**HOPLITE Errata & Clarifications**  
December 2019

**RULE BOOK**
(2.5) Phalanx Rules Note: The single sized Hoplite units are termed “Hoplite Heavy Infantry” in the rules.

(4.13) “... single Orders Phase is nine (9) for all leaders.”

(4.24) 2nd sentence delete “Those”

(5.44) bullet #1: Add “or” at the end

(6.23) Delete “(6.27 being a minor exception)”

(6.61) Add to 1st sentence: “… not either Engaged (10.3) or the target of a Shock attack …”

(6.96) Replace 1st sentence with: “A unit must cease movement (and this includes facing changes) the instant it enters (or finds itself in one per 6.94/5) an enemy unit’s Front hex.”

(6.96) Add a second exception: “A Hoplite Phalanx may (must if advancing per 6.28) Wheel per 6.43 if it has sufficient MP to do so.”

(7.11) “Firing during movement may be done only if the firing unit moved “forward” …”

(7.21) Clarification: There is no requirement that a unit must be In Command to use H&D fire.

(8.23) Change the 3rd sentence to: “However, if there is an enemy unit in either its left or right front hex (not both) that was in that front hex at the start of the Shock combat segment, and the only vacated hex was its center front, the Hoplite Phalanx must instead pivot using the Wheeling maneuver (6.43) into the vacated center front hex paying all the associated cohesion costs from that maneuver.”

(9.22) If Chariot attacks from a Rear hex, the Chariot unit is placed in an appropriate defending unit Front hex. There is no Pass-thru for a Flank attack.

(10.22) Bullet #2 “If forced to stack at the end of its retreat, the …”

(10.26) Add the following Bullet: “• cannot react (facing, OW, fire, etc.) in anyway”

(10.31) Add: "A leader stacked with an Engaged combat unit must remain stacked with that combat until the Engaged marker is removed."

**SCENARIO BOOK**
In the Persian setups, “Persian LC” refers to the J-armed LC, while “Persian LC Archers” refers to the B-armed LC

**MARATHON**
Persian setup – Use the Datis counter that has a command stripe and the J-armed LC.

Athenian Eight Stadia Run
Change 1st sentence to: “This rule replaces 6.2.”
Replace “Drift to the Right (6.29) does not apply when making the ‘run’.” with the following: “MP must be expended in movement towards the enemy within normal movement rules. Hoplite Phalanx units may pivot (6.42) as long as it’s in the direction of the enemy. They may/must move adjacent to an enemy unit even if Out of Command.”

Retreat Edge – The Persian Retreat edge is the xx00 hex row

PLATAEA
Scenario 2, Greek Left Center Command
These units deploy In Column

Scenario 2, Greek Left Command
Note [b] applies to the Plataea HO only. The Megara HO are Hoplite Phalanx units and both are setup In Column.

DELIUM
Boeotian Advance
Replace last sentence with: “The Boeotians Hoplites ignore the provisions of 6.2 for the first two activations in which they move toward the Athenians (i.e., they have two normal moves to get into position before the Advance to Combat rule applies).”

Add: The Athenian Hoplites movement restriction is lifted at the start of Game Turn Four or when an Athenian Hoplite unit is attacked in any manner.

As an alternative to the above, the players may use the following rule, which is more representative of how the battle began but does restrict the Theban player somewhat:

Alternate Boeotian Advance Rule
Each Boeotian Hoplite starts the game Advancing to Combat at a Walk (6.26). The rate remains in effect until the unit has a clear LOS to an Athenian Hoplite unit at the start of a Boeotian Hoplite Command activation, at which time the Boeotian player rolls on the Advance To Combat table to re-determine the rate.

The Boeotians used the intervening hill to mask their approach, taking the Athenians somewhat by surprise. To reflect this, the Athenian Hoplites cannot move until there is a Boeotian Hoplite within LOS of any Athenian Hoplite.

NEMEA
Initial Deployment
Thebes
The Boeotia LC (5-7) should be deployed in any hexes within 2 hexes of a Theban Hoplite unit. The Athens LC (5-6 and the Ch-Loc LC should be deployed in any hexes within 2 hexes of an Athenian Hoplite unit.

**Sparta**
As an exception to 5.51, both Sparta LC are automatically In Command in this scenario.

**CORONEA**
**Initial Deployments**
As an exception to 5.51, the all units in the Leaderless commands on both sides are automatically In Command in this scenario.

**MANTINEA**
**Spartan Setup**
The Elis LC should be placed in 5503.

Scenario #1 Setup Diagram – The Mercenary LI #3 and #4 are missing from the diagram

**Player Aids**
**Player Aid #2 Unit Status Effects Summary**
Replace Routed Units text with:
- Have a TQ of 1
- May not move, react, fire, or shock attack
- Are eliminated if they incur any Cohesion Hits (except terrain effects)
- Attacking units do not make a Shock Pre-Resolution Check

**Counters**
The Spartan Royal Guard unit should have a red triangle
The Athenian LC #6 counter should have a purple background.
The two Greek Heralds are missing. Use the two blank white counters on Sheet #3 as substitutes.

**Simple GBoH**
**Simple GBoH Rules**
10.72 Delete the 2nd bullet - there is no special +2/-2 Shock DRM

10.75 The TQ of the Hoplite unit is used in all cases

**Simple GBoH Scenarios**
**MARATHON**
**Athenian Eight Stadia Run**
Change 1st sentence to: “This rule replaces 5.4. The Athenian player ...”
Add at the end: “MP must be expended in movement towards the enemy within normal movement rules. Hoplite Phalanx units may pivot (6.42) as long as it’s in the direction of the enemy. They may/must move adjacent to an enemy unit even if Out of Command.”
**Persian Cavalry Reinforcements:** Use the standard scenario rule but begin to roll starting with the 4th Persian player turn.

**MYCALE**
Lock Shield Wall Formation: Replace “Shock DRM” with “Weapons System DRM”

**DELIUM**
**Boeotian Advance:** Use the standard scenario rule with the exception that movement restriction is lifted on the 6th Athenian player turn.

**Simple GBoH Player Aid Card**
**Weapons System DRM Matrix** – Delete the Massed Phalanx bullet

**Unit Capabilities Chart:**
- Hoplite Infantry should be Hoplite Heavy Infantry
- Massed Phalanx: Delete the 2nd bullet

**Movement Cost Chart:** b = Mycale: All Clear Level 2/Level3 hexes are considered Rocky terrain.

Any hex other than Clear is considered Rough.