Syrian War
A DBA Piston Campaign
The Movement Track

Idumea	Judea	Samaria	Galilee	Phoenicia	Lebanon	Syria

The Armies

Ptolemaic Army

Starting Forces
1 Kn general
2 Kn
2 LH
8 Pk
2 Ax
1 Wb
2 Ps

Generals
Nikias (-1)
Kassander (+2)
Ptolemy

Reinforcements

Kn	⚱	⚱		⚱
LH		⚱		⚱
El	⚱		⚱	
Pk	⚱⚱	⚱⚱	⚱⚱	⚱⚱
Ax	⚱	⚱	⚱	⚱
Ps	⚱	⚱	⚱	⚱

Seleucid Army

Starting Forces
1 Kn general
3 Kn
1 Scythed Chariots
2 El
8 Pk
3 Ax
2 Wb
4 Ps

Generals
Antiochus (+1)
Agrianos (-1)
Persias

Reinforcements

Kn	⚱	⚱		
Pk	⚱⚱	⚱	⚱	
Ax	⚱	⚱	⚱	
Wb	⚱	⚱		
Ps	⚱		⚱	⚱
SCh	always available, max 1			

The Rules

Overview. This is a "piston" campaign for DBA 3.0. There are only two armies, which push back and forth across the map like a piston in a bore until one side loses, somebody gives up, or time runs out. The left end of the track is Ptolemaic, the right end Seleucid.

Victory. A player automatically loses the campaign if:
- His royal (italicized) leader is killed in battle.
- His army is annihilated.
- His army retreats off of the map (by losing a battle in the last space, or voluntarily marching away).

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

Setup. Each army gets all of its starting forces, commanded by the general at the top of its list. Place a marker for each army on the movement track: the Ptolemaic army starts in Galilee, the Seleucid army starts in Phoenicia. The Seleucid player has the initiative.

Turn Sequence. The player with the initiative moves first, the other player moves second. If, after a pair of moves, both armies are in the same space, they fight a battle. Initiative passes to the victor after each battle, except that a player may voluntarily give up the initiative after he moves toward his own end. After each battle, both players rally. After each move, both players collect reinforcements.

Strategic Moves. A move can only be one space in either direction along the track. An army may always move toward it's 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 special rules:
- **Army size.** Each army is the size determined by the tables above and the effects of battle (ignore the rule book army size).
- **Commands.** Each army is divided into 1-4 commands before a battle starts. Each command must contain at least 4 elements. A wing commander's element may not be El or SCh, and may only be light troops if the entire command is light troops.
- **Generals.** Each army must have one of the named generals in overall command of the army. A plus or minus value beside a general's name modifies his own PIP dice rolls, but 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, he is dead if he lost on an odd die roll (cross him off the list).
- **Scythed Chariots.** Scythed Chariots are destroyed in close combat if they win or lose, but not in ties.
- **March Movement.** All types of elements can make a Second or Subsequent Tactical Move During the Same Bound without using a road as long as they start and remain beyond 3 BW of enemy for the entire move.
- **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). If neither side has won by the end of the 10th round, the battle ends automatically and the attacker must retreat one space.

Rally. Each player rolls two dice of different colors, subtracts the dark die from the light die, and the victor adds +1. The result is the number of elements recovered, except that no more than half the elements lost in a battle can be rallied.

Reinforcements. To collect reinforcements, each ruler rolls one die and subtracts 1 for each space between his own track edge and the space his army currently occupies. The result indicates the number of elements he may add to his army from his reinforcement pool. When an element is taken from the reinforcement pool, fill in it's amphora on the table. Each vertical column of amphorae on the reinforcement table must be exhausted before the next column can be started. Neither army can expand beyond 24 elements. The Seleucid player may only have one SCh element in his army, but one is *always* available as a reinforcement (it has no amphora).

A general may also be swapped with any other surviving general, but only one of the listed generals may be with the army, and he must command the whole army (not just a single command).