat. Disrupted units may not perform fire combat. Disrupted units that fail a subsequent morale check DR, or that get

disrupted again, become routed. During the Rally Phase, each disrupted unit that is on the map must undergo a morale check DR; units that fail are routed and units that pass are no longer disrupted. A unit that was just routed may not be selected to also be disrupted.

## 7.4 Retreat

Units that must retreat move away from the enemy's unit(s). Units may retreat additional hex(es) through friendly occupied hexes, but the units already in the hex(es) must undergo a morale check DR. Any that fail are immediately disrupted. Retreating units may not enter enemy occupied hexes, hexes in an enemy ZoC, or end a retreat that would result in a violation of the stacking rules (Section 3.2). Units unable to retreat are eliminated.

# 8.0 MORALE

Both sides' morale levels are used to perform individual unit morale checks during the course of a game turn. Morale checks are called for as a result of combat, to perform reaction movement, and to rally disrupted and routed units.

## 8.1 Morale Level

Each side has an overall morale level that is set at the beginning of the game as part of the setup instructions. The Morale Level for each side may rise or fall during the End Phase as follows:
- +1 for every 10 enemy CFs eliminated.
- -1 for the elimination of each friendly Leader.
- -2 to Persian morale when each of the five Beach hexes is first occupied by a Greek unit. *Note: This is a permanent reduction, Persian Morale Level is not increased should the Persian player retake the Beach hex.*
- -3 to Greek morale when each of the two Greek Encampment hexes is first occupied by a Persian unit. *Note: This is a permanent reduction, Greek Morale Level is not increased should the Greek player retake the Encampment hex.*

A side immediately loses the game if their Morale Level descends to 0 or less. A side's Morale level may never exceed 10.

## 8.2 Morale Checks

An individual unit may need to perform a morale check as a part of combat, to rally from rout or disruption, or perform reaction movement. A unit passes its morale check when the die roll is less than or equal to the

owning player's morale level. A morale check DR is always modified by the individual unit's morale check DR modifier that is printed on the counter, as well as other DR modifiers called for in various sections of this set of rules.

# 9.0 SPECIAL UNITS

Some units have special capabilities in the game.

## 9.1 Leaders

A Leader unit that is not disrupted nor routed may use their command rating to influence a morale check DR for units that are located within 2 hexes of them.

A Leader unit does not have a CF but must abide by any CRT results for the hex they occupy. A Leader unit is only disrupted or routed if it fails a morale check DR. A Leader suffers a morale check if it is alone in a hex at the end of the movement phase (that is, you should stack each Leader with some of your units and if you do not, you risk their loss) or if all other units in its hex were eliminated at any time. A Leader cannot use his command rating to modify any morale check DR for themselves. The loss of a Leader will lower the owning player's morale level (see rule 7.1).

If a Leader takes a morale check then the owning player performs a Morale Check DR. If the DR is less than or equal to the player's Morale Rating the Leader is wounded and flipped to the reduced side; if the DR is greater the Leader unit is killed and permanently removed from the game. A wounded Leader is killed if hit again. A player's Morale Level is reduced by 1 whenever a Leader is killed.
*Note: Some Leaders' names on the counters are actually their tribal affiliation, as their names are not known.*

## 9.2 Cavalry

Cavalry units that are not disrupted nor routed can execute a special form of melee attack by charging. Charging confers a 1 right column shift in melee combat. In order for a charge to be made by one or more Cavalry units, the following must apply:
- The defending unit(s) must be in open terrain.
- The Cavalry unit(s) must expend at least 2 MP with the last hex of movement having the defender's hex in the charging unit's ZoC. The hexes moved through may not be occupied by any other units, friendly

or enemy, except other friendly charging Cavalry. Cavalry may not charge from, into, or through Marsh terrain or a hex with an Abatis. Cavalry may charge into/from different terrain elevations.

- No other types of friendly units can engage the same defending hex in melee combat that phase. Note: The defender's hex can be fired upon in fire combat by other units.

