

ARMAGEDDON

TACTICAL COMBAT, 3000 to 500 B.C.

SCENARIO LIST

THE FIRST IRAN-IRAQ WAR (2700 BC)
THE FOREVER WAR (2550-2450 BC)
LAGASH vs. UMMU (2450 BC)
THE DESTRUCTION OF LAGASH (2342 BC)
SARGON THE GREAT (2334 BC)
NARAM-SIN (2250 BC)
THE END OF SUMERIA (2004 BC)
SEKMEM (1870 BC)
SENZAR (1470 BC)
ASSUWA LEAGUE vs. HITTITES (1400 BC)
MYCENAEAN vs. MINOAN (1400 BC)
ASTARPA RIVER (1312 BC)
NIHRIYA (1230 BC)
2nd BABYLON (1225 BC)
TROY (1200 BC)
MOUNT GILBOA (1000 BC)

KING DAVID vs. PHILISTINES (994 BC)
ISRAELITES vs. EGYPTIANS (924 BC)
JUDEANS STRIKE (923 BC)
HERAKLEOPOLIS (727 BC)
RAPHIA (720 BC)
SARGON II (714 BC)
DIYALA RIVER (693 BC)
ETRUSCANS vs. LIGURIANS (650 BC)
SUSA (647 BC)
CHENGPU (632 BC)
ARRAPHA (616 BC)
HAMATH (605 BC)
HALYS RIVER (585 BC)
YANLING (575 BC)
PELUSIUM (525 BC) – Version A
PELUSIUM (525 BC) – Version B

ARMAGEDDON SCENARIOS

Scenarios created by Kim Meints, Steven B. Guy, and Brian D. Ellison.
Edited and with additional historical material provided by Brian D. Ellison.

Note: With regard to the new scenarios presented here, it is important to recall what was stated in the original *Armageddon* game, i.e., “Players and historians are forewarned that many of the battles illustrated in *Armageddon* have little direct historical substantiation. There are few surviving records from the period, and many of the battles and forces are based on practical assumptions.” Also note that the dates selected for the scenarios are approximations, although a number of them are fairly accurate.



THE FIRST IRAN-IRAQ WAR (2700 BC)

By: Kim Meints

Sumerians: 12MI, 6AX, 2BO, 5SK, 6CH, 1C, 2D, 1E. Deploy F-2. Deploy first, move first.

Elamites: 10MI, 5AX, 2BO, 6SK, 5CH, 1D, 2E, 2F. Deploy D-2.

Game Length: 15 Game-Turns.

Victory: The Sumerians must control both village hexes by the end of Game-Turn 15.

Special Rules: The chariot units for both sides have a movement allowance of 6. This reflects they were slower moving battle wagons pulled by donkeys or onagers.

Note: The chariots of this era were more like wagons or carts. They were heavy vehicles with wooden box platforms and four solid disk wheels that required four equids to pull them. The sources are not clear as to what species of equids were utilized. It is conceivable that donkeys were used as well as onagers (wild asses), but onagers are temperamental and difficult to manage which is why, unlike donkeys or horses, they were never domesticated. Thus, a donkey-onager hybrid was probably more common due to it being larger and stronger than a donkey, yet more docile and controllable than an onager. Horses would eventually arrive in the ancient Middle East through Anatolia (Turkey) shortly before the second millennium BC. At least initially, horses were seen as a novelty and not considered very regal.

Terrain: The hills are now marsh hexes. Effects are:

1. Chariots are not allowed.
2. All other units must expend 3 movement points to enter.
3. Attacking and defending units have their melee combat strength halved.
4. Fire combat is prohibited.

Historical Notes: The first recorded war in history took place in Mesopotamia between Sumer and Elam (western Iran). The conflict was fought around the salt marshes of present day Basra where the Sumerians, led by the king of Kish, Enmebaragesi, defeated the Elamites. It was recorded the Sumerians "carried away as spoils the weapons of Elam."

THE FOREVER WAR (2550-2450 BC)

By: Kim Meints

Lagash: 8MI, 8MS, 6AX, 2BO, 6SK, 4CH, 1A, 1B, 1C, 2D. Deploy F-4. Deploy first, move first.

Umma: 6MI, 10MS, 6AX, 3BO, 4SK, 4CH, 1A, 1B, 2C, 1E. Deploy E-4.

Game Length: 15 Game-Turns.

Victory: The player who has the least number of undisrupted units by the end of Game-Turn 15.

Special Rules: The chariot units for both sides have a movement allowance of 6. This reflects they were slower moving battle wagons pulled by donkeys or onagers.

Terrain: Ignore the slope hexes and crest hex-sides.

Historical Notes: The city-states of Lagash and Umma had for a long time disputed the ownership of a valuable area of irrigated land known as Gu'edena ("edge of the plain") that existed on their common border. Mesilim, the king of Kish, was asked to mediate the disagreement. It was recorded that Mesilim consulted with the local god Ištaran (a deity associated with justice) after which he established a new border between the two states and erected a monument to mark the boundary. His decision favored Lagash which Umma resented, thus beginning 100 years of conflict between the two kingdoms that would eventually lead to Ush, a future ruler of Umma, destroying the monument in an act of defiance. The battle depicted here represents just one of the many engagements fought between Lagash and Umma.

LAGASH vs. UMMA (2450 BC)

By: Kim Meints

Lagash: 12MI, 6MS, 6AX, 4BO, 3SK, 8CH, 1C, 2D, 2E, 1F. Deploy H-4. Deploy first, move first.

Umma: 8MI, 4MS, 4AX, 3BO, 4SK, 6CH, 1D, 3E, 2F. Deploy D-3.

Game Length: 15 Game-Turns.

Victory: The player who has the least number of undisrupted units by the end of Game-Turn 15.

Special Rules: The chariot units for both sides have a movement allowance of 6. This reflects they were slower moving battle wagons pulled by donkeys or onagers.

Terrain: Ignore the stream hexes.

