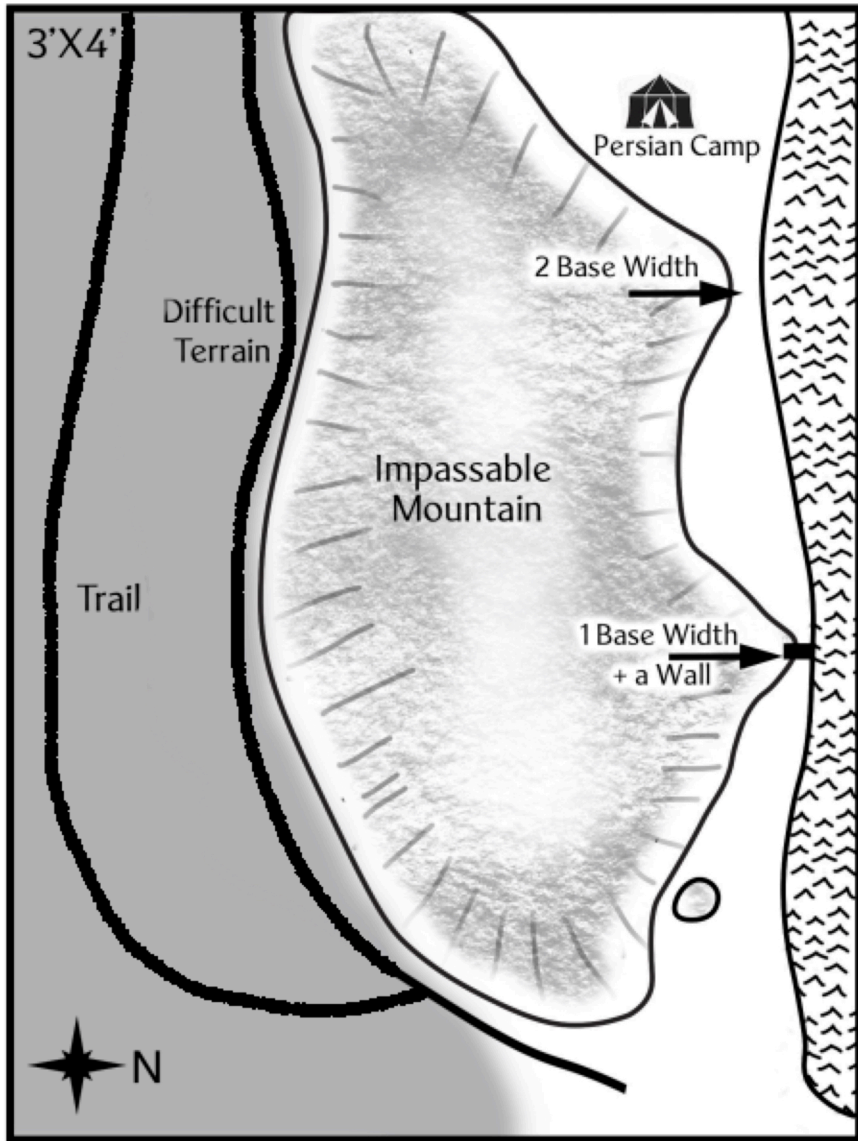


T H E R M O P Y L A E



Set Up:

First the Greeks set up any units they choose anywhere within 24-inches of the east board edge and in clear terrain.

Second, all Persian units, except the marines, start anywhere within 12-inches of the west board edge.

Third, all remaining Greek units set up anywhere within 24-inches of the east board edge and in difficult terrain.

Terrain:

The units moving along the trail move at full speed but use all other difficult terrain rules.

The wall provides +1 armor to a unit defending the wall.

Units that exit the board via the west edge may reenter the following turn anywhere on the west edge.