Mark charging Cavalry units with a Charge! marker. Charging Cavalry cannot perform a fire attack. Once the combat is resolved, all the charging Cavalry units must perform a morale check DR. Any that fail are immediately disrupted. Remove the Charge! marker once the morale check DR is made.

## 9.3 Greek Hoplite Infantry
Greek Hoplite Infantry have the following DR modifiers applied in melee combat:
- -1 attacking Cavalry.
- +1 attacking Heavy Infantry.

## 9.4 Greek Abatis
The Greek player has Abatis units. These have the following effects:
- Only 1 combat unit (including Cavalry) may be in an Abatis hex;
- A Leader may not be in an Abatis hex.
- If an attacking unit is in an Abatis hex, then the melee combat suffers 1 left odds shift.
- If targeted unit of fire combat is in an Abatis hex, then fire combat die roll is -1.
- A unit must pay 1 additional MP to enter a hex with an Abatis.

The Persian player can attempt to remove an Abatis by designating activated Persian Infantry unit(s) that are adjacent and do not move nor attack and rolling a die. Add 1 to the DR for each Infantry unit beyond 1 that is designated for Abatis removal. If the DR is less than or equal to the Persian's Morale Level, the Abatis is removed; otherwise, it remains in place.

The Greek player cannot move, remove, or construct more Abatis units. Once they are set up, they remain in the hex until removed and once removed cannot return to the game. The Persian player cannot capture nor do they set up Abatis units.

*Designer's Note: Not all historians agree that the Greeks constructed abatis here at Marathon. I've decided they did, but in what measure will not be known until after set up. For those who disagree, feel free to not use the Abatis markers in the game to see how their absence "plays out".*

## 9.5 Greek Reserve Activation
The Greek Reserve AM does not correspond to a Greek formation. It has different rules for use as follows. It is put into the AM Opaque Container after the Initiative Determination Phase on turns when the Greek Morale is 6 or higher. The Greek Reserve AM cannot be selected as the AM to be used for the first Greek Operations Phase, if the Greek player wins the Initiative.

When the Greek Reserve AM is drawn, the Greek player rolls a die and adds to it the number of Greek Leaders currently in play. The total is the number of Greek units that, of any formation or type, can immediately activate. This activation is a bonus activation and does not count as normal activation (as when any of the 3 other Greek AM markers are used). A Leader stacked with a unit that is activated is also activated for free.

The Greek Reserve AM is permanently removed from the game at the end of any turn the Greek Morale Level drops to 5 or lower.

# 10.0 GAME SETUP
There are two scenarios in the game. One is the historical scenario where the Persians failed to attack and the Greeks then decided to attack first. The variant scenario assumes that the Persians decided to attack first. All units set up or enter the game at normal (full strength) status.

## 10.1 Historical Scenario
**10.1.1 Greek Setup** The Greek player sets up first as follows:
- 24 Hoplite Infantry. The Left Wing units set up on any level 3 or 4 hexes of Mt. Ketroni, strictly north of hexrow 22xx. The Center units set up within 4 hexes of 2001. The Right Wing units set up on any level 3 or 4 hexes of Mt. Agrielki, strictly south of hexrow 18xx.
- 4 Light Infantry, 8 Archers, and 4 Cavalry. These units set up in any of specified setup hexes of the Left Wing, Center, or Right Wing units, subject to the stacking rules.
- 4 Leaders. Callimachus can set up with any Greek unit. The other 3 Leaders are each set up on a unit in each of the 3 Greek formations (Left Wing, Center, Right Wing).

- After both sides have set up, the Greek player rolls a Die and sets up on the map the following number of Abatis markers:

| DR of 0-3 | 4 Abatis markers |
|-----------|------------------|
| DR of 4-7 | 6 Abatis markers |
| DR of 8-9 | 8 Abatis markers |

The Abatis markers can be placed on any hex on the map that is not a Greek Encampment or Persian beach hex that is also not adjacent to nor occupied by a Persian unit.

