

THE MACCABEAN REVOLT: PART I

THE HAMMER OF GOD

JUDEA VS. THE SELEUCIDS, 167-160 B.C.



Judah

8 8 1 7 6

Argyrasp

4 7 HI 6 4 5

Maccabee

1 A 2 MI 9 5

NAHAL EL-HARAMIAH, 166 B.C.
APPOLONIAS VS. JUDAH

BATTLE OF BETH HORON, 165 B.C.
GENERAL SERON VS. JUDAH

BATTLE OF EMMAUS, 165 B.C.
PTOLEMY, NICANOR & GORGAS VS. JUDAH

SPQR

BATTLE MODULE



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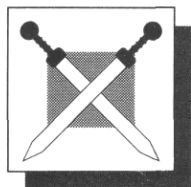
The Hammer of God: SPQR Module

BY MARK HERMAN

The Maccabæan Revolt: Part One, Judea vs. The Seleucids, 167-160 B.C.

NOTE: This Module requires **SPQR** plus **War Elephant & Consul for Rome** Modules.

Historical Background



Judea had seen its Golden age during the reigns of King David and Solomon, when the major powers of the day were diverted by internal problems. Since then, Judea's own, internecine squabbles had led to a political division which allowed Egypt and the Mesopotamian "Power of the Day" to successively control these "crossroads of the Middle East". The strength of Judea lay in its inhospitable terrain – the present day West Bank – and many of today's political problems stem from a misunderstanding of what exactly constituted ancient Israel.

In 175 BC, only 15 years after Antiochus III was defeated at Magnesia (see **War Elephant** Game Module), Antiochus IV Epiphanes ascended to the Seleucid throne. Antiochus III had followed a policy of religious tolerance, which kept Judea peaceful and inside the Seleucid orbit. Antiochus IV's strategic assessment perceived Egypt and Rome as his main threats, and he correctly saw that his Southern flank depended upon his domination of the Judean high ground which flanked the traditional coastal invasion route along the Eastern Mediterranean. Based on this perspective, he decided to Hellenize Judea to create cultural bonds which would bind the Judeans to his regime.

Clearly, Antiochus IV didn't have an iota of insight into the Jewish people and their absolute adherence to their religion, and their one God. It appears that he may have been misled by divisions within the religious theocracy that ruled Judea, but the evidence for this is thin. Politically ancient Judea was experiencing a power struggle within its Priesthood. The more secular

faction had made overtures to Antiochus to back their cause in return for tighter control and a portion of the substantial Temple treasury. It has been suggested by some scholars that this was his motivation in overturning his father's policy of religious tolerance within the Seleucid empire.

In any case, in 168 BC Antiochus IV was in the process of withdrawing north along the coast road after failing to take Alexandria by siege. While in transit, he learned that the simmering tensions between the Hellenized Jews and the Orthodox Jews in Jerusalem had resulted in major riots. Out of frustration and anger, Antiochus dispatched Apollonius to Jerusalem to deal with the problem. The resulting massacre of the Jewish population reached its peak with the Holy Temple being desecrated by Pagan ritual and then converted into a shrine to Olympian Zeus. A fortress known as the Aca, or Citadel, was constructed on a hill facing the Temple ... and it now had a permanent Seleucid garrison.

With the situation in Jerusalem under

control, the Seleucid forces now moved into the countryside to enforce the edict against the performance of Jewish practices. One of these detachments arrived in the village of Modin, northwest of Jerusalem, where an altar was set up and a Jewish priest, Mattathias, was ordered to perform a sacrifice and eat pig's flesh. When Mattathias remained rooted in place, another villager attempted to comply with the order. The reaction was instantaneous: Mattathias slew the traitor and then led the village in the annihilation of the Greek unit. The first Jewish revolt was underway.

Mattathias led the people into the foothills around Gophna, northwest of modern day Ramallah, where they began training in relative isolation from Seleucid forces. This revolution was carried on in an almost classic Maoist context. For the first year the forces trained, politicized the troops in the devout teachings of Judaism, and defended their base while strengthening their ties with the people in the countryside. Mattathias' family would eventually become the Hasmonean dynasty, a dynasty whose celebrated early beginnings would be tainted with murder and depravity in later generations. The doctrine followed by the rebellion is an early example of Mao's dictum that the people were the water through which the guerrilla fish swam. Through these efforts, a highly efficient intelligence organization was built and a hard core militia organization formed. Mattathias died during this first year, but not before designating his middle son (of five), Judah, to succeed him in leading the revolt. Later, after his numerous military victories, he would become known by the name of "Maccabæus": the Hammer.