Historical Notes: After destroying the monument of Mesilim that was used to mark the boundary between the city-states of Lagash and Umma, Ush, the king of Umma, advanced into the territory of Lagash where he was met in battle by the king of Lagash, Eannatum. The battle ended in a great victory for Eannatum with the slaying of Ush along with many of his soldiers and the eventual sacking of Umma. It was also the first war with any detailed evidence. Some details are taken from the "Stele of the Vultures" which Eannatum had constructed to commemorate his victory and portrays various battle and religious scenes. Among these scenes are Eannatum leading his soldiers into battle while their enemies are being trampled underfoot as well as depictions of vultures flying above them holding in their beaks the severed heads of their enemies. Other details are taken from the "Cone of Enmetena" which is an object that provides further information regarding the quarrel between Lagash and Umma. It was commissioned by Enmetena, the nephew of Eannatum and a future ruler of Lagash. With the defeat of Umma, another treaty was affirmed between Ush's successor, Enakalle, and Eannatum whereby the border between Lagash and Umma was reestablished and the monument of Mesilim restored. In addition, a heavy barley tax was placed on Umma and Enakalle was made to swear an oath to the gods that Umma would never again violate the border and cross into territories controlled by Lagash. Despite this new treaty, conflict would continue between these two contentious kingdoms.

THE DESTRUCTION OF LAGASH (2342 BC)

By: Brian D. Ellison

Lagash: 10MI, 4MS, 4AX, 3BO, 3SK, 5CH, 2B, 2D, 1E. Deploy A-5. Deploy first.

Umma: 10MI, 6MS, 6AX, 4BO, 4SK, 6CH, 2D, 2E, 1F. Deploy F-5. Move first.

Game Length: 15 Game-Turns.

Victory: Umma must control both village hexes by the end of Game-Turn 15.

Special Rules: The chariot units for both sides have a movement allowance of 6. This reflects they were slower moving battle wagons pulled by donkeys or onagers.

Terrain: Map is blank except for village “A”.

Historical Notes: For a time, Lagash enjoyed a place of prominence within the region of Sumer. It was prosperous, it had formed an alliance with the powerful city-state of Uruk, and its greatest rival was in a weakened position. Nonetheless, this would all change when a series of corrupt priests obtained power and plunged the kingdom into economic and political turmoil. During this period, a new king, Lugalzagesi, would rise to the throne of Umma and seeing an opportunity to strike at an enemy that was undergoing civil strife, launched an invasion that would finally bring an end to the generational conflict between Lagash and Umma. His attack upon Lagash was successful yet brutal as its population was massacred, its wealth plundered, and its sacred temples destroyed. After the destruction of Lagash, Lugalzagesi would go on to conquer the rest of Sumer and parts of northern Mesopotamia. He would then move his capital from Umma to Uruk, thus creating the Third Dynasty of Uruk; however, he would become the only king of that dynasty as a more powerful ruler, Sargon of Akkad, would end his reign and annex his kingdom.

SARGON THE GREAT (2334 BC)

By: Brian D. Ellison

Sumerians: 12MS, 8AX, 4BO, 4SK, 6CH, 2D, 2E, 1F. Deploy E-4. Deploy first, move first.

Akkadians: 12MS, 8AX, 4BO, 4SK, 6CH, 2D, 2E, 1F. Deploy F-4.

Game Length: 15 Game-Turns.

Victory: One side must eliminate the other side’s “F” Leader, i.e., King Lugalzagesi of Sumer or King Sargon of Akkad, while not losing their own, by either Heroic Combat (see “Special Rules”) or by reducing the “F” Leader in grade to the point that it cannot be replaced. The game does not end if one king is eliminated; play continues for the full game length unless the remaining king is also eliminated whereupon the game ends in a draw. By the end of Game-Turn 15, if both kings are still in play, the result is a draw.

Special Rules:

(a) Both kings must remain with their armies, i.e., they can’t “leave the field” in order to save themselves and both armies must remain in battle until a resolution is achieved as per the victory conditions.

(b) During melee combat, if both kings find themselves adjacent to each other, the attacking player may declare “Heroic Combat.” After melee combat results are applied, and the defending king has not been eliminated through grade reduction, Heroic Combat can take place by rolling the die. The attacking player rolls first, the defending player rolls second. If Lugalzagesi rolls a 6, Sargon is

eliminated. If Sargon rolls a 5 or 6, Lugalzagesi is eliminated. Since both players get to roll the die, it is possible for both kings to be eliminated. Regardless of who declares Heroic Combat first, it can only be used once.

(c) The chariot units for both sides have a movement allowance of 6. This reflects they were slower moving battle wagons pulled by donkeys or onagers.

Terrain: Map is blank.

Historical Notes: Lugalzagesi was the ruler of Umma, a Sumerian city-state. From there, he began a series of conquests by subduing other city-states within the region and uniting them under one authority, thereby becoming the first Sumerian king to accomplish this goal. He let the city of Kish remain independent, although this would soon change. According to tradition, Sargon resided in Kish and had risen from humble beginnings to become the cupbearer to Ur-Zababa, the king of Kish; however, the king had become distrustful of Sargon (apparently, because of a dream). When the king learned that Lugalzagesi was moving towards Kish, he sent Sargon on a peace mission, but included a message asking the ruler to kill Sargon. Lugalzagesi refused to do so and enlisted Sargon's help. Together, they marched on Kish and conquered the city. Eventually, Lugalzagesi and Sargon had a falling out, though the reasons aren't exactly clear. Whatever the reason, Sargon marched on the city of Uruk and took it. This prompted Lugalzagesi to march his army from Kish to meet Sargon in battle, a confrontation that would decide the fate of Sumer. The battle ended in defeat for Lugalzagesi who would be captured, bound in chains, and forced to humiliate himself at the Gate of Enlil in the city of Nippur. With Lugalzagesi out of the way, and Ur-Zababa apparently in hiding, Sargon proclaimed himself "King of Kish." Essentially, he gained an already united kingdom which he would then use to build the region's first empire as well as establishing the city of Akkad as its capital. Thus, the legend of Sargon of Akkad, also known as Sargon the Great, was born.

NARAM-SIN (2250 BC)

By: Brian D. Ellison

Akkadians: 12MS, 8AX, 6BO, 2D, 2E, 1F. Deploy in any clear terrain at the base of the slope hexes (see "Terrain"). Deploy first, move first.

Lullubi: 10MI, 6MS, 6AX, 5BO, 5SK, 3C, 2D, 1E. Deploy in the area where hex "K" is located; anywhere that exists between the cliff hexes and slope hexes (see "Terrain").

Game Length: 15 Game-Turns.

