

Command & Colors: Ancients

SUPPRESSION OF THE KHASHAS - 274 BC



Historical Background

"Though he was hailed as 'Slayer of Enemies,' Chandragupta's son Bindusara was friendly with the Hellenic world and was known to have had a taste for Greek figs, wine, and philosophy. Little is known, however, about the military conquests of Bindusara. He is generally thought to have consolidated (if not expanded) his father's empire, but from the chronicles of Taranatha, we are told that Bindusara 'destroyed kings and nobles of about sixteen cities' in the rebellious Khasa rajya, or realm of the Khashas. The Khashas, whose settlements in the former kingdom of Puru extended from Jhelum to the west of Kashmir, were likely independant principalities united by clan or tribal connections who chafed at Mauryan imperial power.

Chanakya was certainly older by this time, but probably still active; Bindusara retained him from his father's court.

(From the GBOH Chandragupta module by Stephen R. Welch).

War Council

Mauryan Army (Use Eastern blocks)

Leader: Bindusara

- Take 5 Command cards.
- Move first.

Khashan Army (Use Carthaginian blocks)

Leader: Khashan Chieftain

- Take 4 Command cards.

Victory

1. Khashans - 6 Banners or avoid Mauryan victory.
2. Mauryans - Capture all camp tiles (see special rules) before the last card of the deck is drawn. Do no re-shuffle the cards when "I Am Spartacus" is played.

Special Rules

1. The rivers are fordable with no battle dice reductions.
2. When a Mauryan unit ends its turn on a camp hex, it is considered captured and is removed from play.
3. See "Great Battles of the Mauryan Empire" general rules.

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