The Judean forces were armed with mostly homemade weapons and slings, and it is with these weapons that they prepared to bring a 'modern' Greek

The Great Battles of History Series: SPQR Module

army to battle. The Seleucid army was formed along traditional Macedonian lines, but the Phalanx had evolved into a more offensive arm than it had been under Alexander. As seen from earlier engagements, such as Cynoscephalae, the Phalanx had difficulties in delivering its offensive punch in rough terrain. Even more importantly, the Seleucid army of Antiochus was only a shadow of its Alexandrian self, riddled with poorly-motivated and only partially trained Syrians and eastern mercenaries, few of whom grasped the nuances of phalangite fighting. And a large portion of the Seleucid army were local recruits, who proved to be a source of a portion of the Hasmonaean cadre as the war progressed.

Judah realized this and avoided when possible engaging the Seleucid army on its own terms. Throughout the revolt, the Seleucid army would find itself attempting to employ conventional, set-piece battle tactics against an unconventional opponent fighting a guerrilla war in terrain optimized to his tactics. The character of the soldiers was also a significant factor. The Seleucid army was composed largely of professional mercenaries, trained to fight by day, whereas the Judean soldier was a son of his country, fighting for well articulated ideals and trained to strike at night. This is a situation that Generals Howe and Westmoreland would have understood ... although they don't seem to have, judging from the results they, too, obtained.

From the beginning of his command, Judah began to change the character of the revolt when he began to conduct offensive, hit-and-run night attacks. These forays bought the Maccabaeen rank and file combat experience and, perhaps more importantly, captured weapons. As the Judean forces gained confidence, their intelligence organization allowed them to ambush larger Seleucid units, and those successful ambushes accelerated the process. Eventually, entire areas of the countryside came under Maccabaeen control, and the Seleucid garrison in Jerusalem found itself cut off. Faced with a deteriorating situation, Appollonius, the Seleucid governor of the region, decided to intervene. The Maccabaeans faced their first major test.

Special Rules:

For all Maccabdsus Scenarios

Band of Brothers

All of the Judean leader units are brothers (literally!!), and they had an uncanny ability to coordinate their activities when divided into independent commands. Therefore, all Judean leader units may issue Line Commands without being in range of the Overall Commander (Judah).

Line Eligibility

All Judean units constitute a line and may be separated by one space. Use Seleucid line eligibility rules from Magnesia. If you wish, you may use the "ragged" line rules (from **Consul** Game Module) for the Judeans, but *not* for the Seleucids.

The First Battles



Nahal el-Haramiah

Historical Notes:

In 166 BC, Appolonias moved along the mountain watershed from Samaria (northern Israel) to Jerusalem. He was maneuvering to break the blockade of Jerusalem imposed by the Judean forces in the countryside. Certainly, a phalanx of Seleucid heavy infantry would quickly put down the revolt, as his prior operation had done in 168 BC. He took the direct Samaria-Jerusalem route, which passes along the flank of the Gophna area. His force

numbered approximately 2,000 men of two Chiliarchia (two Phalanx counters). Judah mustered approximately 600 men for the proposed ambush in a defile at Nahal el-Haramiah.



Judah's plan was to divide his force into four sections. One unit would seal the southern end of the defile along the Seleucid route of march, while a second section would attack from the eastern side, forcing the Phalanx to turn and face it. (Note: *this is simulated by a Phalanx being forced to deploy from column into line formation.*) A third unit would then attack from the western side of the defile into the rear of the Phalanx, while the fourth unit would then snap the Seleucid retreat route shut by blocking the northern end of the defile.

Suffice to say the plan worked "as advertised," with the Seleucid force annihilated after putting its neck into the Judean noose, and Appolonias being killed in the process. This would be a consistent theme in Judah's attacks, whereby he attempted to disrupt the enemy command and control structure by killing their overall commander.

