no. 34

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ARMAGEDDON

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ARMAGEDDON

TACTICAL COMBAT, 3000 to 500 B.C.

Armageddon is a simulation of the art of warfare from the earliest organized armies (c. 3000 BC) to the time that marching in step was introduced (c.600 BC). The game presents the tactics and possible results of many of the battles of this period, These battles are shown as scenarios giving a mix of units which are played out on sections of the homogeneous mapsheet to represent the actual terrain (as much as is known) of the original battlefield. There are seven different types of infantry units, two of cavalry and several other units available in the game; these units are provided in different quantities for each of the Player's of a scenario to recreate the historical armies. The game *Armageddon* has 14 scenarios, each of them representing two armies of the period, and assigning them positions on the map on which the players recreate the historic battles.

IMPORTANT NOTE:

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 by the SPI research staff.

General Course of Play

Each scenario of *Armageddon* is played in sequenced turns (called Game-Turns) during which Players move their units on the map and engage in two types of combat: fire (by missile units, like bowmen) and melee (sword, mace, spear, and other contact weapons). While maneuvering, they frequently try to achieve certain geographic objectives on the map.

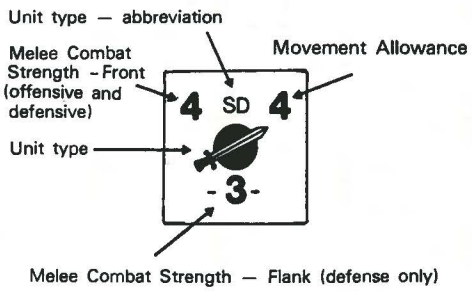
GAME EQUIPMENT

The Game Map: the 22" by 28" mapsheet portrays a typical piece of Near Eastern terrain, roughly three by four kilometers. The different terrain features (trees, streams, hills) affect movement and combat. An hexagonal grid is superimposed upon the map to regulate movement, range and the position of Playing pieces. In order to make the map lie flat, backfold the creases, and, optionally, use small pieces of masking tape at the corners to hold it taut.

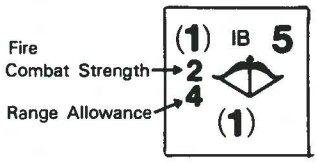
Game Charts and Tables: various visual aids are provided for the Players to simplify and illustrate certain game functions. These are the Combat Results Table (which is used to show effects of attacks), the *Turn Record* (to keep track of elapsed game time), the *Terrain Effects Chart* (showing effects of the various terrain hexes on movement and combat), the *Combat Unit Capability Chart* (showing the effects on the strengths of certain units attacking other units), and the *Range Effects Chart* (detailing the effect on Fire Combat Strength depending on the range).

The Playing Pieces: two differently colored sets of playing pieces (henceforth known as units) are supplied. The players are assigned certain of these units to represent the opposing armies in each scenario. The playing pieces are distinguished by type, strength and mobility, as represented by numbers on the face of the counter. The numbers which are printed on the face of the counter are always in the same position for a particular characteristic. On different units, the numbers may change, but it is still the same basic arrangement. Note that Fire units have two additional numbers compared to solely melee units: Range Allowance and Fire Combat Strength.

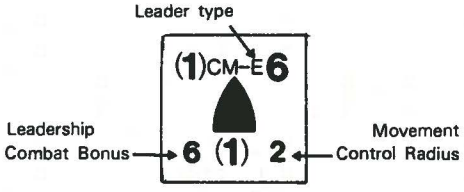
SAMPLE UNIT



SAMPLE FIRE UNIT



SAMPLE LEADER UNIT



SUMMARY OF UNIT TYPES

Symbol	Name	abbreviation
	Militia Infantry	MI
	Militia Spearmen	MS
	Swordsmen	SD
	Axemen	AX
	Medium Cavalry	MC
	Horse Archer	HA
	Bowmen	BO
	Improved Bowmen	IB
	Skirmishers	SK
	Chariots	CH
	Leader	CM

The rendition of the name "Armageddon" (Megiddo) in hieroglyphics was provided by Mr. Todd Hackney Graham of the Egyptian Art Department, the Metropolitan Museum of Art, New York.

DEFINITION OF TERMS

"Melee Combat Strength-Front" is the number quantifying the basic offensive power of a unit, and its defensive power when attacked solely to its face. It is expressed in terms of Strength Points.

"Melee Combat Strength-Flank" is the number quantifying the basic defensive power of a unit when attacked on its flank, (i.e., not to its facing.)

Fire Combat Strength is the number quantifying the basic offensive strength of a unit when firing its range weapons. Note that only a few units have this ability, and this number appears solely on those that do.

The Facing Symbol orients the unit in its directional positioning on the hex grid, i.e., it shows where the unit is "faced."

Range Allowance is the number of hexes through which a fire unit may apply its Fire Combat Strength, subject to certain restrictions.

Movement Allowance: the Movement Allowance for each unit is the basic number of hexes it can move during each Friendly Movement Phase. It is composed of *Movement Points.* Thus a unit with a Movement Allowance of "6" can expend six Movement Points during its Friendly Movement Phase.

Game-Turns: each complete turn of the game is called a Game-Turn. Each Game-Turn is composed of two *Player-Turns.* Each Player follows a three-phase procedure during his Player-Turn.

Movement Control Radius is the number of hexes from the location of a Leader unit that the unit is able to influence Friendly unit movement (see Leader rules). If a Leader has a "0" Movement Control Radius, it only influences units in the same hex; if it has a "1" Movement Control Radius it influences units in the same hex and adjacent hexes, etc.

Leadership Combat Bonus is the number of Melee Strength Points that a Leader unit is potentially capable of adding to the offensive or defensive Melee Strength of Friendly units with which it is stacked (see Leader rules).

Unit Type is the pictorial symbol identifying what sort of unit a given counter represents. This is restated in the unit type abbreviation found on each counter.

GAME EQUIPMENT INVENTORY

A complete game of *Armageddon* should include the following parts:

One Game Map
One set of Game Rules
One set of die-cut counters (255 pieces)

If any of these parts are missing or damaged, write:

Simulations Publications, Inc.
44 East 23rd Street,
New York, N.Y. 10010

NECESSARY EQUIPMENT NOT SUPPLIED WITH THE GAME

In order to Play *Armageddon,* Players will nee a single die. Dice can be purchased in most variety stores, or can be scavenged from old games. Alternatively, dice may be purchased from SPI at a cost of $1.00 for twenty.

The Sequence of Play

THE GAME-TURN:

Armageddon is played in sequenced Game-Turns; each Game-Turn is composed of two Player-Turns. Each Player-Turn is composed of three phases, which are sometimes further divided into Segments. Players must strictly follow the Sequence of Play. The Game-Turn proceeds as follows:

1. *FIRST PLAYER-TURN;* the First Player is designated by the individual scenario. The Player whose turn is in progress is termed the Phasing Player.

A. *Fire Combat Phase:* the First (Phasing) Player allocates and executes the Fire attacks against Enemy units within the fire units' Range Allowance.

B. *Movement Phase:* the Phasing Player may move all of his units up to the limits of the units' Movement Allowance, within the restrictions of the Movement and Leader Rules. As Enemy fire units are moved adjacent to, they may fire at the moving units (see Fire Combat, Case J).

C. *Melee Combat Phase.* The Phasing Player allocates and executes all melee attacks against adjacent Enemy units, according to the rules for Melee Combat.

2. *SECOND PLAYER-TURN*

The Second Player follows the exact same sequence and procedures as the First Player, using his own units and assuming the role of Phasing Player.

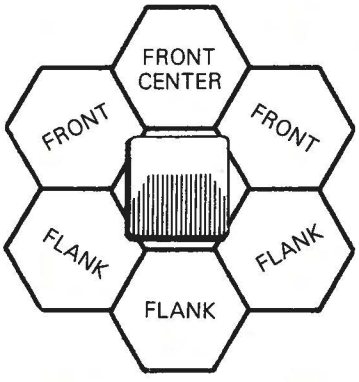
3. *TURN RECORD.*

One of the Players advances the Game-Turn marker on the Turn Record one grade to indicate that one Game-Turn has been completed.

