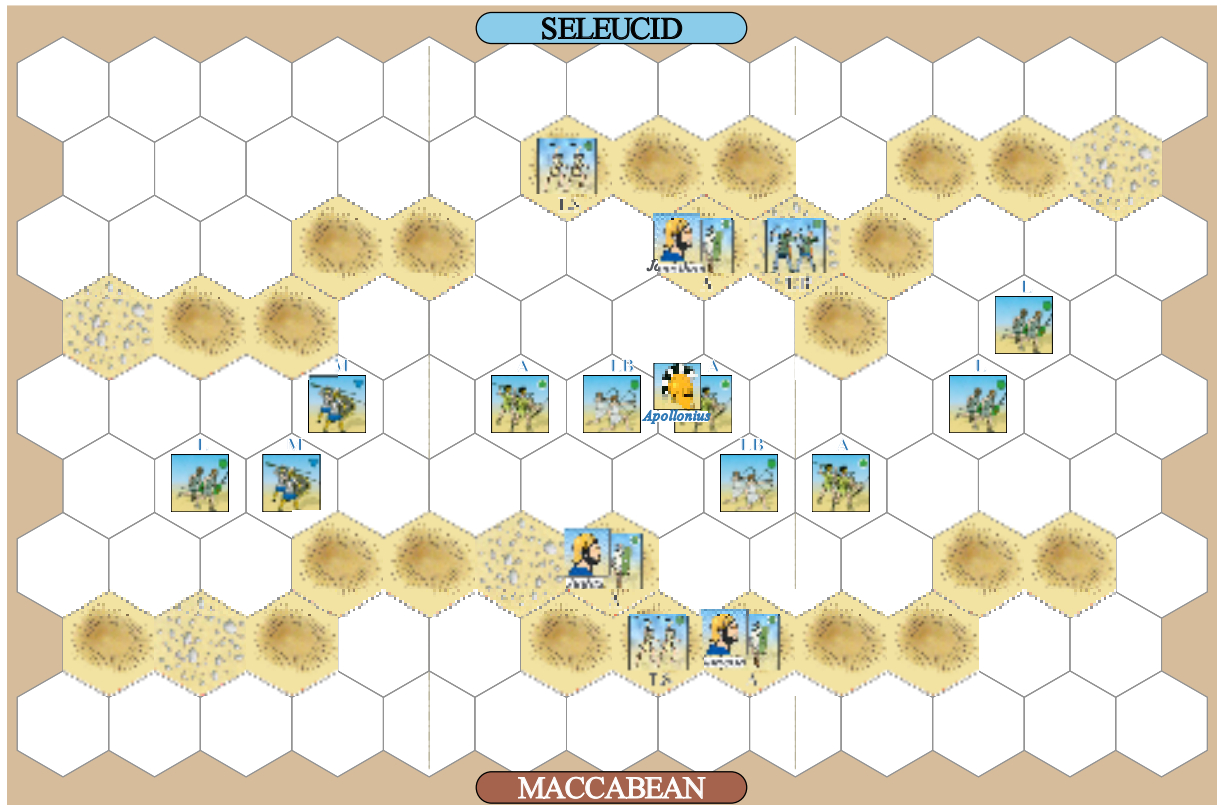


Command & Colors: Ancients

THE REVOLT BEGINS - 166 BC



Historical Background

The Jewish revolt against the Seleucids began as a result of the Seleucid King, Antiochus IV Epiphanes, attempting to force Hellenism on the Jews. Antiochus dispatched Apollonius to Jerusalem, where his man imposed the king's will by desecrating the Holy Temple with pagan ritual and turning it into a shrine to Zeus. The fort of Acra was built in Jerusalem and a strong permanent garrison installed. Seleucid officials then began travelling out into Judaea to enforce the edict against Jewish practices.

In the village of Modein, the leader of the Hasmonaeen family, Mattathias, encouraged the villagers to kill the Greek enforcers when they arrived, and he then fled east into the Gophna hills with his 5 sons and a small band of followers. The revolt was on, but Mattathias died soon after and his eldest son, Judas Maccabaeus, took up the reigns of leadership. The first Seleucid to react to the situation was Apollonius, the governor of Samaria to the north of Judaea. He was probably the Same Apollonius who defiled the temple. He brought with him his own force of Mysian mercenaries along with Macedonian settlers from Samaria and Samaritan auxiliaries. Judas, with only a few hundred men, set an ambush for Apollonius somewhere favourable on the road between Samaria and Jerusalem. The Seleucids were overrun with many killed, including Apollonius.

War Council

Maccabean Army (*Use Carthaginian blocks*)

Leader: Judas Maccabaeus

- Take 6 Command cards.
- Move first.

Seleucid Army (*Use Greek blocks*)

Leader: Apollonius

- Take 4 Command cards.

Victory

4 Banners.

Special Rules

1. **AMBUSH** - On the 1st Maccabean turn, that player does not play or draw a card, and the Seleucid player may not play "First Strike". On the 1st Maccabean turn all Maccabean units are ordered and battle with +1 combat dice, and all Seleucid units battle back with -1 combat dice.
2. The Maccabean units in hex rows A to E retreat/evade towards their own board edge. Maccabean units in hex rows F- I retreat/evade towards the Seleucid board edge. Seleucid units retreat/evade towards the E hex row, so that Seleucid units already on the E hex row may not retreat or evade.

Designed by: Jim Duncan (jim43duncan@gmail.com)