Victory: The Akkadians must control hex "K" by the end of Game-Turn 15.

Terrain:

1. Using markers of your choice, place them on the map hexes indicated with an "X" as shown below. These hexes are now slope hexes along with the slope hexes that are already printed on the map. Ignore the crest hex-sides.

2. The clear terrain hexes north of and next to the slope hexes are treated as the "top" of the slopes. The clear terrain hexes south of and next to the slope hexes are treated as the "bottom" of the slopes. Therefore, any fire units in the top clear hexes are considered to be firing downhill and have their fire range extended by one hex as per the rules. This holds true if the fire units descend

downhill by moving into the slope hexes. Any fire units in the bottom clear hexes are considered to be firing uphill and have their fire combat strength halved as per the rules. This holds true if the fire units ascend uphill by moving into the slope hexes.

3. All of the stream hexes that run from one end of the map to the other end of the map are considered to be cliff hexes. No units, except for leaders, are permitted to move into these hexes. If units are forced to retreat into cliff hexes because of disruption, they are eliminated.



Historical Notes: Naram-Sin was the grandson of Sargon the Great and a renowned ruler in his own right. He was a warrior king who conquered many enemies, thwarted numerous rebellions, expanded the Akkadian Empire to its farthest reach, and built great temples. He was also known for his pride and arrogance being the first Mesopotamian leader to claim divinity and taking the title, “King of the Four Quarters of the Universe,” to describe the vastness of his rule. After his death, Mesopotamia would see its last great Akkadian king as the empire would begin to decline. The scenario depicted here is based upon Naram-Sin’s victory over a mountain people of the central Zagros region known as the Lullubi and their king, Satuni. The evidence for this battle is depicted on the famous “Victory Stele of Naram-Sin” which shows the king, larger than life, weapons in hand, and wearing the bull-horned helmet of divinity, leading his forces into the mountains where he can be seen crushing his enemies without mercy. It also provides a nice glimpse into the weapons and dress of the combatants.

THE END OF SUMERIA (2004 BC)

By: Kim Meints

Sumerians: 12MI, 8MS, 2SD, 8AX, 4BO, 8SK, 6CH, 1A, 1C, 2D, 1E, 1F. Deploy B-5. Deploy first.

Elamite Coalition: 12MI, 10MS, 4SD, 10AX, 6BO, 6SK, 8CH, 1A, 2B, 2C, 1D, 1F. Deploy G-5. Move first.

Game Length: 15 Game-Turns.

Victory: The Elamite Coalition must eliminate at least 25 Sumerian units while losing no more than 20 units of their own by the end of Game-Turn 15.

Special Rules: The chariot units for both sides have a movement allowance of 6. This reflects they were mule driven battle carts.

Terrain: Ignore the slope hexes and crest hex-sides.

Historical Notes: The Third Dynasty of Ur was a Sumerian ruling dynasty with the city of Ur as its capital. Based upon the practices of the Akkadian Empire, it created a more centralized system of administration that allowed it to govern Mesopotamia through an efficient bureaucracy, although this would only last for about a century. By the reign of Ib-bi-Sin, the fifth and last king of the dynasty, Sumeria was repeatedly attacked by the Amorites in the northwest and later from the Elamites in the east. The ability of Ib-bi-Sin to protect his kingdom was also hampered by the disloyalty of his local governors and by officials who sought to gain their own advantage during the crisis. City after city would be lost until Ib-bi-Sin was left with only the city of Ur to defend. The final blow came from the Elamites, along with the Subarians and Gutians, who sacked the capital, slaughtered the inhabitants, and took Ib-bi-Sin as a prisoner of war. The Sumerians were now finished as a political power, the region was wide open, and cities were left to their own resources.

SEKMEM (1870 BC)

By: Kim Meints (based on the battle in *Chariots of Fire*)

Egyptians: 10MS, 4AX, 2BO, 6SK, 1A, 2B, 1E. Deploy E-3. Deploy first.

Canaanites: 6MS, 2AX, 2BO, 4SK, 1B, 2C, 1D. Deploy A-3. Move first.

Game Length: 15 Game-Turns.

Victory: The Egyptians must control both village hexes by the end of Game-Turn 15.

Terrain: Ignore the two woods hexes at “B” and the stream hexes.

Historical Notes: Pharaoh Seneferu III was perhaps the most powerful ruler of Egypt's Twelfth Dynasty. He is best remembered for his military campaigns against the southern region of Nubia and the subsequent consolidation of Egypt's hold on the area; however, he did move northwards a few times. One such effort was done to secure the important trade route city of Sekmem where his army would face Canaanite opposition. Not much is known about the battle other than it was fought before the introduction of chariots to either side and that the outcome is rather unclear, although the Egyptians did claim victory.

SENZAR (1470 BC)

By: Kim Meints (based on the battle in *Chariots of Fire*)

Egyptians: 8MI, 12MS, 8AX, 6IB, 8SK, 10CH, 1A, 3B, 3C, 1F. Deploy E-5. Move first.

Mitanni: 12MI, 8MS, 2AX, 6SK, 2BO, 10CH, 1A, 2B, 2C, 1D, 1E. Deploy F-5. Deploy first.

Game Length: 15 Game-Turns.

Victory: The Egyptians must control both “E” and “F” hexes by the end of Game-Turn 15. If they control only one hex, the game is a draw.

Terrain: Ignore the stream hexes.

Historical Notes: It can be argued that Thutmose III was Egypt's greatest pharaoh. He undertook at least 17 military campaigns and was responsible for expanding the Egyptian empire to its greatest extent by conquering all of Syria and Palestine and by pushing Egypt's frontiers to the Euphrates River and into northern Sudan. He was also responsible for building a large number of monuments and temples; however, his reputation as one of antiquity's greatest military leaders and his effectiveness as a ruler is what makes him eminently memorable. Perhaps his most famous military campaign was his first which resulted in a victory over a coalition of Canaanite, Mitanni, and Syrian forces at the Battle of Megiddo (known in Hebrew as Armageddon) that would famously become the first recorded battle in history. After further campaigns that resulted in the pharaoh taking control of the cities in Syria, he directed his next campaign, his eighth, against the Mitanni kingdom. Due to his strategic maneuvering, he took the Mitannian king completely by surprise and therefore, the king did not have a prepared army to defend against the Egyptian invasion. The outcome was a total victory for Thutmose III who was able to pillage Mitannian cities unopposed.