FACING

GENERAL RULE:

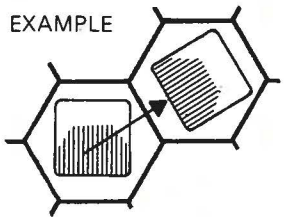
All units have a "face," that is, they have a particular side of the counter which is their front (three hex-sides), as indicated by the facing symbol on each counter. The non-front hex-sides are referred to as the "Flank" of the unit. This reflects the battle formation orientation of the particular group on men that the counter represents.



PROCEDURE:

As a unit moves, it may only enter one of the three hexes that are to its front; after it enters that hex, its facing is reoriented so that the center, front hex-side of the facing is the hex-side 180° opposite the side entered through.

EXAMPLE



A unit may only attack Enemy units in hexes which it fronts upon. A unit may only use its Melee Strength-Front for defense if attacked solely from Front hexes; if it is attacked in part or whole through Flank hex-sides, it uses its Melee Strength-Flank.Obviously it is extremely important for Players to pay close attention to their units' facing.

CASES:

(A) Although units may only move into their Front hexes, they may at any time change their facing within a single hex up to 180° by expending one Movement Point.

(B) Units stacked together in the same hex need not be faced in the same manner.

(C) Units found to be ambiguously faced after the Movement Phase may be adjusted by the Enemy Player to one of the two hex-sides.

MOVEMENT

GENERAL RULE:

During the Movement Phases of a Player's turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

PROCEDURE:

Move each unit individually, tracing the path of its movement through the haxagonal grid.

CASES:

(A) Movement is calculated in terms of hexagons. Basically, each unit expends one *Movement Point* of its total Movement (point) Allowance for each hex entered. To enter some types of hexes, more than one Movement Point is expended. See the Movement section of the Terrain Effects Chart for a full list of these different "entry costs."

(B) In any given Movement Phase of a Player-Turn, the Player may move all, some or none of his units. Movement is never required; it is always voluntary.

(C) Units are moved individually, in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning-Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement points however, may not be accumulated from Phase to Phase, or transferred from unit to unit.

(D) No Enemy movement is permitted during a Player's Movement Phase.

(E) No combat (Enemy or Friendly) may take place during a Movement Phase (Exception: see Fire Combat, Case J).

(F) Units may *never* enter or pass through a hex containing Enemy units.

(G) In a given Movement Phase, once a unit has been moved and the Player's hand withdrawn from the piece it may not be moved again nor may it re-trace and change its move.

(H) Units may move over different types of terrain-hexes in the same Movement Phase as long as they have enough Movement points to expend as they enter each hex.

(J) Each unit is moved *separately,* to the full extent desired, within the limits placed on it by its Movement Allowance and other inhibiting factors. Units may be moved only once each Movement Phase.

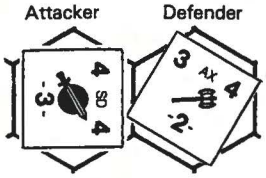
(K) Units may always move through a hex containing Friendly units. Stacking limitations apply only at the *end* of the Movement Phase, not during.

(L) As units move into any one of the three hexes adjacent to the face of Enemy fire units, they must immediately cease movement and may move no further in that Movement Phase. In the following Friendly Movement Phase, they may leave that hex, but must again cease movement if they enter another hex adjacent to the face of an Enemy Fire Unit. The moving units may be subject to Enemy fire in their Friendly Movement Phase (see Combat, case J).

MELEE COMBAT

GENERAL RULE:

Melee combat takes place during the Melee Combat Phase of a Player's Turn. The phasing Player is considered to be the Attacker and the non-phasing Player to be the Defender (regardless of their overall scenario position). A unit may only melee attack Enemy units which are in one of the three hexes to its front.



PROCEDURE:

During his Melee Combat Phase, the Phasing Player first allocates all the units that he wishes to attack, indicating the Enemy occupied hexes that will be attacked and which of his units will attack them. Then each separate combat action is resolved in turn, in any order the attacking Player wishes. Combat is resolved by totalling the Melee Strengths-Front of the attacking units, and comparing this to the total of the appropriate Melee Strengths (Flank or Front) of the Defender. This comparison is expressed as a ratio of Attacker's Strength to Defender's Strength; this is simplified to one of the Combat Odds on the Combat Results Table. The die is rolled and this number is cross-referenced with the appropriate Combat Odds column to achieve a combat result. Each combat result is fully applied before initiating another combat action.

CASES:

(A) No unit may participate in more than one attack per Combat Phase. No unit may be the object of more than one attack per Combat Phase.

(B) Friendly units in different hexes, adjacent to the same defending hex, may participate in a combined attack against that hex. In such a case, combine all the Melee Strength Points of the attacking units into one total Strength value. An Enemy occupied hex may be attacked by as many units as can be brought to bear. Conceivably, as many as six stacks of units could participate in an attack upon a single Enemy occupied hex.

(C) Friendly units stacked in the same hex must be treated as one combined defensive Melee Strength value when subjected to an attack.

(D) Not every unit in a stack need participate in the same attack upon the same defending hex, even if one of the units is attacking; the other units may engage in other combats, or none at all.

(E) A unit (or units) in a single hex may execute an attack against Enemy units located in two or more adjacent hexes. In such a case, the Enemy units must be treated as one combined Strength.

(F) Units may *never* split their Melee Strength and use it in two or more attacks in the same Combat Phase. The Melee Strength of a unit may *never* be split or attacked in piecemeal fashion. All Melee Strengths must be used as integral quantities.

(G) Attacks may be resolved in any order that the Attacker desires. The result of each attack must be applied immediately, as the attack is executed.

(H) Combat Odds are rounded off in favor of the defender to comform to the ratios given on the Combat Results Table. For example, an attack of 26 Melee Points against 9 Melee Points would be rounded off to a "2 to 1" odds situation.

(J) Melee attacking units stacked together and participating in an attack through the same hex-side must all be of the same unit type, with the exception of Skirmisher units, which may be stacked with other units and join in their melee attacks through the same hex-side. (See also Stacking.)

(K) All Defending units on the same hex are totalled into one combined Melee Strength. If units defending against melee attacks are stacked in such a fashion that they are faced in different directions, and attacked from more than one hex in such a way that some of the defending units are being attacked on their *flank* hex-sides, and some on their front, the attack is nevertheless treated as one undivided combat action. Simply total the Melee Combat Strength-Front of units being attacked solely through their Front hex-sides, and the Melee Strength Flank for those units being attacked through their Flank hex-sides. If a unit is being attacked *both* through a front and a Flank hex-side, use the Melee Strength-Flank. In all cases, all units in a hex which is being attacked must all defend.

(L) See the Terrain Effects Chart and Combat Unit Capability Chart for Melee Combat Strength variations.

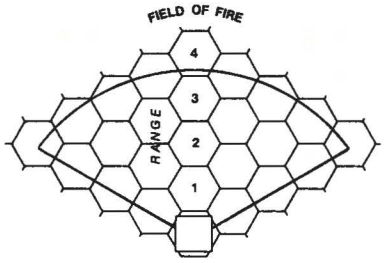
(M) Certain units have a Melee Combat Strength-Frontal which is enclosed in parentheses. These units may not engage in offensive melee combat, and are considered to have a defensive Melee Strength of "0" when stacked with a non-parenthetical unit. The parenthetical Strength is only used when one or more of these units are in a hex alone; the Strength of each of these units is then considered to be "1."

(N) Militia Spearmen and Militia Infantry units (or stacks containing any one of these units) defending against a melee combat when on a slope hex are not affected by any form of "disruption" combat result. All other combat results do affect those units.

FIRE COMBAT

GENERAL RULE:

Players engage in fire combat during the Friendly Fire Combat Phase, and sometimes during the Enemy Movement Phase. The Phasing Player is considered to be the attacker, and the non-phasing Player is considered to be the defender. In fire attacks the target hex must be included in the 120° field of fire (see Range Diagram).



PROCEDURE:

During the Fire Combat Phase, the phasing Player first allocates his fire units to attack Enemy occupied hexes. After all attacks have been allocated, each attack is resolved by comparing the total of all the attacking units' Fire Combat Strength (adjusted by the Range Effects Chart) to the *Fire Protection Strength* (given on the Terrain Effects Chart) of the hex the defending units are in. This comparison is stated as a ratio. The procedure from this point is the same as Melee Combat procedure for combat resolution.

CASES:

(A) Fire units may *not* engage in offensive melee combat in the same Friendly Player-Turn as having fired. They *may* move.