Player Note:

This is a great Solitaire (or S&M, if you're Seleucid by birth) scenario. The Seleucids haven't got a chance ... but it's a good example of what most ancient warfare was like. The large set piece battles of antiquity are noteworthy for the attention they were paid by their contemporaries - and their rarity. For example, during the First Punic War, most of the warfare in Sicily was between Carthaginian and Roman detachments approximately the size of those depicted in this scenario. The only difference is the Judean forces had an overwhelming intelligence advantage, which was rarely the case during the Punic Wars.

Map: Use the **Cynoscephalae Map**

Judean Player Set Up

The Judean forces are placed anywhere on the map, as long as they are more than 7 hexes from an "M" hex. Each Judean unit begins the scenario stacked with a Judean Leader unit. The Judean combat units may *not* stack. Deploy the following Judeans: **Judah, Simon,**

SPQR

The Art of War in the Roman Republic 275-197BC
The Great Battles of History Series, Volume II
Published: 1992
Game Design: Mark Herman & Richard Berg
Art Director: Rodger B. MacGowan

Contents: 800 die-cut Counters; Four 22x34 inch Maps; Rulebook and Scenario Book; One 10-sided die; Charts & Tables; Bookcase Box

Time Scale: 15-20 minutes per game turn
Map Scale: 70 yards per hex
Unit Scale: 300-1000 men per counter
Players: 1-4

The Hammer of God: The Maccabæan Revolt

Johanán and Jonathan; plus Maccabasan MI (1-2) and Maccabæan LI (1-2)

Seleucid Player

No Seleucid units begin the scenario on the map. On game turn *I*, Appolonias automatically gets the first orders phase and must move both Seleucid units onto the map in column formation. The Seleucid units - **Appolonias** and Seleucid PH (1-2) - enter on any M space.

Special Rules

Judean Ambush

If a Judean unit begins the scenario on a Level 5 or Level 6 hex it is considered *hidden* until it moves, fires a missile, or a Seleucid unit moves adjacent to it. A hidden unit may not be engaged in combat. Seleucid units may not enter Level 5 or 6 hexes or leave column until at least one Judean unit has lost its hidden status.

Defile of Doom

The Seleucid units are moving with purpose of quelling an insignificant rebellion. The Seleucid units have 10 game turns to traverse the map and exit it through an "R" hex. The Seleucid units must pass through either or both hexes 2728 and 2729 at some point during their march.

Loss of Command Control

It was a Judean tactic to disrupt the enemy command structure by killing their leader. If Appolonias is killed he cannot be replaced with another Seleucid leader. This will eliminate any Seleucid ability to move units, although exceptional incompetence on the Judean player's part could still snatch defeat from the jaws of victory.

Victory Conditions

The **Judean Player** wins if:

- All Judean units remain hidden and the Seleucid units have not exited the map OR
- All Seleucid combat units are eliminated.

The **Seleucid Player** wins if:

- Either Seleucid Combat unit exits the map OR
- All Judean Combat units are eliminated OR
- Judah Maccabæus is killed.



Battle of Beth Horon

Historical Notes:

Just to show how slow on the up-take they could be, the Seleucids decided to try the same maneuver as at Nahal el-Haramiah.. but with a slightly larger force. Clearly - to them - the only thing missing was more men. Calling General Taylor.

Upon hearing of the defeat at Nahal el-Haramiah, Antiochus realized that the situation in Judea was serious. He dispatched General Seron, in 165 BC, to set the situation right. Seron marched down the coastal route to avoid the Gophna region and then headed east to Jerusalem. He got within one day's march of Jerusalem, but Judah's intelligence service allowed him to position his forces along another defile, this time at Beth Horon pass.

In a virtual re-run of the first engagement, the Judeans sprung their trap. About the only difference between this engagement and the former is that Seron led from the front and not from the middle of the formation, as Appollonias had done, so Seron was killed in the opening volley. Also, with more Seleucid troops around, Judah realized that he couldn't trap the entire Seleucid force in the defile. So he routed the lead elements, which resulted in the entire Seleucid force heading for the coast. The score at half-time: Judeans 2; Seleucids 0.

Players' Note:

See the Players' Note from Nahal el-Haramiah.

Map: Use the **Cynoscephalae** Map

Judean Player Set Up

The Judean forces are placed anywhere on the map so long they are more than 7 hexes from an "M" hex. Each Judean Leader unit must stack with a Judean Combat unit. The Judean combat units may not stack. The units available are the same leaders as for Nahal el-Haramiah, plus Maccabæan MI (1-4) and Maccabæan LI (1-4).