ASSUWA LEAGUE vs. HITTITES (1400 BC)

By: Kim Meints

Assuwa League: 8MI, 12MS, 6SD, 4AX, 2MC, 4BO, 8SK, 8CH, 1A, 2B, 2C, 1D, 1F. Deploy P-5. Deploy first.

Hittites: 12MS, 4SD, 8AX, 4MC, 8BO, 6SK, 10CH, 1A, 1B, 2C, 1D, 1E. Deploy D-5. Move first.

Game Length: 15 Game-Turns.

Victory: The Hittites must eliminate twice as many Assuwa units as they themselves lose by the end of Game-Turn 15, with a minimum of 12 Assuwa units being eliminated.

Terrain: Ignore the slope hexes and crest hex-sides.

Historical Notes: The most famous event of Hittite King Tudhaliya I's reign was his conquest of Assuwa which was a confederation of states located in western Anatolia that was opposed to the Hittite Empire. One city-state of the Assuwa League was called Wilusa which is also known by its more celebrated name in history – Troy.

MYCENAEAN vs. MINOAN (1400 BC)

By: Kim Meints

Mycenaeans: 12MS, 6SD, 2AX, 5SK, 4CH, 1A, 1B, 2C, 1D. Deploy E-4. Move first.

Minoans: 8MI, 5MS, 2SD, 4AX, 4SK, 2CH, 1B, 1C, 2D, 1F. Deploy L-5. Deploy first.

Game Length: 15 Game-Turns.

Victory: The Mycenaeans must control hex "L" (Minoan palace) by the end of Game-Turn 15.

Terrain: Ignore the stream hexes and all woods hexes.

Historical Notes: The earliest European civilization is that of the Minoans who derive their name from the mythological King Minos, the first king of Crete. They were a prosperous and cultured society, but eventually they fell into decline, the cause of which some scholars believe to have been

a cataclysmic event such as a volcanic eruption or an earthquake which may have led to a tsunami. While there is evidence to support these theories, the most likely one is that of invasion and conquest as archaeological evidence does show that many Minoan palaces were burned to the ground. In all probability, it was the more warlike Mycenaean Greeks who vanquished the Minoans. The Mycenaeans were capable of conducting large-scale warfare and were a competitor. The situation presented here is a “What If” battle between Mycenaean invaders from mainland Greece on Minoan Crete. The Mycenaeans are advancing on a Minoan palace in the mountainous interior of Crete.

ASTARPA RIVER (1312 BC)

By: Kim Meints (based on the battle in *Chariots of Fire*)

Hittites: 12MS, 4SD, 6AX, 4BO, 8SK, 10CH, 1A, 3B, 3C. Deploy G-5. Move first.

Arzawa: 8MI, 10MS, 4AX, 2BO, 6SK, 10CH, 2B, 3C, 2D. Deploy A-5. Deploy first.

Game Length: 15 Game-Turns.

Victory: The Hittites must control both village hexes by the end of Game-Turn 15.

Terrain: Map is blank except for the hills at “G”, “H”, “J”, “L”, and “M”.

Historical Notes: Arzawa was a federation of local powers in western Anatolia. It can be considered a successor to the Assuwa League which had fallen to Hittite conquest. King Ukha-zitish of Arzawa had been attempting to lure allies away from the Hittite king Mursilis II who was busy dealing with other concerns in northern Anatolia at the time; however, upon hearing the news, Mursilis II turned around and headed west to deal with the Arzawan king. Before the battle, sources state that Ukha-zitish “became ill” after seeing a falling meteor and therefore, sent his son, Prince Piyama-Kurunta, to face the Hittites. The battle ended in an Arzawan defeat.

NIHRIYA (1230 BC)

By: Kim Meints

Assyrians: 6MI, 10MS, 2SD, 10AX, 2MC, 8BO, 4SK, 10CH, 2C, 4D, 2E, 1F. Deploy B-4. Deploy first, move first.

Hittites: 6MI, 10MS, 8AX, 5BO, 5SK, 8CH, 2C, 3D, 1E, 2F. Deploy G-4.

Game Length: 15 Game-Turns.

Victory: The Assyrians must control hex “G” by the end of Game-Turn 15.

Historical Notes: The Battle of Nihriya was the result of hostilities between the Assyrians and the Hittites for control of the remaining territory of the former Mitanni Empire. The Assyrian King Tukulti-Ninurta I invaded the Nairi lands which were controlled by the Hittites. The Hittite King Tudhaliya IV responded by meeting the Assyrians in battle near the area of Nihriya in the upper Tigris-Euphrates region. The Assyrians won a major victory that led to the annexation of the region into their empire and although he would retain his kingship, the defeat caused problems for Tudhaliya IV who would face revolts against his reign. Hostilities between the Assyrians and Hittites would continue for a few years until a peace settlement was negotiated.

2nd BABYLON (1225 BC)

By: Kim Meints (based on the battle in *Chariots of Fire*)

Assyrians: 8MI, 11MS, 4SD, 8AX, 2MC, 2HA, 6IB, 8SK, 10CH, 1A, 3B, 3C, 2D. Deploy F-6. Move first.

Kassite Babylonians: 12MI, 10MS, 2SD, 6AX, 2MC, 4BO, 8SK, 10CH, 1A, 2B, 3C, 2D. Deploy C-6. Deploy first.

Game Length: 15 Game-Turns.

Victory: The Assyrians must either control both village hexes and hex "C" or have twice as many units (including disrupted) left on the field as the Kassite Babylonians by the end of Game-Turn 15.

Terrain: Map is blank except for village "A".

Historical Notes: After subduing his northern neighbors, King Tukulti-Ninurta I turned his attention south in an effort to conquer his southern neighbor, King Kashtiliash IV of Kassite Babylon. This goal was brutally accomplished with the destruction of Babylon's walls, the city itself violently plundered, and many of its inhabitants massacred. Kashtiliash IV was captured and deported in chains to Assyria. The supremacy of Assyria over Mesopotamia was now assured.

TROY (1200 BC)

By: Kim Meints

Greeks: 12MI, 16MS, 1MC, 7BO, 12SK, 10CH, 4A, 4B, 2C. Deploy P-5. Deploy first, move first.