T H E R M O P Y L A E

Greeks

5 Drilled Hoplite Units
 4 Psiloi Units
 1 General
 Any hoplite unit he attaches to gains one level in quality.

Persians

3 Archer Units
 2 Elite Inf Units
 3 Drilled Units
 2 Psiloi Units
 2 Warband Inf (marines)



Persian Reinforcements:

The Persian player may spend one Arete point to bring a routed unit (except marines) back into the game. Place the unit anywhere within 6-inches of the Persian camp.

To determine when the Persian marines arrive roll 2d6 at the start of each Persian turn until both marine units have either sunk or arrived. Marines enter from the east board edge north of the impassable mountain.

2-8	No marines arrive.
9-10	One marine unit sunk in a storm.
11	One marine unit arrives.
12	Two marine units arrive.

Game Length:

The game ends when either the Persian Camp is occupied by the Greeks, or the small eastern hill is occupied by the Persians.

Victory:

The side with the most victory points wins.

Greeks

1VP per turn
 1VP per Persian ship sunk
 5VP for occupying the Persian Camp
 3VP won the naval battle.

Persians

3VP won the naval battle.
 1VP per Greek ship sunk.
 10VP for occupying the small hill.
 1VP for killing Leonidas

Rules Changes to Men of Bronze: Pg. 21.

CHANGE "Units that have a leader within 2 Base Width of a friendly unit in a Melee may choose to 'Support' that unit in the Melee." -TO- "Units that are within 2-inches of a friendly unit in a Melee may choose to 'Support' that unit in the Melee."

DELETE "Units that choose to Support are moved in line up behind the unit they are supporting in melee. This will make them look like one large unit."

Units are made up of ONE BASE that is about 40mm square.



ARTEMISIUM

Overview

The Battle of Artemisium was a series of naval engagements over three days during the second Persian invasion of Greece. The battle took place simultaneously with the more famous land battle at Thermopylae, in August or September 480 BC, off the coast of Euboea and was fought between an alliance of Greek city states, including Sparta, Athens, Corinth and others, and the Persian Empire of Xerxes I. The Greek fleet was protecting the flank of the army at Thermopylae, whilst attempting to not being cut off themselves.

For the Persians, the strategic situation was equally simple, although with more options. They needed to force their way through either one of Thermopylae or Artemisium (since holding both was necessary for the Allied effort), or to outflank either position. Outflanking the Straits of Artemisium was theoretically much easier than outflanking Thermopylae, by sailing around the east coast of Euboea. The Persians were at a significant tactical advantage, outnumbering the Allies and having “better sailing” ships.

The “better sailing” that Herodotus mentions was probably due to the superior seamanship of the crews; most of the Athenian ships (and therefore the majority of the fleet) were newly built and had inexperienced crews. This scenario represents part of the first day of the battle when the Persians saw the Allied fleet rowing towards them and decided to seize the opportunity to attack, even though it was late in the day, as they thought they would win an easy victory.

The Greek fleet formed into more of a crescent formation, with the wings drawn back to prevent the Persian ships sailing around the Allied line. On a signal, the Greek ships moved suddenly outwards rowing into the Persian ships and catching them off guard. Their superior seamanship negated, the Persians came off worst from the encounter with 30 of their ships captured or sunk. Nightfall then ended the battle, with the Allies having fared better than they possibly expected.

Greek Fleet

10 Trireme (Average Crew, 5 Elite Marines, 1 Archer)

Persian Fleet

5 Quadreme (Average Crew, 6 Average Marines, 2 Archers),
6 Trireme (Average Crew, 4 Average Marines, 2 Archers)

Scenario Special Rules

Persian ships may disengage off any map edge. Greek ships which leave the map are considered captured.

Victory:

Persians win if they capture or sink 5 Greek ships. Greeks win if they capture or sink 6 Persian ships.