Seleucid Player

No Seleucid units begin the scenario on the map. On game turn one Seron automatically gets the first orders phase and must move all the Seleucid units onto the map in column formation. The

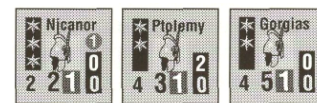
Seleucid units - **Seron** and Seleucid PH (1-4) - enter through any "M" space.

Special Rules

Judean Ambush, Defile of Doom, Loss of Command Control are the same as for Nahal el-Haramiah

Victory Conditions

Same as for Nahal el-Haramiah



Battle of Emmaus

Historical Note:

After the last two ambushes, Antiochus finally woke up to the fact that the Jewish revolt had grown into a major rebellion that could not be salvaged without a serious military effort. With Antiochus just about to embark on an eastern campaign, he clearly could not leave his rear unguarded against a possible Egyptian counterstroke to retrieve Judea and Coele Syria. Therefore, he reluctantly appointed Lysias, a member of the royal family, as regent and gave him a proportion of his forces to extinguish the Judean revolt. Lysias, in turn, appointed Ptolemy, Nicanor, and Gorgias (the Seleucid equivalent of Larry, Curly, and Moe, as it turned out) to lead an expedition to set matters aright in the Spring of 165 BC .

The Battle of Emmaus (near present day Latrun, scene of vicious fighting during the 1948 Arab-Israeli War) came about as a result of the Seleucids refusing to be caught in the Judean hills, as the previous two expeditions had before them. The Seleucid plan seems to have been to encamp at Emmaus and wait for the situation to develop. The site was chosen because the surrounding terrain was favorable for Seleucid linear battle doctrine. There is great disagreement between I Maccabees and II Maccabees (that's the extension of the Old Testament which is sometimes included in the New Testament and our main source of information on the revolt) as to the size of the Seleucid force, but, by both accounts, this was probably a combined-arms, Macedonian style army of around 20,000 heavy infantry and supporting auxiliaries, plus around 4,000 cavalry. So confident was the Seleucid leadership

that they invited Idumean mercenaries (Negev Arabs) and slave traders in on the upcoming triumph.

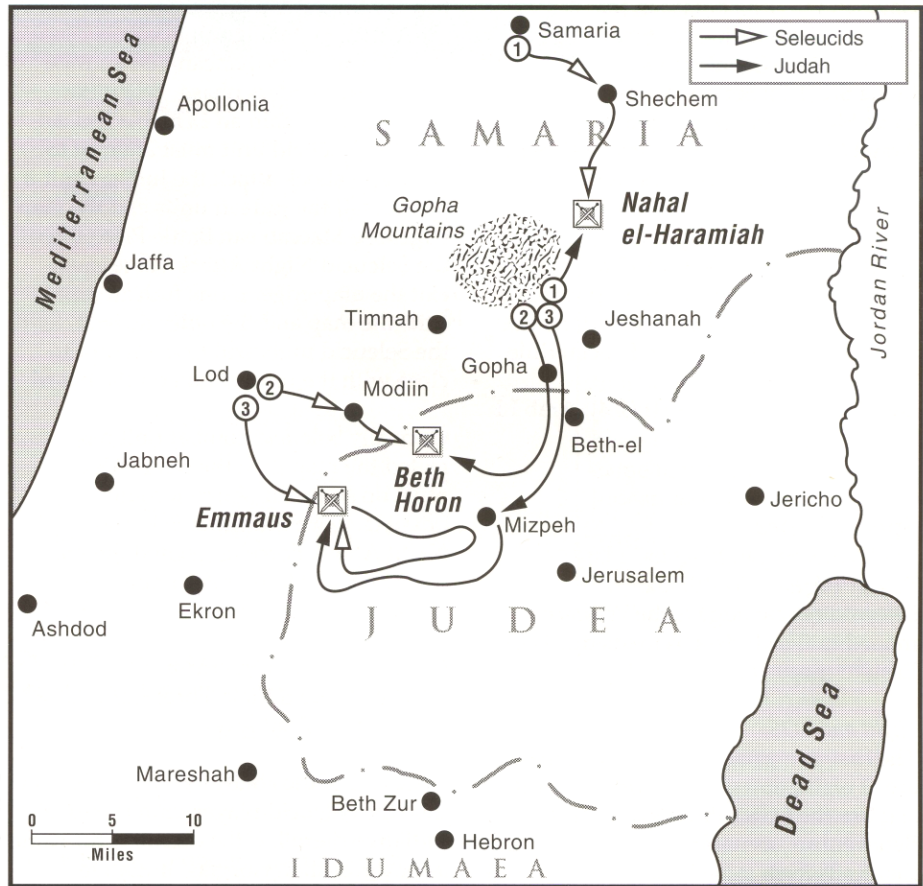
Judah, again utilizing his superior intelligence service, moved his forces into a blocking position within striking range of the Seleucid camp, hoping to lure the Seleucids outside of their camp. The Seleucids, amazingly, decided to launch an uncustomary night assault on the Jewish positions, but the Maccabean intelligence service discovered the plan. Judah decided to leave a small rearguard in the Jewish camp to lure the Seleucid night attack away to the East, while the main forces attacked the camp. For the assault on the main camp Judah took approximately two-thirds of his army and attacked the Seleucid camp at dawn from the Southwest, while the remaining third of the Judean army moved north of the Seleucid camp with the mission of attacking the Seleucid rear once their main forces were engaged.