Trojans: 18MI, 8MS, 4MC, 8BO, 12SK, 12CH, 2A, 4B, 2C. Deploy J-5.

Game Length: 12 Game-Turns.

Victory: The Greeks must control hex "J" (Troy) by the end of Game-Turn 12.

Special Rules: The Trojans must deploy and attempt to defeat the Greeks in the open field. Should the battle turn against the Trojans, they can then retreat towards the slope hexes and form a defensive position around hex "J".

Historical Notes: The historicity of the Trojan War has been debated for centuries; however, there are scholars today who believe there is some truth to the legend of a Greek expedition aimed against the city of Troy, although the reasons for this campaign and its scale are still unknown and will probably remain so.

MOUNT GILBOA (1000 BC)

By: Steven B. Guy

Philistines: 16MI, 12MS, 8SK, 8CH, 2D, 1E. Deploy P-3. Deploy first, move first.

Israelites: 12MI, 10MS, 8SK, 3C, 1E. Deploy J-4, north of the slope hexes. No units can start on slope hexes.

Game Length: 10 Game-Turns.

Victory: The Philistines must eliminate all of the Israelite units by the end of Game-Turn 10.

Historical Notes: Mount Gilboa is a mountain range overlooking the Jezreel Valley, also known as the Valley of Megiddo. It was at the base of Mount Gilboa that King Saul drew up his forces to face the Philistines in battle, a battle that would lead to the entire destruction of Saul's army. Gravely wounded by an arrow, Saul commanded his armor-bearer to kill him to avoid being taken alive, but his armor-bearer refused out of fear and therefore, Saul took his own sword and fell upon it. Saul's sons Jonathan, Abinadab, and Melchishua were also killed in the battle.

KING DAVID vs. PHILISTINES (994 BC)

By: Kim Meints

King David:

Force A: 4MI, 6MS, 2SD, 2AX, 2BO, 2SK, 4CH, 1A, 1C, 1E. Deploy E-6. Deploy first.

Force B: 2MI, 4MS, 2SD, 2AX, 1BO, 3SK, 1B, 1C. Enter Game-Turn 4 at either "H" or "M".

Force C: 2MI, 2MS, 2SD, 2AX, 1BO, 3SK, 1B, 1C. Enter Game-Turn 6 at either "G", "I", or "L".

Note: The two reinforcement groups may be delayed until a later game turn.

Philistines: 10MS, 4SD, 6AX, 2BO, 4SK, 6CH, 1B, 2C, 2D, 1F. Enter Game-Turn 1 at the far western stream hex next to the western map edge. Move first.

Game Length: 15 Game-Turns (players may extend the game by 3 game-turns).

Victory: The Philistines must control hex "E" (David's Camp) by the end of the game.

Terrain: The stream hexes are now road hexes. Movement is ½ MP along a road hex. Fire/Combat same as Clear. All other terrain types are used.

Historical Notes: David was a battle tested and proficient military commander who learned his trade while in the service of King Saul's army. He would also become a wily guerrilla leader. These skills were put to use when the Philistines began two incursions into the Elah Valley after David, now king over the tribe of Judah, captured Jerusalem. The Philistines, perhaps due to arrogance after their defeat of King Saul at Mount Gilboa, or perhaps due to underestimating David and his forces, disregarded the dangers that were inherent in the region's rough terrain. David allowed the Philistines each time to proceed through the valley, moving deep into the Judean mountains, as far as the Rephaim Valley. Both times David used his knowledge of the geography and military acumen to outmaneuver the Philistines and rout their forces. This scenario is loosely based on these two Rephaim Valley campaigns where David is fighting against the Philistines who are driving towards Jerusalem.

ISRAELITES vs. EGYPTIANS (924 BC)

By: Kim Meints

Israelites: 10MI, 8MS, 4SD, 4AX, 4BO, 8SK, 4CH, 1B, 2C, 2D, 1E. Deploy D-4 and/or A-4. Deploy first.

Egyptians: 12MS, 4SD, 12AX, 8IB, 6SK, 10CH, 1A, 2B, 2C, 2D. Deploy E-5. Move first.

Game Length: 15 Game-Turns.

Victory: The Egyptians must control both village hexes and hex “D” by the end of Game-Turn 15.

Terrain: Ignore the stream hexes.

Historical Notes: After the death of King Solomon, his kingdom had split into two separate parts – the southern Kingdom of Judah and the northern Kingdom of Israel. This scenario depicts a hypothetical battle between the forces of Pharaoh Shishak I of Egypt and King Jeroboam, ruler of the Kingdom of Israel, during a punitive invasion by Shishak I into the northern kingdom.

JUDEANS STRIKE (923 BC)

By: Kim Meints

Judeans:

Force A: 8MI, 8MS, 2SD, 6AX, 2BO, 2IB, 4SK, 6CH, 1A, 1B, 2C, 1D. Deploy F-5. Deploy first.

Force B: 4MI, 4MS, 2AX, 2BO, 2SK, 2CH, 1B, 1C, 2D. Enter Game-Turn 4 along the southern map edge or eastern map edge, south of the stream.

Egyptians: 12MS, 8SD, 12AX, 2BO, 8IB, 6SK, 10CH, 1A, 2B, 2C, 2D, 1E. Deploy E-5. Move first.

Game Length: 15 Game-Turns.

Victory: The Egyptians must control hex “F” and exit 15 non-leader units off the southern map edge by the end of Game-Turn 15.

Terrain: All terrain types are used.

Historical Notes: This scenario depicts a hypothetical battle that has the Egyptian Pharaoh Shishak I returning through The Kingdom of Judah after his Israelite campaign in the north only to be confronted by the ruler of Judah, King Rehoboam. The Judean king has decided that blood is thicker than water when it concerns the Jewish people.

HERAKLEOPOLIS (727 BC)

By: Kim Meints

Kushites:

Force A: 10MI, 10MS, 4SD, 10AX, 2MC, 8HA, 6IB, 8SK, 6CH, 1A, 2C, 2D, 1E. Deploy H-5.

Force B: 2MI, 2MS, 1IB, 1A, 1B, 1D. Deploy at “A”.

Deploy first, move first.

