

MASSACRE IN THE MED. 490 B.C.

The long running saga of the Battle of Marathon

Will it be a Greek Tragedy or a Turkish delight?

A simulated scenario in Todmorden 27th June 2002A.D.

Having watched the video on the battle and read accounts of it in both books and studied the maps you should (hopefully) have an understanding of the historical background.

In our version of the battle both sides are assembled on the marshy plains of Marathon 26 miles from Athens. The Athenian commander Miltiades has dispatched Pheidippides a long distance runner on steroids to beg for help from the rival city state of Sparta about 1. He has to convince Sparta to help defeat the Persians. Defeat by the Persians will mean the end of 17 years of democracy.

1. The game is played over 10 moves. At the beginning of each move both the Greek and Persian players draw a card from the top of each pack. As soon as the Greeks draw the Joker the Spartans will agree to join the Athenians against the Persians. Owing to the distance to be covered it will take 3 moves to reach Marathon. When the Persian leader draws the joker from his pack he has 3 moves to save his camp from the incoming tide.
2. The Spartans if and when they arrive will have 1 plus point (normally 2 but they are tired from the long march)
3. All Greeks have 2 plus points (1 for the defence of their homeland against oppression and 1 for a blessing from Zeus.
4. Greek personalities are: Miltiades – Commander (+3) 15 points, Callimachus – 2nd in Command – (+3) 15 points. Persian personalities are: Xerxes son of Darius I (+2) 15 points and Artaphernes – 2nd in Command – (+2) 15 points.
5. Greeks must save the goddess Athena from the Persians (50 points) while if the Persians win; they sack Athens and capture Athena (50 points). Persians must also remember the tide!!

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