(B) Fire units may not engage in Fire Combat in consecutive Player-Turns whether Enemy or Friendly. Thus a fire unit engaging in fire combat in its own Friendly Player-Turn may not engage in defensive fire in the Enemy Player-Turn (see Case J).

(C) Missile units may only fire at Enemy units within the number of hexes of their Range Allowance, and within their Field of Fire to their facing.

(D) There is no limit to the number of fire units that may fire into a given hex. Different fire units may attack the same hex, even if they are at different firing ranges, of different unit types, or are in different hexes. Each unit's Fire Combat Strength must simply be adjusted for the effects of its firing range; see the Range Effects Chart.

(E) The number of units, or the facing of units, in an attacked hex has no effect on the Strength with which that hex defends against a fire attack.

(F) A single fire unit may never attack more than a single hex, nor may its Fire Combat Strength be split; it is an integral whole.

(G) Missile units may not fire *through* any occupied hex, village hexes, crest hex-sides, or woods hexes to reach a given target hex, unless they fire from a slope hex. They may fire *into* these hexes, simply not through them. To determine what a unit is firing through, lay a straight edge from the center of the firing unit's hex to the center of the target hex. Along this straight edge is the path of fire. If any portion of this line passes through the above-mentioned obstructions, the units may not fire. If a hex-side which has an obstruction in one adjacent hex, and none in the other, is bisected along its length by this path of fire, fire is *not* blocked.

RANGE EFFECTS CHART

Unit Type	Normal Fire Strength	Fire Strength at Firing Range			
		1	*2*	*3*	*4*
Horse Archers	1	1	½	—	—
Bowmen	2	2	1	—	—
Imp. Bowmen	2	2	2	1	1
Light Troops	1	1	½	—	—

As each unit fires, this table is consulted, and the unit type and firing range are cross-referenced. The resulting number is the unit's effective Fire Attack Strength at that range. The dash (—) indicates that the firing range reference exceeds the unit's Range Allowance. A handy reference to avoid consulting the chart is that attacks in the outer half of each unit's Range Allowance are made at half-strength.

(H) Fire units may not fire from river hexes. Their Fire Combat Strength is halved when attacking uphill, and one hex is added to their Range Allowance when they are firing downhill. When firing from a slope hex, all obstructions may be ignored.

(J) DEFENSIVE FIRE

During the Enemy Movement Phase, as Enemy units move adjacent to any of the three hexes to the front of Friendly Fire units, these Fire units may fire (at their option) against the moving units. The attack is resolved immediately as the unit enters the hex, and movement of that unit ceases. These fire units may *not* fire again in that Enemy Movement Phase, nor may they fire in the ensuing Friendly Player-Turn (see Case B). The fire attack is resolved in the same fashion as during the Friendly Fire Combat Phase. More than one unit, and units in more than one hex, may fire, as long as all the firing units have just been moved adjacent to. This defensive fire may not be used against units which *begin* adjacent to a fire unit, only against hexes with entering units.

(K) In all fire combat, if any combat results are achieved, all units in the affected hex receive that result.

COMBAT RESULTS TABLE

Die	Combat Odds (Attacker to Defender)								Die
	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	7 to 1	8 to 1	
1	—	—	—	—	D	D	D	½E	E	1
2	—	—	—	—	D	D	½E	½E	E	2
3	—	—	D	D	D	D	½E	E	E	3
4	—	D	D	D	½E	½E	E	E	E	4
5	—	D	D	½E	½E	E	E	E	E	5
6	D	D	D	½E	E	E	E	E	E	6
7	D	D	E	E	E	E	E	E	E	7

Explanation of Combat Results:

Odds less than 1 to 2 are not permitted; odds greater than 8 to 1 are treated as 8 to 1.

Results only affect *defending* units.

D = *disruption;* the affected units are "tagged" by the placement of an appropriate Disruption Marker. If result is due to melee combat, the affected units are retreated their full Movement Allowance. See *Effects of Disruption,* and *How to retreat.*

½E = half-eliminated; one-half of the units attacked are eliminated (Defender's choice of units), and the remainder are disrupted (see Disruption). If there are odd number of units defending, the majority of units would be eliminated. Do not count Leader units when calculating "half" of a stack.

E = fully eliminated; all of the units attacked are eliminated; remove from the map.

EFFECTS OF DISRUPTION.

Units which are disrupted may not initiate any combat, nor may they be moved for the duration of their disruption. Disruption never affects Leader units (see Leader rules). When disrupted units (or a stack containing disrupted and normal-state units) are attacked by fire or melee, the Attacker adds "one" to his die roll number before resolving the attack.

Units may be disrupted during any one of the three phases: the Enemy Fire Combat Phase, the Enemy Melee Combat Phase, or the Friendly Movement Phase (due to Enemy defensive fire). At the end of the next *same* phase in the next same Player's Turn, the disrupted units become automatically non-disrupted (returned to normal), and the disruption marker is removed.

Units which are disrupted again while already in a disrupted state are *eliminated.*

How to Retreat

Units must retreat when they receive a Disruption result due to melee combat. When retreating, units may not pass through Crest hex-sides, or the Front hexes of Enemy Fire units. They must end their retreat as far away from any Enemy unit as possible, and must be the number of hexes of its Movement Allowance away from its beginning position, i.e., the unit(s) may not move through the same hexes or move in circles, etc. Within these restrictions, the owning Player always retreats his own units. Units which may not be retreated without violating these restrictions are eliminated (removed from the map). If Disrupted retreating units pass through other Friendly units when retreating, these other Friendly units are also disrupted, although they do not retreat. If disrupted units pass through already disrupted Friendly units, the units being passed through do *not* suffer elimination due to this second disruption.

COMBAT UNIT CAPABILITY CHART

It should be obvious that different units will not always have the same abilities ("Strength") against all other types of units. As such, it is often necessary to modify certain units' Melee Combat Strength for the defense when attacked by other types of units. The attacking units should be cross-referenced with the type of defending units, and the indicated modification of Melee Combat Strength for the defense applied to the affected unit.

Effect on unit's Melee Strength for defense when attacked:

Defender Category	*Attacker Category*		
	MS, MI	*AX, SD*	*MC*
MS, MI	**Normal**	**Halved**	**Doubled**
AX, SD	**Normal**	**Normal**	**Halved**

All other combats and mixtures of units are treated as normal. Ignore the presence for melee combat of any fire units and leader units when using this chart, including Light Troop units.

In the case of more than one type of unit attacking, all benefits are given to the Attacker. Thus if a stack of two Militia Spearmen and one Light Troops unit were being attacked by a Swordsmen unit and a Medium Cavalry unit, the Melee Strength values of the Militia Spearmen units only would be halved in its defense.

STACKING

(more than one unit per hex)

GENERAL RULE:

At the end of a Player's Movement Phase, he may have no more than three units in a single hex. At any other point during the Game-Turn, the Player ignores these stacking restrictions.

CASES:

(A) Leader units are not counted for stacking purposes; a Player may thus have as many leader counters in a single hex as desired, in addition to three Friendly units at the end of the Movement Phase.

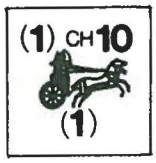
(B) Units in a stack must be individually faced; each unit may face in the same direction, or different directions.

(C) Units which are stacked in the same hex must be of the same identical unit type, except for fire units, leader units, and chariots. Thus a Militia Infantry and Militia Spearmen unit may not be in the same hex at the end of a Friendly Movement Phase. However, any fire unit may be stacked with any other unit.

(D) At the end of any given Movement Phase, there may not be more than one Chariot unit in a hex.

(E) A Chariot unit in a hex prohibits any other non-leader unit from being in that hex except for passenger units riding the chariot (see Chariot rules).

(F) Information counters do not count for stacking purposes; they are ignored.



CHARIOTS

GENERAL RULE:

Chariots are basically vehicle units that can be used by certain other units to increase their Movement Allowance and augment their combat effectiveness for the attack.

PROCEDURE:

To embark on a chariot unit, units must begin their Friendly Movement Phase adjacent to the chariot unit. They may then be placed in the same hex under the chariot unit, without expending any Movement Points and before any movement occurs. At the end of any Friendly Movement Phase, units may debark from Chariot units by merely being placed in any non-Enemy occupied hex adjacent to the Chariot unit. Units may embark and debark in the same Movement Phase.