The Greek Morale Level begins at 8. The Greek player automatically has the initiative on turn 1 and selects 1 AM (from the 3 AM consisting of Left Flank, Center, and Right Flank) to use for the first activation. The Greek player receives no reinforcements. The 5 Spartan units are not used in the Historical Scenario. There are no Greek reinforcements. The remaining 3 Greek AM (including the Reserve AM) then go into the AM opaque container.

**10.1.2 Persian Setup** The following Persian units begin the game:
- 9 Heavy Infantry; 3 each from the Left Wing, Center, and Right Wing each set up within 3 hexes of a Persian Beach hex.
- 2 Heavy Infantry units from the Reserve formation each set up in a Beach hex.
- 6 Light Infantry units set up within 3 hexes of a Persian beach hex subject to the stacking rule.
- Leaders Datis and Ataphernes each set up with any Persian units.

All remaining Persian Heavy Infantry, Light Infantry, Leaders, and Archer units are placed in the Persian Reinforcements opaque container. All 4 Persian AM go into the AM opaque container. The Persian player rolls the die and that number of Cavalry units is also placed in the Persian Reinforcements opaque container; the remaining Persian Cavalry units will not be used in the Historical Scenario (and yes, a DR of 0 means no Persian Cavalry units are in this scenario). These will be drawn at random as reinforcement units.

The Persian Morale level is 6.

**10.1.3 Persian Reinforcements** Whenever a Persian AM is drawn the Persian player makes a DR and modifies it as follows:
- +1 if the Persian Morale Level is 7 or higher.
- -1 if the Persian Morale Level is 3 or lower.

The DR result is the number of Persian units that are drawn at random from the Persian Reinforcements opaque container as reinforcements. These are placed, subject to the stacking rules, in the Persian-controlled Beach

hexes. Any units that cannot be placed are returned to the opaque container (but are NOT considered eliminated!). *Note: The Persian player may elect to voluntarily eliminate Persian routed units in any Persian Beach hex to make room for reinforcements.*

Whenever a Leader is drawn as a reinforcement unit, the Persian player rolls a die. Add 1 to the DR for each Persian Leader that has been eliminated/reduced earlier in the game. If the DR is 0 to 4, increase the Persian Morale Level by 1 (but not above 10); a DR of 5 to 9 means the Persian Morale Level is not changed.

Please note that it is possible that no Persian reinforcement units may enter the game on a turn due to a DR result of 0 or if there are no beach hexes that can fit them. It is also possible that any reinforcement units that are set up may not activate because the current AM does not apply or the unit's AM was already used. This is war. Deal with it!

## 10.2 Variant Scenario

**10.2.1 Persian Setup** The Persian player sets up first. All Persian units set up on or south of the road from 1108 to 2905 on any level 1, non-marsh hex.

- 30 Heavy Infantry units. The Left Wing units set up on or south of hexrow 16xx subject to the stacking rules. The Center units set on from hexrows 17xx through 22xx subject to the stacking rules. The Right Wing units set up north of hexrow 23xx subject to the stacking rules.
- A number of Archer units equal to a DR plus 1, a number of Light Infantry units equal to a DR plus 1, and a number of Cavalry units equal to a DR. These units set up with any of the Persian at-start units subject to the stacking rules. Any remaining Archer, Light Infantry, and Cavalry units do not appear in the scenario.
- Leaders Datis, Ataphernes, and another Leader. One Leader is set up with each of the Persian formations (Left Wing, Center, Right Wing).

*Designer's Note: Those Light Infantry, Archer, and Cavalry units that are not in the game are assumed to have been sent by ship earlier to intercept the Spartan reinforcements.*

The Persian Morale Level at the start of the scenario is 7. The Persian player automatically has the initiative on turn 1 and should select 1 AM (from the set of Left Wing, Center, and Right Wing) to use for the first activation. The

two remaining AM (not including the Reserve AM) go into the AM opaque container.