The initial phases of the Maccabean plan went well, at first, when the Seleucid night attack force, under Gorgias, was lured off to the east. When Judah initiated his dawn attack he discovered the Seleucid army deploying on the plain, forcing the Judean forces to fight a stand up conventional battle. Only the superior Judean morale kept them in the fray, as the weight of the Seleucid phalanx was awesome - especially when deployed under conditions of its choosing. The day was won by the Judeans, however, when the Northern attack group struck the rear of the Seleucid camp, routing their forces. When Gorgias and his wandering men arrived, they were greeted with the view of the main army routing to the west. They followed suit. Score: Maccabaeans 3, Seleucids 0.

Map: Use the **Beneventum** map. Only the broken hexes, elevation levels, and the Roman Camp (with some modifications) are used in this scenario. *All other terrain features are ignored.*

Judean Set Up

Except for the Rear Guard, all Judean units set up off the map. The Rear Guard sets up within two hexes of the Elephant Rampage hex which is used to simulate the location of the Judean camp. The Judean camp is just a location for watch



fires; there are no terrain effects, except that during night turns this hex is visible at the day LOS ranges. The remainder of the Judean units deploy onto the map using the Maccabean Battle Plan Special Rule.



Northern Group: Jonathan; Maccabean LI (7-10)



Main Force: Judah, Johanan; Maccabean MI (1-6), Maccabean LI (3-6), Maccabean SK (1-2)



Rear Guard: Simon; Maccabean LI (1-2)

First Battles of Maccabean Revolt:

1. The Battle of Nahal el-Haramiah
2. The Battle of Beth Horon
3. The Battle of Emmaus

Seleucid Set Up

The Seleucid Army begins in the camp. This is not a Roman-style camp but a temporary encampment. Use the Roman camp rules from **SPQR**, except that there are no towers and the wall has no ditch, just a simple berm. Both sides move within the camp as if they were Roman. Seleucid leaders get automatic line commands if they are within the camp and any portion of the line is also inside the camp. Once outside the camp the normal **SPQR** rules pertain.

Main Force: Combat units are set up one unit per hex, no stacking.

Nicanor: Set up in the Tribune tent.

Ptolemy: Set up in the Tribune tent.

Seleucid PH (1-8): Set up in Triarii and Principes Tents

Tarentines LC (1-2): Set up on the road that leads out the Porta Principalis Sinistra

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Galatian LC (1-5): Set up in the Extraordinaires tents and the Alae Cavalry tents

Lydia SK (1-3): Set up in a gate.

Crete SK (1): Set up in a gate.

Arab LI (1-4) [*represents Idumaens*]: Set up in the Alae Cohort tents on the south side of the camp

Night Attack Force: Sets up 10 to 15 hexes from the Judean camp which is their objective. (Important: See Gorgia's Gambit, Special Rule below.):

Gorgias; Argyraspides HI (1-4), Arab LI (5-6)

Special Rules

Retreat Edges

Seleucid retreat edge is the Western mapedge. The Judean retreat edge is the Eastern mapedge.