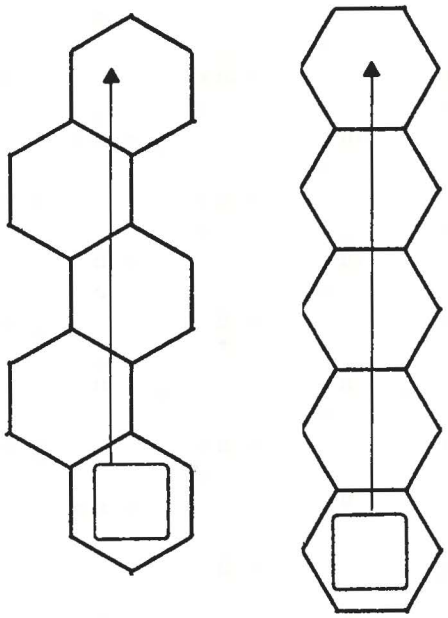
CASES:

(A) Units embarked on Chariots have their melee attacking effectiveness augmented. Chariots give no advantage to fire attacks. When melee attacking, the combat odds are computed in a normal fashion, and then the given odds column is shifted two columns to the right; the second column is actually used for resolving combat. Thus a melee attack by an Axemen unit on a chariot against a Swordsmen unit, ordinarily a 3 to 4, simplified to a 1 to 2 combat odds, would be treated as a 2 to 1 combat odds situation in resolving the combat. A 2 to 1 combat odds situation would be resolved as a 4 to 1, etc.

(B) Units may embark solely onto Friendly Chariot units. Players may not in any way "capture" Enemy chariot units.

(C) Only one unit may be embarked on a single chariot unit at any one time. For these purposes, leader units are not counted, i.e., leaders units may be carried by chariots freely in addition to any other single unit.

(D) In order to gain the combat odds bonus outlined in Case A, units embarked on chariots must "charge" (move in a straight line; see Diagram) for at least four consecutive hexes and end movement in the last of these consecutively travelled hexes. Units may ride away from the Enemy units in order to gain room to charge. The required four hexes may only be "Clear terrain hexes" (see the Terrain Effects Chart). However attacks may be directed into non-clear terrain hexes. Charges may not be made through occupied hexes, even if they are clear terrain.



(E) Chariots must cease movement as soon as they enter a stream hex, regardless of how many Movement Points have been expended to that point. They may move no further in that Movement Phase, and regain normal movement in the following Friendly Movement Phase.

(F) At the end of a given Friendly Movement Phase, Chariot units may not be stacked with any other units, except any units that are embarked on the chariot, or leader units.

(G) Chariot units may never move across crest hex-sides.

LEADERS



GENERAL RULE:

There are six types of leaders in *Armageddon,* divided into two categories: civilian and military. The civilian leaders are those labelled "A" and "B"; these leaders influence Friendly units' movement, but not their combat. The military leaders are labelled "C", "D", "E" and "F"; they influence both movement and combat of Friendly units. Leaders have two characteristics — Movement Control Radius and Leadership Combat Bonus (see Definition of Terms).

PROCEDURE:

Units which begin their Friendly Movement Phase within the Movement Control Radius of a Friendly leader unit may move normally with their full Movement Allowance. Units which do not begin their Movement Phase within the Movement Control Radius of a Friendly leader unit may only use one-half their normal Movement Allowance (rounding fractions downward).

A unit (or stack of units) which is in the same hex as a Friendly leader unit, and engaged in melee combat, receives additional Strength Points equal to the Leadership Combat Bonus, but not exceeding the basic applicable Melee Strength of the unit after adjusting for terrain effects and the Combat Unit Capability Chart.

CASES:

(A) When leaders are in a hex suffering any combat result from fire attacks, the result is not applied to the leader; it is treated as a "No Effect." All results are treated as a "No Effect" against the leader unit only. All other units in the hex suffer the combat result normally.

(B) When a leader unit receives a combat result of "disruption" or "elimination" due to melee combat, this result is not applied; rather the affected leader unit is replaced by a less effective leader unit of the same category. The affected leader unit(s) is replaced with a leader unit one grade lower. Thus an "F" leader unit suffering a "disruption" result due to melee combat would be replaced with an "E" leader. Leader units may not be reduced in this manner below the lowest grade of leader within each category: "A" for civilians, "C" for military. If an "A" or "C" leader unit receives a disruption or elimination combat result due to melee combat, that unit is permanently removed from the map and is not replaced.

(C) Units which begin their Movement Phase within a leader's Movement Control Radius may move out of this control during their movement. Being in more than one leader's Movement Control Radius yields no additional movement bonus.

(D) To gain the Leadership Combat Bonus, units must be stacked with the leader unit at the instant of combat. If there is more than one leader unit in a hex, all the leaders may add their bonus to the other units' Melee Strength.

(E) The Leadership Combat Bonus applies to units in melee combat only, and applies both to offensive and defensive combat situations.

HOW TO SET UP AND PLAY THE GAME

The Players should select which scenario they wish to play, and determine who is to be the first player. It is suggested that one Player select a scenario to be played, and the other choose which side he wishes to be.

The Players then sort out the units given by the scenario and place them on the map in accordance with the deployment instructions (see How To Use The Scenarios). Play commences according to the Sequence of Play. At the completion of the final Game-Turn as indicated in the scenario, the Players evaluate their performance in light of the Victory Conditions.

HOW TO USE THE SCENARIOS

Each scenario gives the necessary information to set up, play and evaluate victory in the game. The information is provided in the following order:

Name of the Battle, and *date* (c. means approximately).

Players, and their *strengths.* The units are identified by their abbreviations, except for their leader units. Leader units are shown as the number of that unit, and the leader type. Thus "3A" means three leader units of the type "A." "Romans: 9MI, 6MS, 3C" would translate as the Roman Player receiving nine Militia Infantry, six Militia Spearmen, and three Leader type "C" units.

On the same line as giving the forces, the Players are assigned a coded hex on the map around which they must deploy, within a certain radius of hexes. "Deploy, C-6" would translate as that Player having to set up all of his units within six hexes of the hex on the map labelled "C." In some scenarios a Player receives more than one deployment location; he may deploy all of his forces around either hex, dividing them as he wishes.

Also on the same line as the forces is given the information as to which Player deploys his forces first, and moves first. This only given for the "First Player"; when not mentioned, this indicates that Player is the Second Player.

The first side listed in each scenario always uses the *Blue* colored counters; the second Player listed always uses the *Gold* colored counters.

After giving the Player's forces, deployment instructions, and designating the First Player, the *game length* is specified. Then the requirements for *victory* are specified; usually victory is achieved by one Player attaining a certain geographic objective, while the other Player wins by avoiding these conditions. Generally, occupying (or having been the last to occupy) a specific letter-coded hex will award victory to one Player or another.

Following all this information are detailed any *Special Rules,* i.e., any rules which are used solely for this scenario. Finally, the *Historical Notes* put the entire situation in perspective as to the historical background and results, as well as specifying the tactical objectives in this particular battle.