**10.2.2 Persian Reinforcements** The 10 Heavy Infantry of the Reserve Wing and the remaining Persian Leader enter as reinforcements. Starting with turn 2 the Persian Reserve AM is added to the AM opaque container along with the others (but it cannot be selected as the first AM on turn 2 should the Persian player win the initiative). When the Reserve AM is drawn, the Persian player rolls a die to determine how many reinforcement units arrive at any Beach hex (subject to stacking limits):

| DR of 0 | No units |
|---------|----------|
| DR of 1-4 | 1 unit |
| DR of 5-7 | 2 units |
| DR of 8-9 | 3 units |

Increase the Persian Morale by 1 when the Leader unit is drawn. Persian reinforcement units may activate normally after they have been set up on the Beach hex where they have been initially set up. Discontinue rolling for reinforcements once all of the Reserve Wing units and the Leader are drawn or if the Persian Morale drops to 4 or less. In the latter case, any undrawn units are permanently removed from the game (but are not considered eliminated).

**10.2.3 Greek Setup** The Greek player sets up second after the Persian player.

- 24 Hoplite Infantry. The Left Wing units set up on any level 3 or 4 hexes of Mt. Ketroni, and north of hex row 22xx. The Center Wing units set up within 3 hexes of 1901, 2001, or 2101. The Right Wing units set up on any level 3 or 4 hexes of Mt. Agrielki and south of hexrow 18xx.
- 4 Light Infantry, 8 Archers, and 4 Cavalry. These units set up with any of the Left, Center or Right Wing units subject to the stacking rules.
- 4 Leaders. Callimachus can set up with any Greek unit. 1 Leader is set up with each of the 3 Greek formations (Left, Center, Right).
- 8 Abatis markers. The Abatis markers can be placed on any hex on the map that is not adjacent to or occupied by a Persian unit. Abatis markers cannot be placed in a Greek Encampment or Beach hex.

The Greek Morale Level at the start of the scenario is 7. All four Greek AM go into the AM opaque container.

**10.2.4 Greek Spartan Reinforcements** In the variant scenario, the Spartan reinforcements that the Persians feared may show up. The Spartan reinforcements consist of 1 Spartan Leader and 4 Spartan Hoplite units and they enter the game at any south or west map edge hex. If and when the Spartan reinforcements arrive on the map, increase the Greek Morale Level by 2 (but not above 10). The Spartan units do not have a formation affiliation, they activate as independent units once per turn with any regular Greek formation AM.

Neither player knows ahead of time when or even if the Spartans will arrive, both learn what happens on the turn the Spartans enter, or on turn 7 that they will not enter. The arrival of the Spartans is determined as follows:

On turn 3 roll a die; if it is 0 to 3 then the Spartans arrive and if it is 4 to 9 then they do not arrive on turn 3.

If they did not arrive turn 3, then on turn 5 roll a die; if it is 0 to 4 then the Spartans arrive and if it is 5 to 9 then they do not arrive on turn 5.

If they did not arrive on turn 5, then on turn 7 roll a die; if it is 0 to 5 then the Spartans arrive and if it is 6 to 9 then they never arrive.

# 11.0 WINNING THE GAME

(*Note: This module applies to both scenarios.*) Either player can win an automatic victory by reducing their opponent's Morale Level to 0. If, after ten turns, neither side has earned an automatic victory, then determine the winner as follows by comparing Victory Points (VP) earned at the end of the last turn:

- Both players score a number of VP equal to their end-game Morale Level.
- Both players score 1 VP for each enemy unit that is routed and/or reduced.
- Both players score 2 VP for each eliminated enemy unit.
- The Greek player scores 5 VP for each Persian Beach hex that is occupied by a Greek unit at the end of the game.
- The Persian player scores 10 VP for each Greek Encampment hex that is occupied by a Persian unit at the end of the game.

The player with the most VP wins the game; in the event of a tie, the Greek player wins the game. If the Greek player wins the game, he sends Phidippides 26.2 miles to Athens, who thereby runs the first "Marathon" race; when he gets there he heroically exclaims, "Rejoice, we conquer!" and dies.