

THE PERSIAN WARS

Scenario 1: Marathon

The Battle of Marathon—fought in 490 B.C.—was the decisive battle that ended the punitive mission sent by the Persian king Darius against the Greeks, who had helped the cities of Asia Minor revolt against the Persians.

The Persian expedition, with 600 triremes and led by the satrap Artaphernes and the admiral Datis, after successfully attacking the island of Naxos in the Aegean Sea and the city of Eretria in the region of Euboea, landed on the Plain of Marathon, some 40 km away from Athens. The Athenian army, led by the general Miltiades, moved rapidly to block the path inland.

The Athenians sent the messenger Pheidippides to Sparta to ask for military support. But, for religious reasons, the Spartans replied that they could only come to support the Athenian army after ten days. The city of Plataea, however, sent a force of 1000 hoplites.

For five days, the armies faced each other on the Plain of Marathon. Finally, Miltiades learned that the Persian cavalry had left the camp and decided to attack. Reinforcing the flanks of the Greek army, he lured the Persians to attack in the center. The strong Greek wings quickly defeated the weak Persian flanks—composed of conscripts—and wheeled around to engulf the Persian center. In a panic, the Persian army routed, fleeing towards their ships but were caught in the swamps. At the end of the battle, more than 6000 died on the Persian side, but just 200 of the Greeks.

Setting up the Game

After setting up the game using the standard rules, place 2 red “3 VP” tokens, 1 blue “2 VP” token, and 1 green “1 VP” token on the table.





Scenario Rules

During the game, when a player fulfills one of the conditions in the list to the right, place the indicated token on the appropriate tile.

These tokens stay on the tile for the rest of the game, changing owner if the tile is conquered, or discarded if the tile is discarded.

At the end of the game, add the VP value of any tokens you control to your score.

Scenario for 2 to 4 players.

Token	Condition
	Conquer: The first player to conquer a <i>Fleet</i> tile with a <i>War</i> action places a red token on the <i>Fleet</i> tile.
	Alliance: The first player to play 2 <i>Polis</i> tiles places the blue token on the second <i>Polis</i> tile played.
	Advance: The first player to play 3 <i>Chora</i> tiles places a red token on the third <i>Chora</i> tile played.
	Defend: The first player to play 3 <i>Fortification</i> tiles places the green token on the third <i>Fortification</i> tile played.

Credits

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