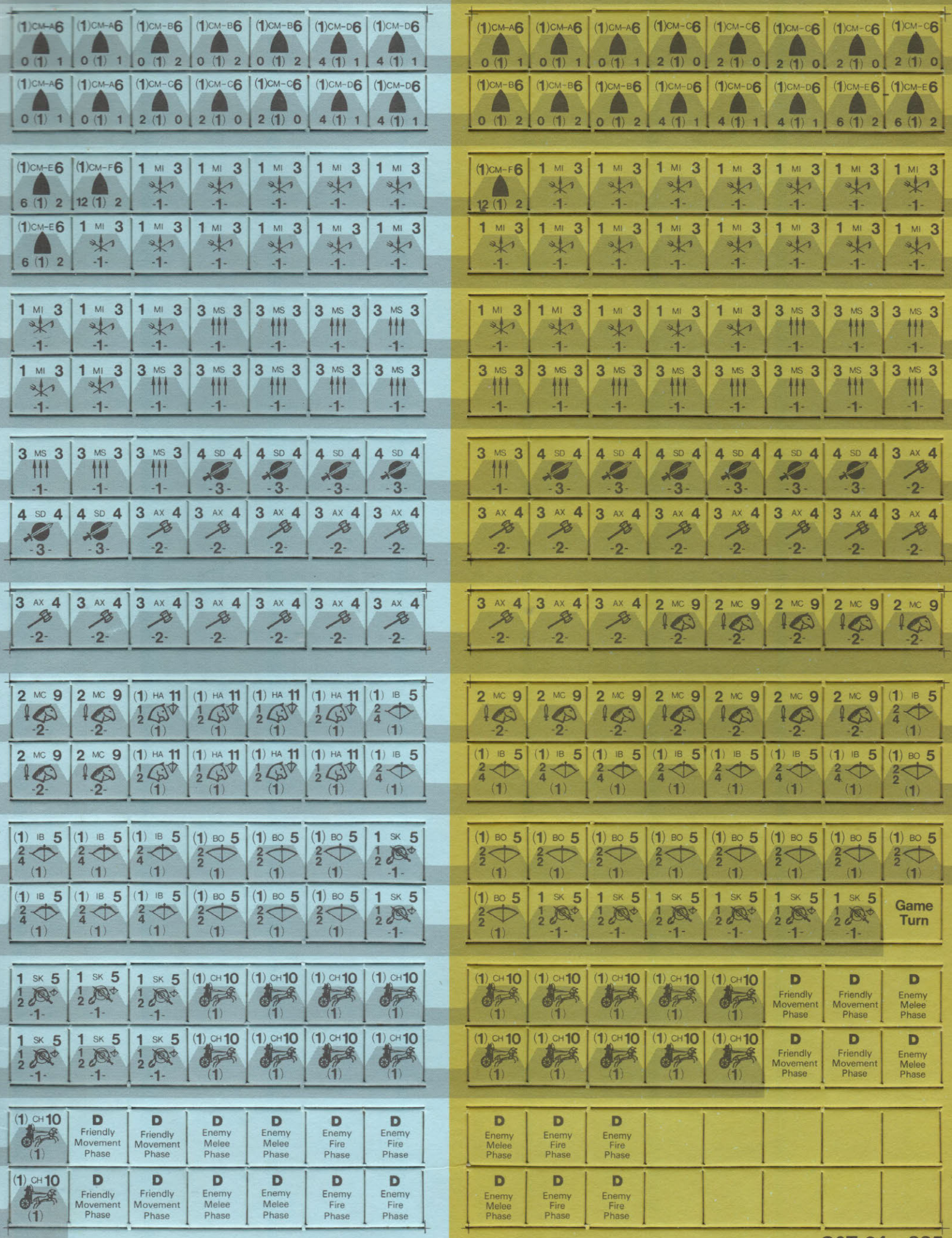
There are three types of scenarios shown in *Armageddon.* The first scenario is a Basic Scenario, which absolves the Players from using the Leader rules, and basically acquaints them in a somewhat small simple scenario with the basic mechanics of playing the game. Following these are the Game Player's scenarios, which are the best balanced (evenly-matched) scenarios that were developed during the design of *Armageddon.* After these are the Historian's scenarios, situations which are not very well balanced from a playing point of view, but which were thought to be historically interesting, and therefore included. In each type of scenario, they are arranged chronologically.



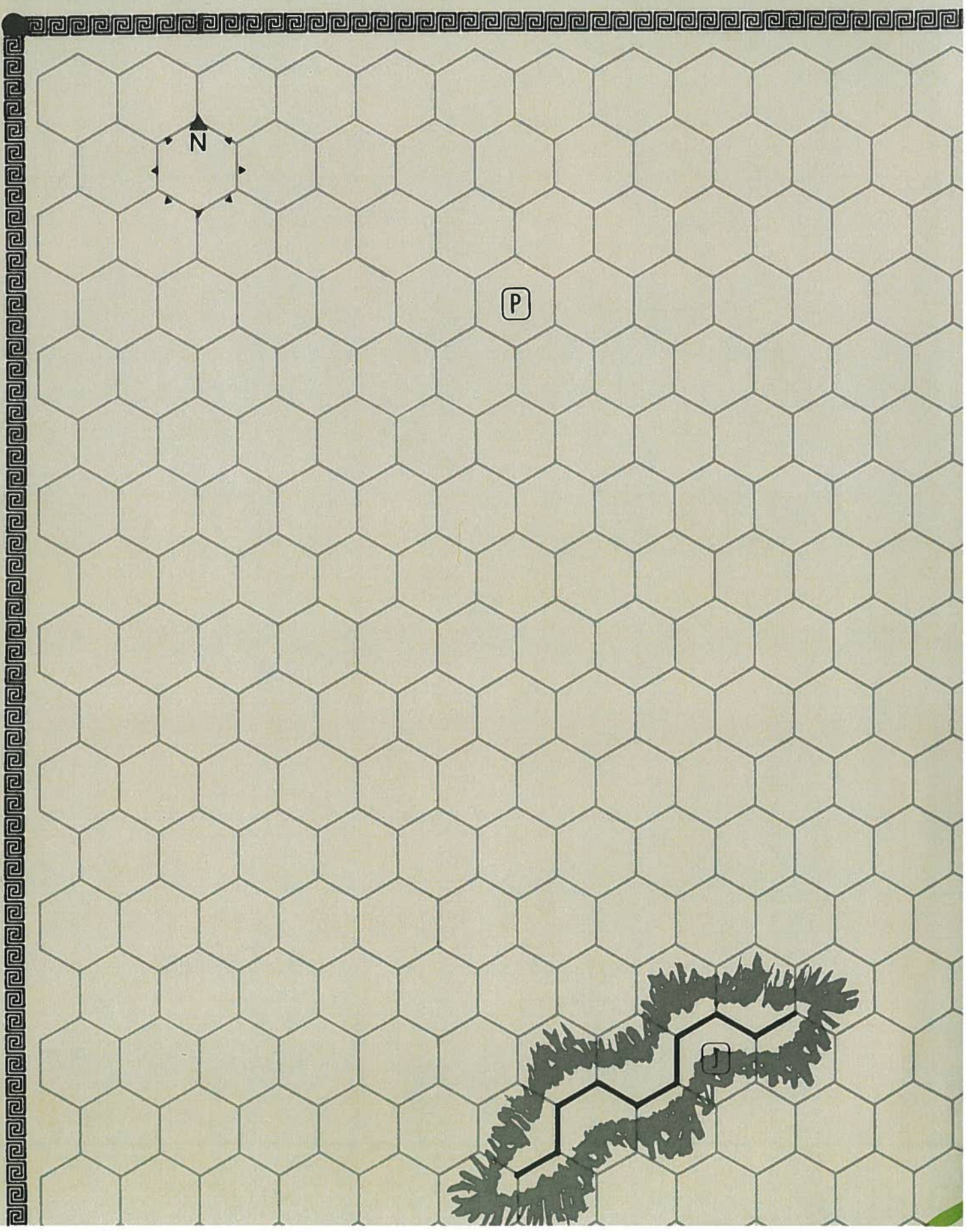
ARMAGEDDON: Design Credits
Game Design: Stephen B. Patrick and John M. Young
Physical Systems Design and Graphics: Redmond A. Simonsen.
Game Development and Rules: John M. Young
Production: Redmond A. Simonsen, Manfred M. Milkuhn, and Daniel E. Goodman.