Night and LOS

The first five game turns of the scenario are at night; dawn arrives on game turn six. Use the LOS rules from the Beneventum scenario. Any Seleucid unit that finds itself outside of twice any friendly Leader's Command range during a Night Turn must make a TQ check during the Rout Phase.

Gorgia's Gambit

Historical Note:

Based on the knowledge that the Seleucids rarely conducted night attacks, Gorgias attempted to surprise the Judean host on the opposite hill by launching a surprise night attack. He wasn't a great leader, but he had *chutzpah* (guts). The Seleucids did not realize that the Judeans knew all about the attack. Once again, the superior Judean intelligence service gave the Judean forces the crucial edge. Judah left a small (200 men) rear guard at the Judean camp to keep the camp fires burning. When Gorgias approached the camp, they withdrew... with Gorgias in hot pursuit. By the time Gorgias realized he'd been royally snookered, the main Seleucid force had been routed. This rule controls the Night Attack Forces movement during the beginning of the scenario.

Each time they are "activated" - given orders - the Night Attack Force must move as quickly and directly as possible

toward the visible Judean camp. Gorgias must attempt momentum die rolls, and all Seleucid units that can, must move during each orders phase. When the Seleucid units gain an LOS to a Judean unit the Seleucid unit must attempt to close and shock attack the Judean unit if possible. If the Judean units exit the map edge (see Maccabæan Battle Plan) then the Seleucid Night Attack Force must exit the map edge. If one Judean unit exits the map and the other doesn't, then the Seleucid units will first attempt to close with the Judean unit on the board.

Once any Seleucid combat unit has exited the map then the remainder must do so by the shortest route possible. Once the entire Seleucid Night Attack Force has exited the map it may *attempt* to re-enter under the following conditions:

- (1) First Day Game turn; *or*
- (2) The Seleucid Main Force has reached its Army Rout level.

Once one of the conditions has been met, then the Seleucid player undertakes an Initiative die roll. If the die roll is the same as or lower than Gorgias' Initiative Rating, then place Gorgias and his Night Attackers on the mapedge through which they previously exited. The entire force has an automatic order for this first orders phase. Thereafter the normal rules pertain. While off the map Gorgias is activated but may give orders to remove cohesion hits only.

Once the Night Attack Force has reentered the map, and a combat unit therein has a LOS to a friendly unit that is routed, the unit(s) must make an immediate TQ check. Whenever a Night Attack Force unit fails a TQ check due to this condition it may not be rallied for the remainder of the scenario.

Or, to put it plainly: Gorgias and the Night Attack Force is fairly useless.

Seleucid Main Force

The Seleucid Main Force may not move until the Dawn Game Turn, or until any Seleucid unit inside the Camp sights a Judean combat unit. Once either of these conditions has been met, the Seleucid Main Force may move normally according to the rules of play. Whenever the Seleucid Main Force reaches its Army

Rout level the scenario is not over but all Seleucid Main Force units rout and may not be rallied for the remainder of the scenario. Once they rout off the map they are eliminated for victory purposes.

Maccabæan Battle Plan

Historical Note:

Judah had decided to react to Seleucid movements instead of taking the initiative. He wanted to exploit a Seleucid mistake, clearly a high probability event, since the size of the Seleucid force made any type of direct approach a dangerous proposition. The Battle of Beth Zur confirmed this assumption. Once Judah discovered the Seleucid battle plan for a night attack he knew his moment had come. Since the enemy was dividing its force, Judah did the same in an attempt to defeat the enemy in detail. The Judeans were split into three groups: Northern, Main, and Rear Guard. The idea was for the Rear Guard to lure the Seleucid Night Attack force away from the camp while the Main Force engaged the Seleucids by assaulting their camp. At the critical moment the Northern Group would attack the Seleucid camp from the rear. (Shades of Mago at The Metaurus!)

Judean Rear Guard

The units of the Judean Rear Guard may move as soon as they have an LOS to a Seleucid unit. The Judean Rear Guard may exit the Eastern mapedge by expending one additional movement point. Once the Judean Rear Guard has exited the map it may re-enter as a normal reinforcement two game turns after the Seleucid Night Attack Force has reentered the map.

