

Chapter 1: The Battle of Marathon

Addenda Sheet as of August 1, 2019

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.”