Armageddon

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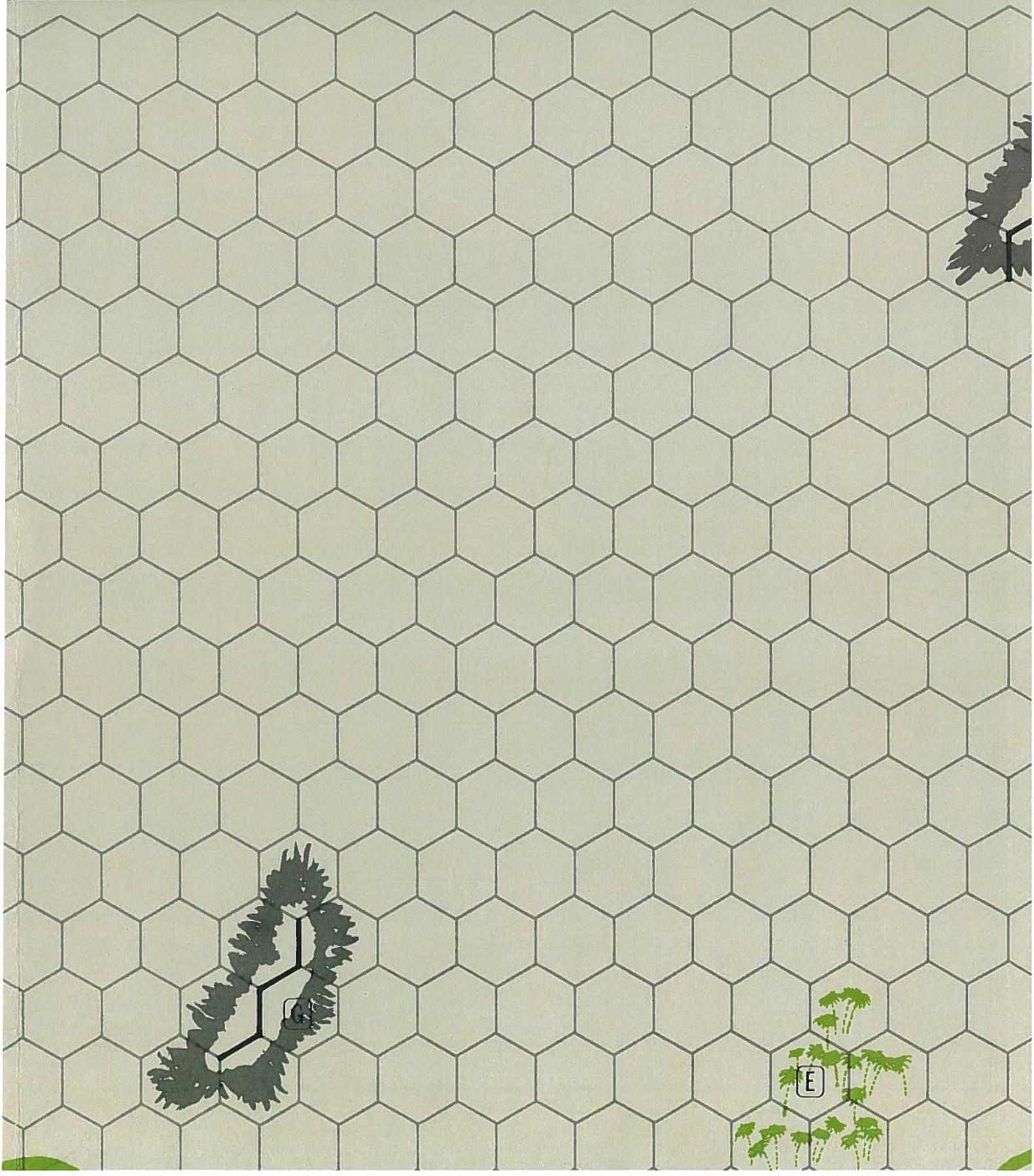
ARMAGEDDON

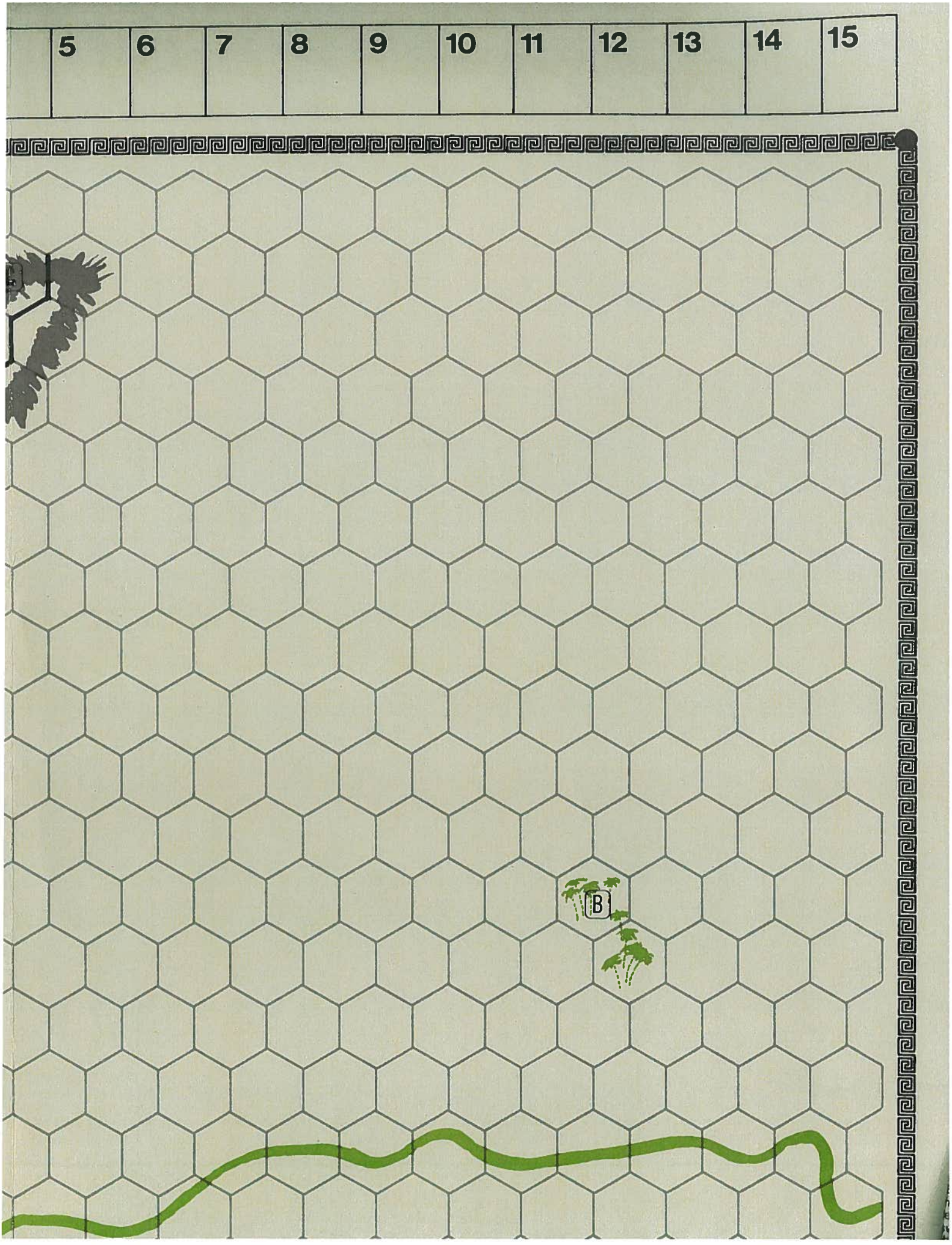


ACTICAL COMBAT, 3000 to 500 B.C.

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THE SCENARIOS

The Basic Scenario ROME (753 BC)

Romans: 9MI, 6MS, 3AX, 4SK. Deploy, D-3. Deploy first, move first.

Sabines: 6MS, 7AX,2BO Deploy, H-3.

Game Length: 10 Game-Turns.

Victory: Control of area "D" by the end of Game-Turn 10.

Special Rules:

(a) Players should ignore all slope hexes and crest hexsides on the mapsheet.

(b) Players may ignore the leader rules; all units may freely move their full Movement Allowance.

Historical Notes: Rome was traditionally founded by a band of rude farm boys, cutthroats, shepherds and other such undesirables. In fact, they were so undesirable that no one would marry them. Romulus, (753—716 BC according to legend), their king, therefore engineered a massive kidnapping expedition known to history as "The Rape of the Sabine Women." Not without reason the Sabine men objected and a war ensued, supposedly ended by the intervention of the erstwhile Sabine, now Roman, women who pointed out that whoever won they would lose, either their fathers and brothers or their new-found "husbands." This scenario is purely conjectured and is designed primarily to introduce the techniques of play and to allow us to write some interesting historical notes.

Game Player's Scenarios

The Delta (c. 1675 BC)

Egyptians: 16MI, 8AX, 6IB, 4SK, 2A, 2B, 1D: Deploy, G5 and/or J-5.

Hyksos: 6MI, 6MS, 12AX, 2BO, 10CH, 3C, 2D, 1E: Deploy, P-4. Deploy first, move first.

Game Length: 10 Game-Turns.

Victory: Control of hex "K" by the end of Game-Turn 10.