Lower Delta Egyptians: 10MI, 12MS, 6SD, 8AX, 3MC, 6IB, 6SK, 10CH, 1B, 3C, 2D, 1F. Deploy D-4.

Game Length: 15 Game-Turns.

Victory: The Kushites must eliminate at least 32 enemy units and also control both village hexes by the end of Game-Turn 15.

Terrain: Ignore the slope hexes and crest hex-sides. The stream cannot be crossed by any means of movement including retreats (it's the Nile).

Historical Notes: The Kingdom of Kush was located in Nubia, an area that encompassed the southern region of Egypt and the central Sudan. As the ruler of Nubia and Upper Egypt, the Kushite King Piye was able to expand his power beyond Thebes and into Lower Egypt. The Lower Delta Egyptian ruler Tefnakht reacted to this by forming a coalition of other Delta regional kings in opposition. He then sent the coalition's army to besiege the Nubian fortress town of Herakleopolis under the rule of King Peftjaubast who appealed to King Piye for help. King Piye gathered an army and moved north where he won a victory at Herakleopolis and then went on to conquer a number of other cities thus defeating the coalition of Lower Delta Egyptians. Afterwards, he founded the Twenty-Fifth Dynasty of Egypt.

RAPHIA (720 BC)

By: Steven B. Guy

Assyrians: 10MS, 10SD, 4MC, 3IB, 3SK, 6CH, 2D, 1E, 1F. Deploy P-5. Deploy first, move first.

Egyptians: 8MS, 8SD, 6MC, 4IB, 6SK, 3CH, 2B, 2C, 1D, 1E. Deploy C-5.

Game Length: 12 Game-Turns.

Victory: The Assyrians must control hex "C" and eliminate twice as many Egyptian units as they themselves lose by the end of Game-Turn 12. If these two conditions are not met, the Egyptians win.

Historical Notes: The Kushite King Piye, founder of Egypt's Twenty-Fifth Dynasty, made various attempts to extend his influence into the Middle East which was under the control of the Assyrian Empire. In one such attempt, he sent an army in support of rebellions taking place in Philistia and Gaza against the Assyrians; however, the army would be defeated by Sargon II and the rebellions put down. This scenario depicts a military engagement between the armies of King Piye and Sargon II on the field of Raphia (site of the famous battle in 217 BC).

SARGON II (714 BC)

By: Kim Meints

Assyrians: 12MI, 12MS, 6SD, 10AX, 4 MC, 10BO, 8SK, 10CH, 1A, 2B, 2C, 1D. Deploy I-4. Deploy first, move first.

Urartu: 12MI, 6MS, 8AX, 6BO, 8SK, 6CH, 1A, 2B, 2C, 1D. Deploy F-4.

Game Length: 12 Game-Turns.

Victory: Urartu must capture the Assyrian baggage train (place a blank counter on hex "N") by the end of Game-Turn 12. The Assyrians win if they keep their baggage train.

Historical Notes: Assyria had a longstanding animosity towards the Kingdom of Urartu (Armenia) which they viewed as a threat to their security. Sargon II continued this hostility by declaring war and invading Urartu. Rusa I, the ruler of Urartu, was unable to impede Sargon II's various assaults into his kingdom and thus, Sargon II's war ended with Rusa I being decisively defeated and his kingdom forced to pay substantial annual tributes to Assyria. After the war, Rusa I allegedly committed suicide. This scenario depicts a situation where the army of Urartu is attempting to surprise the Assyrian army on their way out of a mountain pass, low on supplies.

DIYALA RIVER (693 BC)

By: Kim Meints

Assyrians: 10MS, 2SD, 8AX, 3MC, 2HA, 4IB, 2SK, 8CH, 1C, 3D, 1E, 1F. Deploy F-3. Move first.

Elamites: 10MI, 6MS, 6AX, 1MC, 4BO, 2IB, 8CH, 1B, 3D, 2E, 2F. Deploy E-4. Deploy first.

Game Length: 15 Game-Turns.

Victory: The Assyrians must control hex "E" by the end of Game-Turn 15.

Historical Notes: The Assyrian King Sennacherib attempted to assert his authority over the Kingdom of Elam by sacking a number of their settlements in 694 BC. Despite these setbacks, the Elamites, along with their Chaldean and Babylonian allies, mobilized their forces and met Sennacherib's army at the Diyala River in 693 BC. According to Assyrian sources, the Elamites suffered a major defeat, but some historians believe the Assyrians suffered major casualties as well since they failed to launch any invasions during the following year.

ETRUSCANS vs. LIGURIANS (650 BC)

By: Kim Meints

Etruscans: 8MI, 12MS, 6SD, 4AX, 8MC, 2BO, 4SK, 4CH, 1B, 3C, 3D. Deploy D-4. Deploy first.

Ligurians: 16MI, 8AX, 6MC, 6SK, 2C, 2D, 2E, 1F. Deploy I-4. Move first.

Game Length: 15 Game-Turns.

Victory: The Ligurians must control both village hexes by the end of Game-Turn 15.

Terrain: Ignore the stream hexes.

Historical Notes: The Etruscans inhabited the Etruria region of Italy which is the area between the Tiber and Arno rivers and west of the Apennine Mountains. They were the most dominate civilization in pre-Roman Italy and although their culture would have an influential impact upon the Romans, they would eventually lose their identity during the Romanization of Italy. The Ligurians inhabited the northwestern Mediterranean coast from the Ebro River in Spain to the Arno River in Italy. They were known for their warriors who were in great demand as mercenaries. They would also later prove to be problematic for the Romans who tried to form alliances with them. In fact, a number of Ligurian tribes would openly support Carthage during the Second Punic War. The scenario presented here depicts a clash between these two early inhabitants of Italy before the rise of Rome. The Ligurians are advancing into neighboring Etruscan territory in an effort to expand their dominion.

SUSA (647 BC)

By: Kim Meints

Assyrians: 6MI, 10MS, 4SD, 10AX, 3MC, 2HA, 8IB, 6SK, 10CH, 3C, 3D, 2E, 1F. Deploy H-4. Deploy first, move first.

Elamites: 10MI, 8MS, 8AX, 2MC, 2BO, 2IB, 4SK, 8CH, 1C, 2D, 3E, 2F. Deploy D-3.

Game Length: 15 Game-Turns.

Victory: The Assyrians must control both village hexes by the end of Game-Turn 15.

