

Command & Colors: Ancients

PROVINCIAL REVOLT - 275 BC



Historical Background

"From the Buddhist narratives of the 2nd century CE, the Divyavadana, it is related that Chandragupta's grandson Ashoka, while proconsul of Takshashila, was commissioned by his father Bindusara with the task of restoring order during a popular revolt against 'wicked officials' (i.e. high-handed oppression by local ministers). The 'official' history takes pains to reassure that the people were not opposed to the 'Kumara' [prince] or even King Bindusara.

Certainly the victor writes history, and given the autocratic nature of the Mauryan state machinery, we opt to put a more cynical (and interesting in game terms), but we like to believe realistic, twist to the officially approved propoganda of the Divyavadana. In our version, the ageing Chanakya, as viceroy of Takshashila, is the one faced with an uprising by the city's merchant class. Chanakya's forces occupy a portion of the city; the 'rebel' forces-a coalition of Sreni-occupy part of the city, and its gates and the roads leading to it. Ashoka, with a force of Maula, must rescue the beleaguered Chanakya."

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

Ashoka has sent a flanking force around the hills as he approaches the city along the road.

War Council

Rebel Army (Use Carthaginian blocks)

Leader: Unknown

- Take 4 Command cards.
- Move first.

Mauryan Army (Use Eastern blocks)

Leader: Ashoka

- Take 6 Command cards.

Victory

Mauryans - 5 Banners. Rebels - Kill Chanakya.

Special Rules

1. The river is fordable.
2. The hills are impassable.
3. The Ramparts (city walls) are impassable and block LOS.
4. Chanakya may not leave the city (camp tiles).
5. Mounted units, except elephants, may not move or close combat into camp hexes. Elephants must stop movement when they enter a camp hex and they may not momentum advance into one.
6. At the end of each Mauryan turn that player should roll 1 dice. If a leader is rolled, the 7 Mauryan units and leader that start on the Mauryan left may be ordered. Until then, the said units may not be ordered or attacked.
7. See "Great Battles of the Mauryan Empire" general rules.

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