Historical Notes: The Hyksos domination of Egypt began during the Seventeenth Century BC. Bringing horses and chariots with them, the Hyksos managed to overwhelm less mobile Egyptian forces time after time. This scenario illustrates a hypothetical battle fought between the Hyksos and rebellious Egyptians somewhere in the Delta region on the edge of the desert. The Hyksos army is attempting to capture the oasis before nightfall, after a long desert march.

Babylon (1595 BC)

Hittites: 10MS, 8AX, 4BO, 4SK, 10CH, 3C, 2D. Deploy, P-4. Deploy first, move first.

Babylonians: 16MI, 4MS, 4AX, 4MC, 4BO, 8CH, 3A, 1D. Deploy, L-5.

Game Length: 15 Game-Turns.

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

Special Rules: Babylonian chariots have a Movement Allowance of 6. Hittite chariots have a Movement Allowance of 10.

Historical Notes: In 1595 BC Musilis I of Hatti (1620—1590 BC) raided into Syria and Mesopotamia, sacking Aleppo, Mari and Babylon itself. Just as swiftly as he had come, he then turned around and returned, home, leaving Babylon a powerless city. From the swiftness of his conquest it seems likely that

Hittites: 12MS, 12AX, 4BO, 4IB, 6SK, 10CH, 3C, 3D, 1E. Deploy, may enter on any Game-Turn, with any part of their force beginning with their first Player-Turn, from the West, North or East edge of the map sheet and may continue to bring on the remaining force (if any) on subsequent Game-Turns. Move first.

Game Length: 15 Game-Turns.

Victory: The Hittites must destroy 25 or more Egyptian units, while losing 15 or fewer of their own, by the end of Game-Turn 15.

Historical Notes: Ramses II of Egypt (1299—1224 BC) made several attempts to conquer Syria. In one of these he was surprised near the city of Kadesh by an army of about 20,000 Hittites under King Metella (1306—1282 BC). The Egyptian army, also of about 20,000 men, was strung out considerably, and the two leading divisions were hard pressed when, primarily as a result of good luck, some additional Egyptian troops came up and some Syrian allied troops as well. The battle ended in a draw, but Ramses managed to convince Egypt that he'd won a smashing victory and put up monuments telling of his heroic deeds. This is one of the very few battles for which we have any information and the scenario more or less follows what we know rather closely.

Sinai (c. 1225 BC)

Egyptians: 6MI, 4MS, 4AX, 4IB, 2SK, 6CH, 4A, 3B, 1C. Deploy, A-3.

"Sea Peoples": 8MS, 4AX, 2SD, 2BO, 4SK, 3C, 2D, 1E. Deploy, C-3, Deploy first, move first.

Game Length: 12 Game-Turns.

Victory: Control of hex "E" by the end of Game-Turn 12.

Historical Notes: The "Sea Peoples," probably of Indo-European origin, made several descents on Egypt during the latter portion of the Thirteenth Century BC but were successfully kept at bay by Pharaoh Ramses II and his son Merneptah (1224—1214 BC). A major battle was fought by Merneptah on the coast of the Sinai during which the "Sea People" were defeated in an attempt to invade Egypt from Palestine. Historically, the Philistines, and perhaps Homer's Achaeans, were "Sea Peoples." In this scenario the two armies are contending for control of a vital oasis.

Qarqar (854 BC)

Assyrians: 12MS, 4AX, 2SD, 6HA, 3IB, 10CH, 3D, 2E. Deploy, C-3. Deploy first, move first.

Allies: 14MI, 6MS, 10AX, 6BO, 6SK, 10CH, 5C, 3D. Deploy, D-3.

Game Length: 15 Game-Turns.

Victory: Control of hex "E" by the end of GAme-Turn 15.

Historical Notes: With the threat of imminent conquest by the Assyrians staring them in the face, the Kingdoms of Israel, Ammon, and Damascus put aside their petty differences and joined together to oppose a strong Assyrian army which had begun the conquest of Syria. At Qarqar the Allied forces met the Assyrians and were overwhelmed; but troubles had sprung up in other parts of the Assyrian Empire and the Assyrians, rather than complete the conquest of Syria and Palestine, marched home. They did not finally subdue all of Syria and Palestine until nearly a century later, although they had large parts within five years.

Tabal (706 BC)

Lydians: 12MS, 12AX, 6SD, 2MC, 4BO, 4SK, 4CH, 3D, 1E. Deploy, C-8.

Game Length: 20 Game-Turns.

Victory: The Lydians must prevent the Persians from having any units south of the stream, and must control hex "E" by the end of Game-Turn 20. The Persians must control hexes "A" and "E" by the end of Game-Turn 20. If neither condition prevails, the result is a draw.

Historical Notes: Croesus of Lydia (560—546 BC), with some help, invaded Persia in response to an ambiguous oracle ("If you invade Persia you will destroy a great kingdom.") After some initial success he was forced to fall back under Persian pressure. The Persians, although outnumbered, led by Cyrus the Great (559—530 BC) then invaded Lydia. At Thymbra the Persians deployed in a large square, covering their flanks with chariots and light cavalry. They energetically repulsed the Lydian attacks with effective flanking movements, the Lydian army was destroyed, and, of course, the *Lydian* kingdom was destroyed in fulfillment of the oracle's prediction.

The Aequi (458 BC)

Romans: 8MS, 8AX, 4SD, 4MC, 2BO, 4SK, 2C, 2D, 1E. Deploy, K-3. Deploy first.

Aequi: 16MI, 6AX, 12MC, 6SK, 3C, 3D. Deploy, C-6. Move first.

Game Length: 10 Game-Turns.

Victory: The Romans must hold the line of eight hexes from hex "G" to hex "J" inclusive, by the end of Game-Turn 10.

Historical Notes: In her long climb to power, Rome encountered the most serious difficulties during the conquest of Italy. Several other peoples successively challenged Rome for control of first Latium, then Central Italy and finally all of Italy. One of these people was the Aequi, living in the Appenines northeast of Rome. At one point the Aequi threatened to take a Roman fortress. A Roman army was quickly gathered under the command of Cincinnatus and marched out to defeat the Aequi. This scenario assumes that the Aequi were attempting to force a pass in order to send raiding parties into Roman territory.

Historian's Scenarios

Bubastis (c. 3000 BC)

Upper Egyptians: 8MI, 4BO, 4SK, 1A, 1B, 1C, 1F. Deploy, B-6. Deploy first, move first.

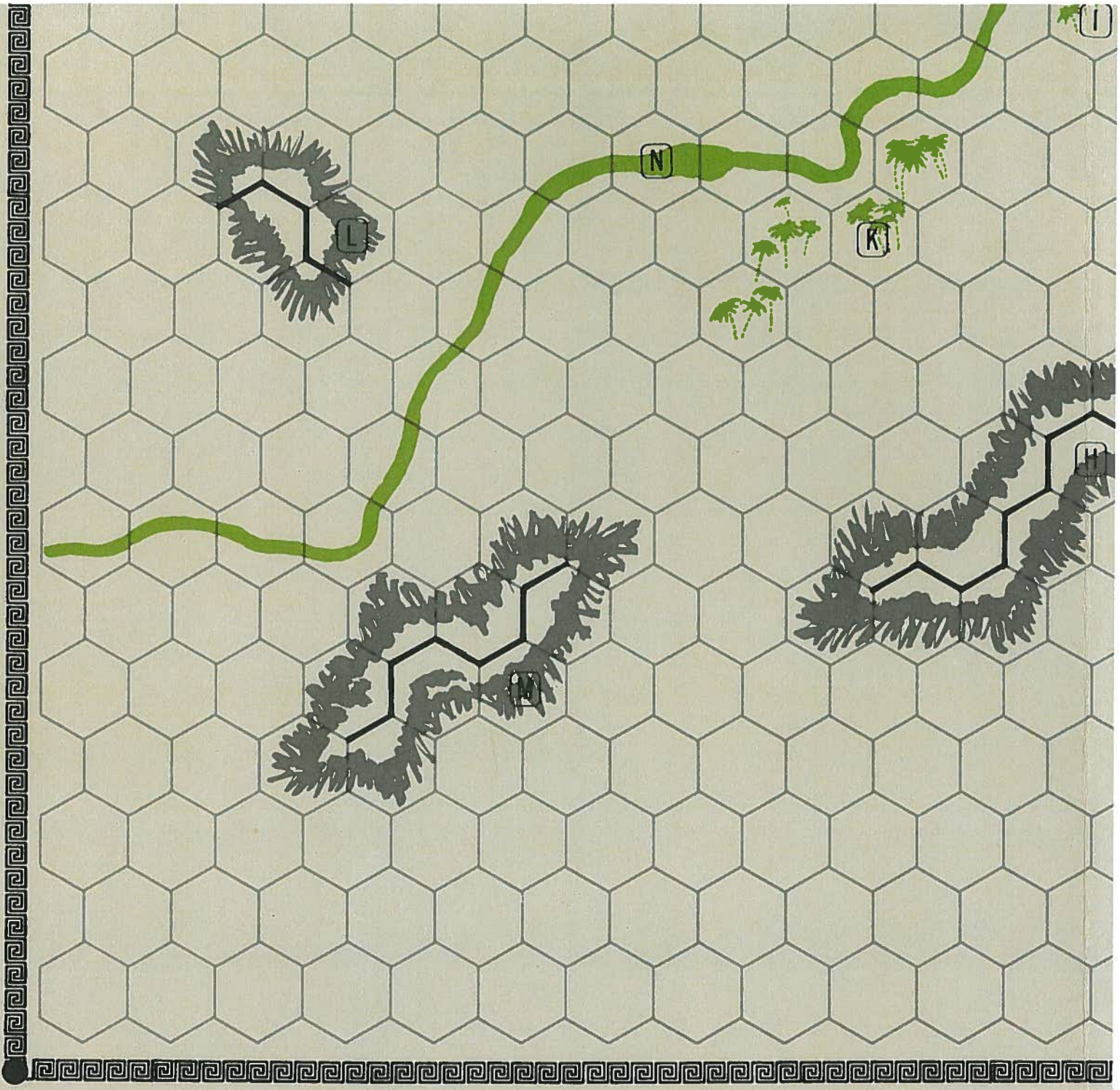
Lower Egyptians: 12MI, 2BO, 6SK, 1A, 1B, 2C. Deploy, E-6.

