

360 BC.

The Wars of the Greek City States.

Introduction

The rules are designed as a set of campaign rules for DBAv2.2. They are for two to six players who should be able to complete a campaign in five to six hours.

The campaign is set amount the incessant wars between the cities of Greece before the domination of Phillip II of Macedonia and his little known son Alexander III.

The rules use a set of cards to simulate the shifting resources available to the cities and to provide variation from battle to battle.

The system of cards is designed to yield an army with an average of 12 as in basic DBA.

Campaign cards

To play this game print the cards provided on strong card. Cut them out to give three packs. The first pack consists of six Polis cards. These cards represent the core forces available to the various states. The next pack is the Minor Cities pack representing the minor cities of Greece. The third Pack is the Special pack representing the various factors and events which can affect the campaign.

Not all cards provide troops, some cards have special effects they are explained on the card..

Figures required

To play this campaign you will need more than just two Late Hopilite DBA armies. The minimum elements you need to field for a six player campaign with all the possible combinations are:-.

| | | | | | |
|--------------|----------------|------------|---------------|--------------|---------------|
| <i>Kn</i> | <i>1 (1)</i> | <i>Lh</i> | <i>5(5)</i> | <i>Pk</i> | <i>2 (2)</i> |
| <i>Sp(S)</i> | <i>13 (13)</i> | <i>Sp</i> | <i>20(57)</i> | <i>Sp(I)</i> | <i>8(16)</i> |
| <i>Cv(S)</i> | <i>1 (1)</i> | <i>Cv</i> | <i>2 (2)</i> | <i>Cv(I)</i> | <i>2(2)</i> |
| <i>Ax</i> | <i>18 (34)</i> | <i>Bw</i> | <i>4(4)</i> | <i>Ps</i> | <i>14(28)</i> |
| <i>Ps(S)</i> | <i>2 (2)</i> | <i>Art</i> | <i>1 (1)</i> | <i>Bw</i> | <i>4(4)</i> |
| <i>Bd</i> | <i>2(2)</i> | <i>Hd</i> | <i>1(1)</i> | | |

This represents the maximum of any Element type that can be on the table, for both sides, at any one time. Given other choices you may end up using less. The bracketed figure is the total on all the cards.

Starting the campaign

1. Each player draws a card form the Polis City pack. This is the home city of that player.
2. From the Minor City pack each player is dealt three additional cards.
3. From the Special pack each player draws two special cards.
4. Each player starts the campaign with four City and Two special cards.
5. All the player's Polis and city cards are left face up at the side of the table with the remainder face down.

The campaign season

1. Each player rolls a d6 this establishes the order of precedence for this campaign season.
2. The Special pack and all last turns' discards are shuffled.
3. In order of precedence each player draws a Special card. A player may play the card at any logical point in the game. It is permissible to play a special card in support of another player. A player may hold a maximum of two special cards at the beginning of a campaign season.
4. The players in order of precedence now issue challenges to other players. A challenge may only be issued to a player currently uninvolved in a battle this campaign season. A player is not required to issue a challenge but must accept one issued

to them. The challenger chooses which city card in their opponents hand to **attack** and selects one of his own cards to place at **risk**. If a player attacks an opponents Polis card they must place a Polis card (if he has one) at risk.

5. Each player then chooses three cards from their hand to field and the battle begins. Players may or may not include the forces on the card at risk. Any number of Special cards may be used to add forces. All used special cards are then discarded.

Terrain

Each Polis has a terrain assigned on its card. Terrain is laid out as under normal DBA rules. With the Challenging player being classed as the aggressor.

Fighting the battles

The battles are fought using the DBA v2.2 with the following amendments:

1. Superior Troops add 1 to any close combat result which they lose.
2. Inferior Troops deduct 1 to any close combat result which they draw or loose against troops of their own type.
3. Psiloi or Light Horse Exceptional are treated as Psiloi or Light Horse ordinary in all cases including distance combat if they loose against troops who are not capable of distance combat they are un effected.

Victory in battle

1. Once the battle has been decided using the DBA system all loses are recorded, each loss is assigned to a city card and any loosed elements may not take part in the next campaign sessions battles.
2. The victor retrieves their risk card and draws a card from the minor city pack.
3. The victor can keep either this card or their opponent's risk card established at the beginning of the battle.
4. If the victor chooses their opponent's risk card the looser receives the card drawn from the Minor pack by the victor.

In this way each player always has at least four cards for the next campaign turn.

Subsequent campaign sessions

After all the battles for the campaign session are complete with no winner has been completed The procedure for the following session is exactly the same as for the first battle expect that units fighting in two consecutive battles carry forward losses incurred in earlier battles.

Player's cards that suffer heavy losses play a much less significant role in future battles. This discourages needlessly aggressive tactics unless there is a prospect of a significant tactical advantage.

Victory in the campaign

A player loses the campaign if they lose their original Polis Card.

The whole campaign is over when a player:

1. Controls 7 minor city cards or,
2. 3 Polis Cards*

A player can play on with out his polis using his Minor Cities.

Credits

Mike Parsons and Ian Sanderson developed these rules from 1460AD set which were shown at SOA 2000 AGM.