Main Force

The Judean Main Force may enter the map starting with the Dawn game turn by having Judah issue a line command. Place all Judean Main Force units on the Western mapedge within 8 hexes of the *Via Appia* road hex. All Judean Main Force units may move during this first orders phase, as per that initial LC. The instant the Seleucids gain an LOS to a Judean unit, Judah may make no further momentum die rolls for his initial activation. For all subsequent activations this restriction is permanently lifted.

Northern Group

The Northern Group is off the Northern

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mapedge awaiting the critical moment. On any orders phase Judah may issue a Line Command to activate the Northern Group *instead of* activating other Judean units. Once the activation order is given the Northern Group may attempt to enter the map. Once each game turn, starting with the one in which the activation order has been given, Jonathan rolls the die against his Initiative Rating. (Same as or lower means success.) Upon passing this activation die roll, all units of the Northern Group are immediately placed on any North mapedge hex and may move as if they had received a line command. Once on the map the Northern Group uses the normal rules of movement.

Victory Conditions

The Judean player wins by routing both the Seleucid Main and Night Attack Forces off the map. The Seleucid player wins by routing the Judean Army.

The Judean players army rout level is 69 TQ points. The Seleucid Night Attack Forces rout level is 16 and the Main Force is 51.

Free Set Up Scenario

Designers Note:

The historical scenarios give you a general view of how a smaller force could bring a numerically larger but inferior quality force to battle and often make it look easy. The historical Emmaus scenario can be won by the Seleucid player but it is hard to do. In the Free Set Up Scenario the Special rules and historical restrictions are dropped to allow the Seleucid player to try and bring the Judean force to battle on an open plain where their cavalry can make a difference.

The position of the Seleucid camp is 15 miles west of Jerusalem. The Via Appia on the map is considered to be the main road to Jerusalem which is off the East edge of the map. If the Seleucids can exit their army off the East mapedge without routing, then they would stand a chance of relieving their garrison in the Acra in

Army Rout Levels				
Battle of Emmaus				
Player	Size	TQ Pts	Rout Ratio	Quality Ratio
Judean:	68	138	50%	2.03
Seleucid				
Main Force:	139	112	35%	.80
Night Attack Force:	38	32	50%	.84
Free Set Up Scenario				
Player	Size	TQ Pts	Rout Ratio	Quality Ratio
Judean:	68	138	50%	2.03
Seleucid				
Main Force:	177	144	35%	.81

- The Judean players army rout level is 69 TQ points.
- The Seleucid army's rout level is 51 TQ points.

Jerusalem and gain an important political victory.

Judah has his army on a camp which is considered to center on the Elephant rampage marker on hex 1243. Judah must destroy the Seleucid army to thwart its attempt at relieving its garrison.

Special Rules

The Seleucid Army begins in the camp. This is not a Roman-style camp but a temporary encampment. Use the Roman camp rules from SPQR, except that there are no towers and the wall has no ditch, just a simple berm. Both sides move within the camp as if they were Roman. Seleucid leaders get automatic line commands if they are within the camp and any portion of the line is also inside the camp. Once outside the camp the normal SPQR rules pertain.

Seleucid Set Up

Use the Seleucid Set Up from the Historical scenario but the Night Attack Force sets up in the camp.

Gorgias: Tribune tent

Argyraspides HI (1-4) Hastati tents on the North side of the camp
Arab LI (5-6) Alae Cohort tents on the North side of the camp

Judean Set Up

All Judean units set up within 15 hexes of the Jewish camp.

Victory Conditions

Once the first Seleucid unit begins to exit the camp the players must keep track of the number of game turns that transpire. The first game turn is considered a day game turn. The scenario lasts 20 game turns, from the time that the first Seleucid unit begins to exit the camp. If neither player has won by the end of the 20th game turn then the battle is a Judean moral victory.

The Seleucid player wins if he can exit 50% of his army off the East edge of map within 4 hexes of the Via Appia hex (3044) prior to routing; OR Routs the Judean Army.

The Judean player wins if the Seleucid army routs prior to exiting 50% of its army off the East edge of the map.

Special Thanks to John M. Knowles and unnamed friend who were kind enough to playtest these scenarios on very short notice and made many valuable suggestions and improvements to this module.

... and in our next issue of *C3i*, we will return to the Hasmonaeans and the Seleucids with:

*Hammer of God: Part Two
The Battles of Beth Zur,
Adasa and Elasa.*