Historical Notes: Susa was one of the more important cities of the ancient Middle East, yet despite this, it would find itself the target of the Assyrian King Ashurbanipal who sought retribution for Elamite interference in Mesopotamian affairs. As punishment, Ashurbanipal decided to destroy the city. According to his own account, he plundered its treasuries, leveled its temples, and devastated the tombs of its ancient and recent kings. He also sowed the land of Elam with salt.

CHENGPU (632 BC)

By: Kim Meints

Jin Forces: 12MI, 12MS, 6SD, 10AX, 4MC, 4HA, 6BO, 8IB, 8SK, 10CH, 1A, 2B, 2C, 3D. Deploy I-5. Move first.

Chu Forces: 20MI, 12MS, 4SD, 8AX, 6MC, 4HA, 8BO, 6IB, 6SK, 10CH, 2B, 2C, 3D. Deploy D-5. Deploy first.

Note: The bowmen units are composed of shorter-range crossbows. The swordsmen units are elite units that are really not armed with swords, but are used for their better factors.

Game Length: 18 Game-Turns.

Victory: The Jin forces must eliminate or disrupt at least 25 Chu units while having no more than 14 of their own units eliminated or disrupted by the end of Game-Turn 18.

Jin Special Rules:

(a) Fake Retreat – On any game turn the Jin army may call for a “Fake Retreat” whereupon all Jin units can disengage from any enemy units. The fake retreat lasts for one game turn. Foot units may retreat their full movement allowance; chariot and cavalry units may move half their movement allowance.

(b) Dust Cloud – On the turn the fake retreat is called for, one chariot unit may create a “Dust Cloud” at the beginning of its movement phase (the chariots create a dust cloud by dragging tree branches behind them). Place a blank counter in each hex that the chariot unit passes through. A trail of up to nine hexes may be used. The dust cloud lasts for two complete game turns and no Chu units may enter or pass through the cloud. Any Jin units behind the dust cloud may flip to their blank side to confuse the Chu force as to their unit type or strength. At the end of the second turn, the cloud is removed and any units that were flipped over are placed back to their face-up position.

(c) Any units that disengaged during the fake retreat and are behind the dust cloud are considered rallied and have any disruption markers removed.

Chu Special Rules:

The Disorganized Pursuit – On the game turn the Jin Army calls for a fake retreat, all Chu militia infantry units must move forward their full movement allowance or until they hit the dust cloud if that is in front of their units. At the end of that movement phase, place disruption markers on the

militia infantry units (the Chu levies thought the Jin army was making a full retreat and rashly went into pursuit).

Terrain: Only the woods and village hexes are used.

Historical Notes: The Battle of Chengpu is considered one of the largest battles to take place during the Spring and Autumn period of Chinese history (the period's name is derived from the *Spring and Autumn Annals* which is the official chronicle of the State of Lu). It came about due to a territorial conflict between the states of Jin and Chu and was characterized by numerous shifts in alliances between the smaller states that were established between the two. The situation finally came to a head when King Cheng of Chu attacked the State of Song, an ally of Jin. In retaliation, Jin forces attacked the allies of Chu. Thus, the stage was set for a final showdown between the two competing powers. The legendary Chinese ruler, Duke Wen of Jin, led the Jin coalition of allied states. The Chu coalition was led by Cheng Dechen, the Prime Minister of Chu, also known by his courtesy name Ziyu. The battle consisted of wing attacks, fake retreats, fabricated dust clouds, and rash pursuits which ultimately led to a major Jin victory that curtailed, at least for a time, the ambitions of the Chu state. Being blamed by King Cheng for the army's defeat, Prime Minister Ziyu would commit suicide.

ARRAPHA (616 BC)

By: Kim Meints

Assyrians: 12MS, 2SD, 4AX, 2MC, 4HA, 4IB, 4CH, 1B, 2C, 2D. Deploy G-5. Deploy first, move first.

Babylonians: 8MS, 6AX, 8MC, 2BO, 4IB, 1B, 3C, 1D. Deploy B-4.

Game Length: 15 Game-Turns.

Victory: Control of hex "G" by the end of Game-Turn 15.

Terrain: Only the stream and woods hexes are used.

Historical Notes: After the death of Ashurbanipal, the Assyrian Empire began to collapse due to a series of civil wars and the chaos that followed. Babylonia took advantage of this political instability and under its king, Nabopolassar, was able to free itself from Assyrian rule. At the Battle of Arrapha, Nabopolassar won a major victory and not only drove the Assyrians back to the Little Zab River, but also captured many Assyrian prisoners along with horses and chariots. Babylonia would then go on to form an alliance with the Median Kingdom and in 614 BC both states invaded Assyria. In 612 BC, they captured and sacked the Assyrian capital of Nineveh whereupon the last king of Assyria, Ashur-uballit II, rallied what was left of the Assyrian army and retreated to the city of Harran. Although the city was able to hold out for a few years, it would eventually fall to the Babylonians thus bringing to an end the last vestige of the Assyrian Empire.

HAMATH (605 BC)

By: Kim Meints

Babylonians: 10MS, 8AX, 6MC, 4BO, 4IB, 1A, 2B, 2C, 1D. Deploy H-5. Move first.

Egyptians: 4MI, 6MS, 6AX, 2HA, 2IB, 4SK, 6CH, 2B, 2C, 1D. Deploy D-4. Deploy first.

Game Length: 15 Game-Turns.

Victory: Control of both village hexes and hex “D” by the end of Game-Turn 15.

Terrain: All terrain is used.

Historical Notes: The Battle of Hamath, sometimes known as the Battle of Hama, took place after the Battle of Carchemish (605 BC) in which the Egyptian army led by Pharaoh Necho II along with military remnants of the former Assyrian Empire were destroyed by the armies of Babylon and Media under the command of the Babylonian King Nebuchadnezzar II. The surviving Egyptian forces fled from their defeat at Carchemish only to be pursued and then attacked again by Nebuchadnezzar II near the ancient city of Hamath located on the banks of the Orontes River. According to the Babylonian Chronicles, Nebuchadnezzar II’s victory was so decisive “that not a single man escaped to his own country.” It is unclear if Necho II was present at this battle, but what is certain is Egypt would no longer play a significant role in the ancient Middle East.

