

Judea	Samaria	South Palestine	North Palestine	Phoenicia	Lebanon	Syria
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The Armies

Ptolemy			Seleucus		
<u>Starting Army</u>	<u>Reinforcements</u>	<u>Generals</u>	<u>Starting Army</u>	<u>Reinforcements</u>	<u>Generals</u>
Nikias	Kn O O	Kassander (-1)	<i>Antiochus III (+1)</i>	Kn OO O	Agrianos (-1)
1 Kn General	LH OO	<i>Ptolemy IV (+2)</i>	1 Kn General	Pk OO OO OO	Persias
3 Kn	El O O		3 Kn	Ax OO O	
2 LH	Pk OO OO OO OO		1 SCh	Wb OO OO	
8 Pk	Ax OO OO		2 El	Ps OO OO O	
2 Ax	Ps OO OO		8 Pk	SCh always available, max 1 in army at a time	
2 Ps			3 Ax		
			2 Wb		
			4 Ps		

The Rules

Overview. This is a “piston” campaign. There are only two armies, and they shove each other back and forth across the map like a piston in a bore until one army is annihilated, one player gives up, or time runs out. There are no sieges; just fightin' and retreatin'.

Victory. A player automatically loses at the end of any battle if:

- His royal (italicized) leader was killed during the battle.
- His army is annihilated.
- He retreats off his own end of the map (from losing a battle, or just giving up).

Otherwise, the player in possession of the majority of the track wins when time is called.

Setup. Both armies start in Southern Palestine. The Seleucid player has just moved (into Southern Palestine from Northern Palestine), so the Ptolemaic player must decide whether to fight a battle or move back one space.

Turn Sequence. The player with the initiative goes first, the other player second. If, after a pair of moves, both armies are in the same space, they fight a battle. It's just that simple. The initiative goes to whomever won the last battle. Antiochus has the initiative at the start of the game. Any time a player moves toward his own end of the track, he may also give up the initiative (if he has it).

Strategic Moves. A move can only be one space in either direction along the track. An army may always move toward its own edge of the track, but may only move toward the enemy's end of the track if the enemy army is in that direction. An army which loses a battle automatically moves one space towards its own track edge at the end of the battle.

Fighting Battles. Use the DBA Big Battle rules, with these additions:

- **Army size.** Each army is the size determined by the tables above and the effects of battle. Ignore the 36 element size.
- **Commands.** Each battle, the army may be divided into 1-4 commands. Each command must contain at least 4 elements.
- **Generals.** Each army must have one of the named generals in overall command of the army. Some named generals have a plus or minus value beside their names - this value modifies PIP dice, not combat. A minus value never adjusts a PIP score below 1 (you can't have 0 PIPs). If a general's element is destroyed during the battle, roll a die - on an odd result, the general is dead.
- **Scythed Chariots.** Scythed Chariots are destroyed in close combat, even if they win.
- **March Moves.** All elements are allowed to march move. A march move may not come closer than 300p to enemy elements, except that Wb may end their second move (i.e., the first march move) in contact, overlap, or rear support, and Ps may end any march move in the first bound in contact, overlap, or rear support.
- **Retreat.** A command may be voluntarily demoralized if the player wishes. Voluntarily demoralized elements act just like other demoralized elements, fleeing toward the rear of the table, requiring PIPs to be held, etc.
- **Time Limit.** No battle can last more than 10 rounds, each round being a pair of DBA turns (one turn for each side). At the end of the 10th round, the battle ends automatically. If the battle hasn't had a clear-cut winner, the attacker must retreat one space.

Replacements. At the end of any battle, each player may attempt to recover some of the elements lost during the battle. Each rolls a die. The winner of the battle gets a -1 to this roll; the loser of the battle gets a -3. The adjusted result is the number of lost elements recovered. No more than half the elements lost during a battle can come back as post-battle replacements. Other elements lost during battle are gone for good.

Reinforcements. Before the pair of movement turns begins, each player may attempt to reinforce his army from his reinforcement pool. Roll a die, and subtract 1 for each space between the player's own track edge and the space his army currently occupies. The adjusted result is the number of elements the player may add to his army from his reinforcement pool. When an element is taken from the reinforcement pool, cross it off of the table - it's only available once.. Each vertical column on the reinforcement table must be exhausted before the next one can be started (thus forcing each player to maintain the right “mix” of troops in his army). Neither army can be expanded to more than 24 elements. A player may always replace a general with any other of his generals between turns. The Seleucid player may *always* get a SCh as a reinforcement, but may never have more than one in his army.