

## Balanced 3 player set-up for SUCCESSORS.

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**FACTION 1**    Sets up 1<sup>st</sup>    9Vps    9LPs    total army strength = 22(-26)

- Lysimachus
- Perdikkas (sets up with 1 elephant CU, not 2)
- Craterus

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**FACTION 2**    Sets up 2<sup>nd</sup>    9Vps    9LPs    total army strength = 22

- Antipater + Thessalonice (activated in Pella)
- Peithon
- Antigonus
- Minor General A + 2 mercenary CUs in Damascus + Heracles
- Place 2 control markers in Syria

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**FACTION 3**    Sets up 3<sup>rd</sup>    9Vps    8LPs    total army strength = 22

- Ptolmey + Phillip III
- Eumenes +1 mercenary CU (must start in Cappodocia)
- Leonnatus
- Minor general A + 3 mercenary CUs + 2 Macedonian Loyal CUs in Susa
- Place 3 control markers in Susiana

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- Randomly determine who goes first
  - Remove Demetrius from the game
  - Use optional rules 23.1 and 23.5
  - No usurper on turn 1
  - Use faction marker on turn track
  - Uncompleted game due to time limitations is accessed on Vps only (turns 1-3)