Greeks at Sea

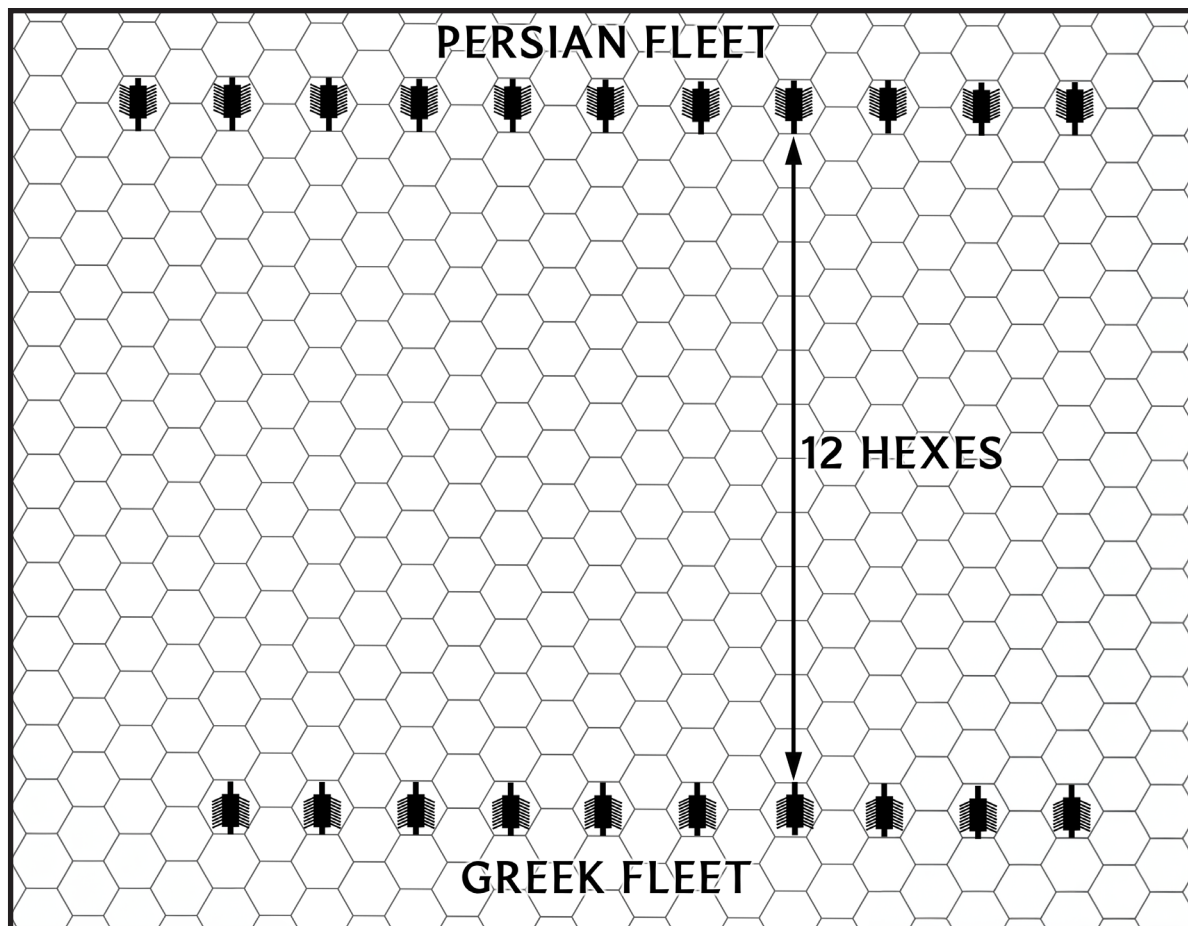
By Brian DeWitt



**MARK'S
GAME ROOM**

BATTLE OF

ARTEMISIUM



Set Up

Ships are set up 12 hexes apart. Each player draws 5 Command Chips in addition to one for each ship under their command. Greeks have even numbered chits and Persians have odd numbered chits.

Type of Chit	# for Greek	# for Persians
Heroic Rowers	5	5
Expert Seamanship	4	6
Fierce Marines	7	3
Well-Aimed Shooting	4	6

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GAME ROOM