

Chapter 1: The Battle of Marathon

Addenda Sheet as of January 15, 2020

The Rules:

3.3 Important Terms and 7.1 Fire Combat (correction): Ignore the references to Fired markers. These are not needed at all in the game. Per the rule, units capable of fire combat can do so when activated and as often as conditions allow during the defensive fire phases.

7.3.2 R – Rout (addition): Add after the fourth sentence, “A unit that Routs is immediately retreated 2 hexes.”

8.2 Morale Checks (change): Change the last sentence of this Section to simply say, “A morale check DR is always modified by other DR modifiers called for in various sections of this set of rules.”

10.1.3 Persian Reinforcements (Tactical Tip): Persian reinforcements must be placed in the designated Persian Beach hexes when they are drawn. If there is no room for some or all of them, then they cannot be drawn. The Persian player must wait one or more turns until space permits their entry/placement. Per rule 10.1.3 any Persian reinforcements must comply with stacking, and that is significant.