

Chapter 1: The Battle of Marathon

Addenda Sheet as of Sep. 15, 2024

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 (rewrite): Use the wording below for this rule:

For each R result, one unit on the affected side (owner's choice) becomes Routed. Ignore any excess Rout results if there are too few units. Mark Routed units as such. 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 step loss. A Routed unit must immediately be retreated two hexes by its owner (ignore any MP costs for the terrain moved through). Routed units may only move towards either a friendly Leader or a friendly map edge hex (north edge hex for the Greek player, beach hex for the Persian player). Routed units that move off the map (or any unit exiting the map for whatever reason) are considered eliminated from the game.

During the Rally phase, a Routed unit must make a morale check to see if it begins to recover. If it passes it becomes Disrupted (see Section 4.3) and remove the Rout marker. If it fails it remains Routed and again must be retreated another 2 hexes (regardless of MP cost) by the owner.

Routed units do not have a ZoC, may not attack, and defend with a CF of 1. A Routed unit may not stack with other units. Any unit that enters a hex with a Routed unit or has another Routed unit moved through its hex undergoes an immediate morale check itself. Already Routed units that pass this morale check simply remain Routed. If they fail this immediate morale check, they must retreat another 2 hexes and if unable to, are eliminated instead.

8.2 Morale Checks (correction): There is no morale check DR modifier printed on the counters. Delete this sentence. The only DR modifier is a leader's command rating if one is within 2 hexes of the unit being checked (per Section 9.1).

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 comply with stacking, that can be significant as Persian reinforcements must be placed in the designated Persian Beach hexes when they are drawn. So if there is no room for some or all of them, then they cannot be drawn. The Persian player must then wait one or more turns until space permits their entry/placement.