

Command & Colors: Ancients

BETH HORON - 166 BC



Historical Background

Following the defeat of Apollonius, the next Seleucid attempt to suppress the Jewish revolt came from a leader called Seron, who Bar-Kovcha believes to be from Thrace, and was probably in command of a force of Thracian Mercenaries from the coastal plain of Judaea. The Thracians marched east towards the mountain plateau north of Jerusalem, via the Beth Horon ascent. Seron and his men were ambushed by Judas Maccabaeus and a small picked force, in a narrow file between the heights of Sheikh Abu-Shusha and the sheer drop to Wadi Jureidun, near the village of Upper Beth Horon. The Seleucids were once again surprised and routed, with the survivors fleeing west back to the coast after losing 800 men killed in the battle and pursuit.

It was clear from these first two encounters with the Jews that the Seleucids needed to apply more force than just local garrison troops

War Council

Hasmonaean Army (Use Carthaginian blocks)

Leader: Judas Maccabaeus

- Take 6 Command cards.
- Move first.

Seleucid Army (Use Greek blocks)

Leader: Seron

- Take 4 Command cards.

Victory

4 Banners.

Special Rules

1. AMBUSH - On the 1st Hasmonaean turn, that player does not play or draw a card, and the Seleucid player may not play "First Strike". On the 1st Hasmonaean turn all Hasmonaean units are ordered and battle with +1 combat dice and all Seleucid units battle back with -1 combat dice.
2. The rampart tiles represent almost vertical slopes down to Wadi Jureidun and are impassable.

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