

300: Earth and Water Rules Clarifications

2.1 Map and 6.1 Operations Phase Procedure: The loss or ostracism of an historical figure or the use of a Leader Card specifically indicates the loss of an army or fleet from the applicable player's reserve or from the map, as noted on the card.

2.3 Cards: The 16 event cards (including Event, Lightning, and Leader Cards) should be considered "Operations Cards." That is, one of these cards must be played in order for a player to carry out a turn in the Operations Phase by marching or sailing. No player actions may occur in a turn without the playing of a card. Lightning Cards are intended to be played during the opponent's Operations Phase turn, while Event and Leader Cards are played at the beginning of a player's Operations Phase turn.

4.1 Launching a Campaign, 4.3 Operations Phase Overview, and 6 Operations Phase: The Operations Phase encompasses alternating turns by both players. One Operations Card must be played on each player's turn in the Operations Phase in order to conduct operations (i.e., march or sail) in that turn.

- Do not play Lightning Cards as Operations Cards except as a sacrifice to allow movement.
- If a card is not played, this is a pass, and the player may not march or sail.
- Two passes by the two players in one round of turns ends the phase.

6.2 Playing an Event: A player may ignore the instructions on any Operations Card that has been played, per 6.1 Operations Phase Procedure and 6.3 Movement.

6.3 Movement, 6.4 Land Movement, and 6.5 Naval Movement: Armies that move in one turn must move from the same city to another city. Fleets that move in one turn must move from the same port to another port.

7 Combat, 7.1 Land Battles, and 7.2 Naval Battles: The same dice-rolling combat procedure is used for both land and naval battles.

8.2 Attrition of Forces: For the Persian player, attrition only applies to Persian armies in Greece, especially for the initial overall supply capacity check, as opposed to the check for supply by road or sea. In checking supply by road or sea, any army lacking the following is out of supply and removed: (a) a line of communication by land that runs from the occupied city to a Major city, uninterrupted by enemy armies (b) a friendly fleet in the occupied city's port and a Major city port free of enemy fleets, creating a line of communication by sea.