MARATHON 490 BC

ATHENIANS

Callimachus, Athenian general, **4 CPs**, on foot

Miltiades, Athenian contingent commander, **5 CPs**, on foot

Aristides, Athenian subordinate commander I, **3 CPs**, on foot

Themistocles, Athenian subordinate commander II, **3 CPs**, on foot

Athenian veteran lochos I (**A2/D2** arm. hoplite spearmen, B Grade, MV +1): 4 stands
Athenian veteran lochos II (**A2/D2** arm. hoplite spearmen, B Grade, MV +1): 4 stands
Athenian veteran lochos III (**A2/D2** arm. hoplite spearmen, B Grade, MV +1): 4 stands
Athenian veteran lochos IV (**A2/D2** arm. hoplite spearmen, B Grade, MV +1): 4 stands
Athenian metic lochos I (**A2/D2** arm. hoplite spearmen, B Grade, MV 0): 4 stands
Athenian metic lochos II (**A2/D2** arm. hoplite spearmen, B Grade, MV 0): 4 stands
Athenian levy lochos I (**A2/D2** hoplite spearmen, C Grade, MV 0): 4 stands
Athenian levy lochos II (**A2/D2** hoplite spearmen, C Grade, MV 0): 4 stands
Athenian levy lochos III (**A2/D2** hoplite spearmen, C Grade, MV 0): 4 stands
Plataean levy lochos (**A2/D2** hoplite spearmen, C Grade, MV 0): 4 stands

PERSIANS

Datis, Persian general, **4 CPs**

Artaphernes, Persian 2nd-in-C contingent commander, **4 CPs**

Persian subordinate commander I, **3 CPs**

Persian subordinate commander II, **3 CPs**

Persian spear bearers I (**A2/D2** spearmen, B Grade, MV +1): 4 stands
Persian spear bearers II (**A2/D2** spearmen, B Grade, MV +1): 4 stands
Persian archers I (**A1/D2/S/L** bowmen, B Grade, MV +1): 4 stands
Persian archers II (**A1/D2/S/L** bowmen, B Grade, MV +1): 4 stands
Sacae archers I (**A1/D2/S/L** bowmen, B Grade, MV +1): 4 stands
Sacae archers II (**A1/D2/S/L** bowmen, B Grade, MV +1): 4 stands
Median shield bearers I (**A1/D2/S/L** sparabara bowmen, B Grade, MV 0): 4 stands
Median shield bearers II (**A1/D2/S/L** sparabara bowmen, B Grade, MV 0): 4 stands
Median archers I (**A1/D2/S/L** bowmen, B Grade, MV 0): 4 stands
Median archers II (**A1/D2/S/L** bowmen, B Grade, MV 0): 4 stands
Carian marines I (**A2/D2** spearmen, C Grade, MV 0): 4 stands
Carian marines II (**A2/D2** spearmen, C Grade, MV 0): 4 stands
Ionian marines I (**A2/D2** arm. spearmen, C Grade, MV -1): 4 stands
Ionian marines II (**A2/D2** arm. spearmen, C Grade, MV -1): 4 stands

Terrain

The central area of the battlefield is a flat plain with scattered trees, houses and fields that counts as open terrain for the purposes of the game. Along the Persian table edge is a 1 JT wide beach (broken ground) up to the sea (impassable), where ships lie ready to embark the army. In the Persian left flank sector up to the centre of the table is the 'little marsh' (difficult terrain), while running more or less directly across from the Greek left flank sector to the Persian right flank sector and into the sea is a stream, which counts as a minor obstacle.

Deployment

The Persians must deploy first, then the Athenians, 10 JTs back from the Persians. In order to avoid a straight repitition of history, both sides may elect to deploy as they wish.

If players do want to copy the historical deployment, the Athenians should the metic hoplite units in the centre each *one rank deep* under Aristides and Themistocles, and the other six hoplite units split evenly between the two wing commands, these being *two ranks deep* with the veterans in front and the levy behind, led by Callimachus on the right and Miltiades on the left. The Persians should be deployed two ranks deep, with the centre having the Persians under Datis and Artaphernes. Then the Median bowmen should be nearest the Persians, then the Ionians and Carians, and at the far ends the Sacae, with the subordinate commanders.

Special Rules

- Persian army units that successfully retire as far as the ships on the shore, or that retreat there after being shaken are assumed to immediately escape, and this prevents them from being counted in the Athenian victory points. For this purpose, once the the sea is reached it is a safe haven for retiring/retreating Persian units, and impassable to Athenian units. Persian army units are not allowed to voluntarily retreat back towards the ships however until they are shaken.

- If players are not using the reinforcements option below, they might want to use the Hoplite Battle Supplement rules on pages 49-50, because although Marathon is not an inter-Greek hoplite battle as such, the paean mechanism is a neat way of representing the dilemma of the Athenian 'dromos' or run across the plain at the Persians. Ignore the 'phalanx charging stationary infantry' bonus if the Hoplite rules are being used. There will also be no omens taken before the game starts.

Optional Reinforcements?

Some scholars believe that the Persian cavalry was off raiding and not already on the ships. We also know that the Spartans were on their way to help the Athenians. To represent this hypothesis for extra drama, and if players agree, they can allow the following commands to start dicing for arrival beginning in Turn 4.

Persian reinforcements:

Persian subordinate commander III, **3 CPs**

Persian cavalry I (**A3/D1/S** heavy cavalry, B Grade, MV +1): 4 stands

Persian cavalry II (**A3/D1/S** heavy cavalry, B Grade, MV +1): 4 stands

Sacae cavalry (**A3/D1/S** arm. heavy cavalry, B Grade, MV +1): 4 stands

Athenian reinforcements:

Spartan allied contingent commander, **3 CPs**, on foot

Spartiate lochos I (**A2/D2** arm. hoplite spearmen, A Grade, MV +2): 4 stands

Spartiate lochos II (**A2/D2** arm. hoplite spearmen, A Grade, MV +2): 4 stands

Periocei lochos I (**A2/D2** arm. hoplite spearmen, A Grade, MV +1): 4 stands

Periocei lochos II (**A2/D2** arm. hoplite spearmen, A Grade, MV +1): 4 stands

The Persian reinforcement command will arrive on the plain from either one of the central flanking table edges, if the Persian player can roll a natural 5 or 6 on his initiative die for that turn. And the Spartan reinforcement command will arrive anywhere along the Athenian table edge, if the Athenian player can roll a natural 5 or 6 on his initiative die for that turn.

Note that the Hoplite Supplement Rules cannot be used with the reinforcement option.

Victory Conditions

The Athenians get 1 VP (victory point) for each Persian army unit destroyed or broken by the end of Turn 6. The Persians conversely get 1 VP for each one of their units that survives the game or 'escapes' (see Special Rules above). The Persians can alternatively claim an outright victory *without assessing victory points* if they comprehensively defeat the Athenian army. If the reinforcement option is being used however, change the victory points for both sides to 1 VP for each friendly unit either 'escaped' or on table and not destroyed nor broken by the end of Turn 6.