HALYS RIVER (585 BC)

By: Steven B. Guy

Medes: 12MS, 4MC, 4IB, 4SK, 3C, 2D. Deploy C-4. Deploy first, move first.

Lydians: 10MS, 6MC, 8SK, 3C, 1D. Deploy P-4.

Game Length: 12 Game-Turns (see “Special Rules”).

Victory: The Medes must control hex “P” by the end of Game-Turn 12.

Special Rules: Beginning with game-turn six, roll a die for every remaining game turn. On a roll of 1 or 2, the “Eclipse of Thales” takes place and the battle ends in a draw.

Historical Notes: Herodotus writes in his *Histories* that a solar eclipse occurred during a battle between the Medes and the Lydians who had been at war for six years. He further states that Thales of Miletus accurately predicted this solar eclipse which many historians believe to have taken place on May 28, 585 BC, thus fixing the exact date of the battle. According to Herodotus, both combatants interpreted the eclipse as an omen, ceased fighting, and negotiated a peace treaty. However, he does not mention the location of the battle, although some scholars assume it took place near the Halys River which was located in the border region between the kingdoms of Lydia and Media.

YANLING (575 BC)

By: Kim Meints

Jin Forces: 6MI, 12MS, 4SD, 8AX, 4MC, 6HA, 6BO, 6IB, 8SK, 8CH, 1A, 2B, 2C, 1D. Deploy E-5. Deploy first.

Chu Forces: 20MI, 8MS, 2SD, 8AX, 4MC, 4HA, 6BO, 4IB, 6SK, 6CH, 1A, 2C, 3D. Deploy F-4. Move first.

Game Length: 15 Game-Turns.

Victory: The Jin forces must eliminate at least 20 Chu units while losing no more than 14 units of their own by the end of Game-Turn 15.

Chu Special Rules:

(a) The Chu militia infantry units must be divided into two groups with one group placed on the left wing/flank of the Chu army and the other on the right wing/flank.

(b) The Chu army must attack the Jin army by advancing into the stream with at least 16 units. Failure to do so concedes the game to the Jin army.

Terrain: Only the stream hexes (which represent marsh hexes) are used.

Historical Notes: The Battle of Yanling took place during the Spring and Autumn period of Chinese history. The Jin forces were commanded by Duke Li and the Chu army was led by King Gong of Chu. Before the battle, the Jin forces placed themselves into a defensive position behind a marsh area and a ditch and waited for the Chu advance. Once the attack came, a Jin officer noticed that the best Chu troops were located in the center, but were bogged down by the marsh, thus leaving only the poorly trained, badly disciplined “wild tribes of the south” to hold the flanks. The Jin chariots charged both Chu flanks, scattering them, and then attacked the Chu center where King Gong was located. Although the king of Chu’s life was endangered a few times, the Jin officers let him escape as a sign of respect. Nonetheless, he was wounded by an arrow and his army was driven back.

PELUSIUM (525 BC) – Version A

By: Steven B. Guy

Persians: 9MS, 6SD, 4MC, 2HA, 5IB, 2C, 2D, 1E. Deploy F-2. Move first.

Egyptians: 12MS, 2MC, 4BO, 4SK, 2B, 2C, 1D. Deploy D-3. Deploy first.

Game Length: 15 Game-Turns.

Victory: Control of both village hexes by the end of Game-Turn 15.

Special Rules: Shift odds on all attacks one to the right on the first Persian player turn in which there is a melee attack. This rule reflects a special tactic employed by the Persians (see “Historical Notes”).

Historical Notes: The Battle of Pelusium was the first major battle between the Achaemenid Empire, also known as the First Persian Empire, and Egypt. It resulted in a decisive victory for Cambyses II, the “King of Kings,” and the son and successor to the first king of the Achaemenid Empire, Cyrus the Great. It is also known for an early form of psychological warfare as described by Polyaeus (a 2nd-Century AD retired Macedonian general) in his book, *Stratagems of War*. According to Polyaeus, the Egyptians were successfully thwarting a Persian advance when Cambyses II decided to switch tactics. Knowing the Egyptian veneration for cats, he had the image of Bastet (an Egyptian goddess worshipped in the form of a cat) painted on the shields of his soldiers as well as using cats and other animals important to the Egyptians on his front lines. The Egyptians, seeing their goddess on the shields of their enemies and not wanting to harm any of the animals driven into them, surrendered their position and fled. Whether or not Polyaeus’ account is true, the battle did end with the Egyptian army being routed and Egypt losing its sovereignty to Persia.

PELUSIUM (525 BC) – Version B

By: Kim Meints

Persians: 16MS, 4SD, 10AX, 6MC, 6HA, 8IB, 8SK, 10CH, 2C, 3D, 3E, 1F. Deploy G-5. Move first.

Egyptians: 12MS, 8AX, 3MC, 6IB, 6SK, 8CH, 1C, 2D, 3E, 1F. Deploy D-5. Deploy first.

Game Length: 15 Game-Turns.

Victory: Control of both village hexes by the end of Game-Turn 15.

Special Rules:

(a) All Egyptian chariot movement is cut by $\frac{1}{3}$.

(b) On every game turn, roll the die for each Egyptian chariot unit. On a roll of 1 or 2, the unit cannot move (the asses refuse to budge).

Terrain: Ignore the stream hexes.

Historical Notes: The Battle of Pelusium was the first major battle between the Achaemenid Empire, also known as the First Persian Empire, and Egypt. It resulted in a decisive victory for Cambyses II, the “King of Kings,” and the son and successor to the first king of the Achaemenid Empire, Cyrus the Great. It is also known for an early form of psychological warfare as described by Polyaeus (a 2nd-Century AD retired Macedonian general) in his book, *Stratagems of War*. According to Polyaeus, the Egyptians were successfully thwarting a Persian advance when Cambyses II decided to switch tactics. Knowing the Egyptian veneration for cats, he had the image of Bastet (an Egyptian goddess worshipped in the form of a cat) painted on the shields of his soldiers as well as using cats and other animals important to the Egyptians on his front lines. The Egyptians, seeing their goddess on the shields of their enemies and not wanting to harm any of the animals driven into them, surrendered their position and fled. Whether or not Polyaeus’ account is true, the battle did end with the Egyptian army being routed and Egypt losing its sovereignty to Persia.