Game Length: 15 Game-Turns.

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

Historical Notes: This scenario depicts a hypothetical battle between the Upper Egyptians under Menes and the forces of the Lower Egyptian city of Bubastis during Menes' wars for the unification of Egypt. Nothing is known of this war beyond the bare fact that it occurred, but something akin to this sort of battle most probably occurred several times, as the more highly organized Upper Egyptians spread their control. In this situation, the village is assumed to be an important road junction on the route to Bubastis and a convenient source of supplies.

Armageddon (609 BC)



Die	COMBAT RESULTS TABLE Combat Odds (Attacker to Defender)									Die
	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	7 to 1	8 to 1	
1	–	–	–	–	D	D	D	½E	E	1
2	–	–	–	–	D	D	½E	½E	E	2
3	–	–	D	D	D	D	½E	E	E	3
4	–	D	D	D	½E	½E	E	E	E	4
5	–	D	D	½E	½E	E	E	E	E	5
6	D	D	D	½E	E	E	E	E	E	6
7	D	D	E	E	E	E	E	E	E	7

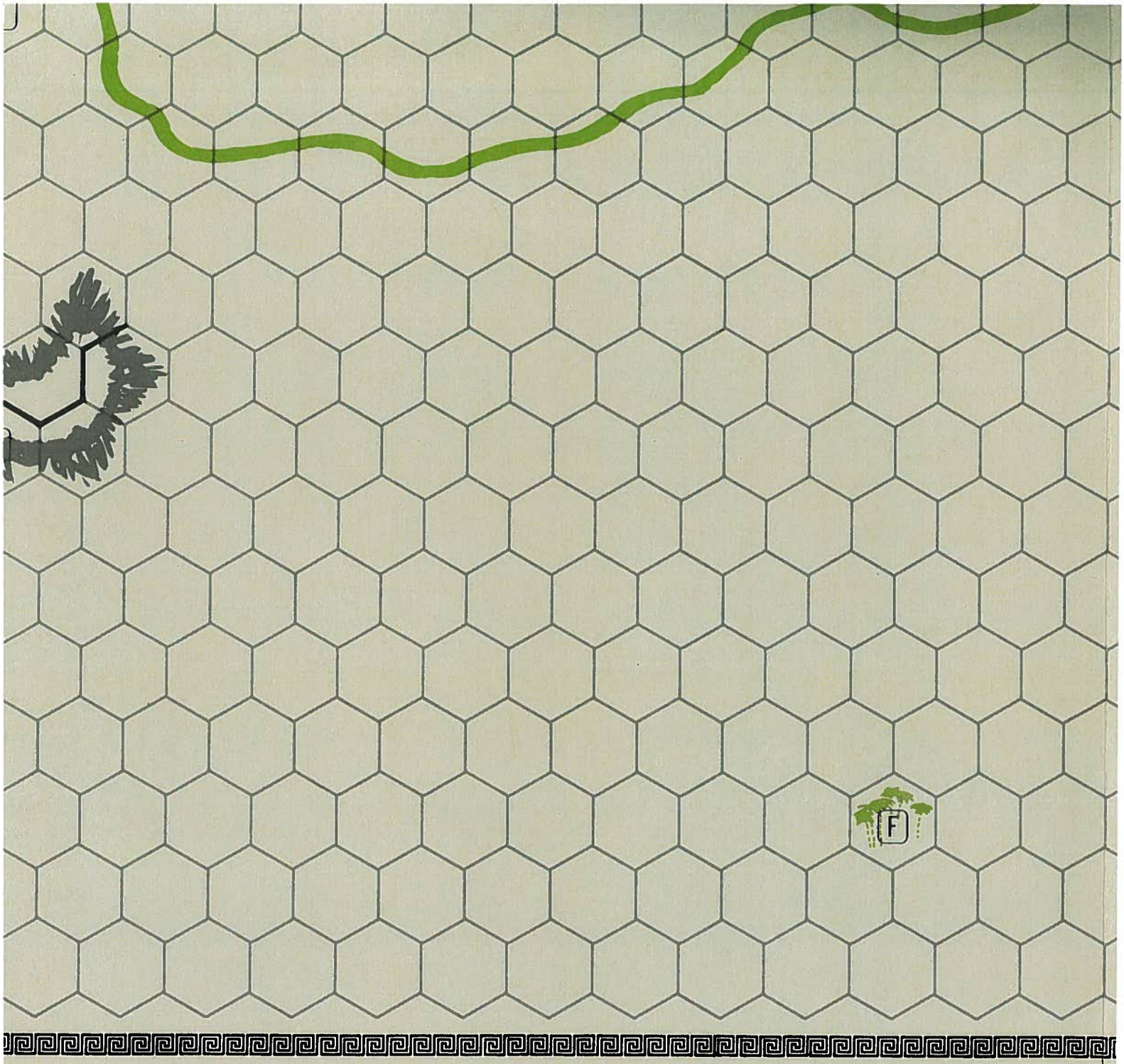
Explanation of Combat Results:
Odds less than 1 to 2 are not permitted; odds greater than 8 to 1 are treated as 8 to 1.

Results only affect *defending* units.

D = *disruption;* the affected units are "tagged" by the placement of an appropriate Disruption Marker. If result is due to melee combat, the affected units are retreated their full Movement Allowance. See *Effects of Disruption,* and *How to retreat.*

½E = half-eliminated; one-half of the units attacked are eliminated (Defender's choice of units), and the remainder are disrupted (see Disruption). If there are odd number of units defending, the majority of units would be eliminated. Do not count Leader units when calculating "half" of a stack.

E = fully eliminated; all of the units attacked are eliminated; remove from the map.



EFFECTS OF DISRUPTION. *How to Retreat* Units which are disrupted may not initiate any combat, nor may they be moved for the duration of their disruption. Disruption never affects Leader units (see Leader rules). When disrupted units (or a stack containing disrupted and normal-state units) are attacked by fire or melee, the Attacker adds "one" to his die roll number before resolving the attack.

Units may be disrupted during any one of the three phases: the Enemy Fire Combat Phase, the Enemy Melee Combat Phase, or the Friendly Movement Phase (due to Enemy defensive fire). At the end of the next *same* phase in the next same Player's Turn, the disrupted units become automatically non-disrupted (returned to normal), and the disruption marker is removed.

Units which are disrupted again while already in a disrupted state are *eliminated*.

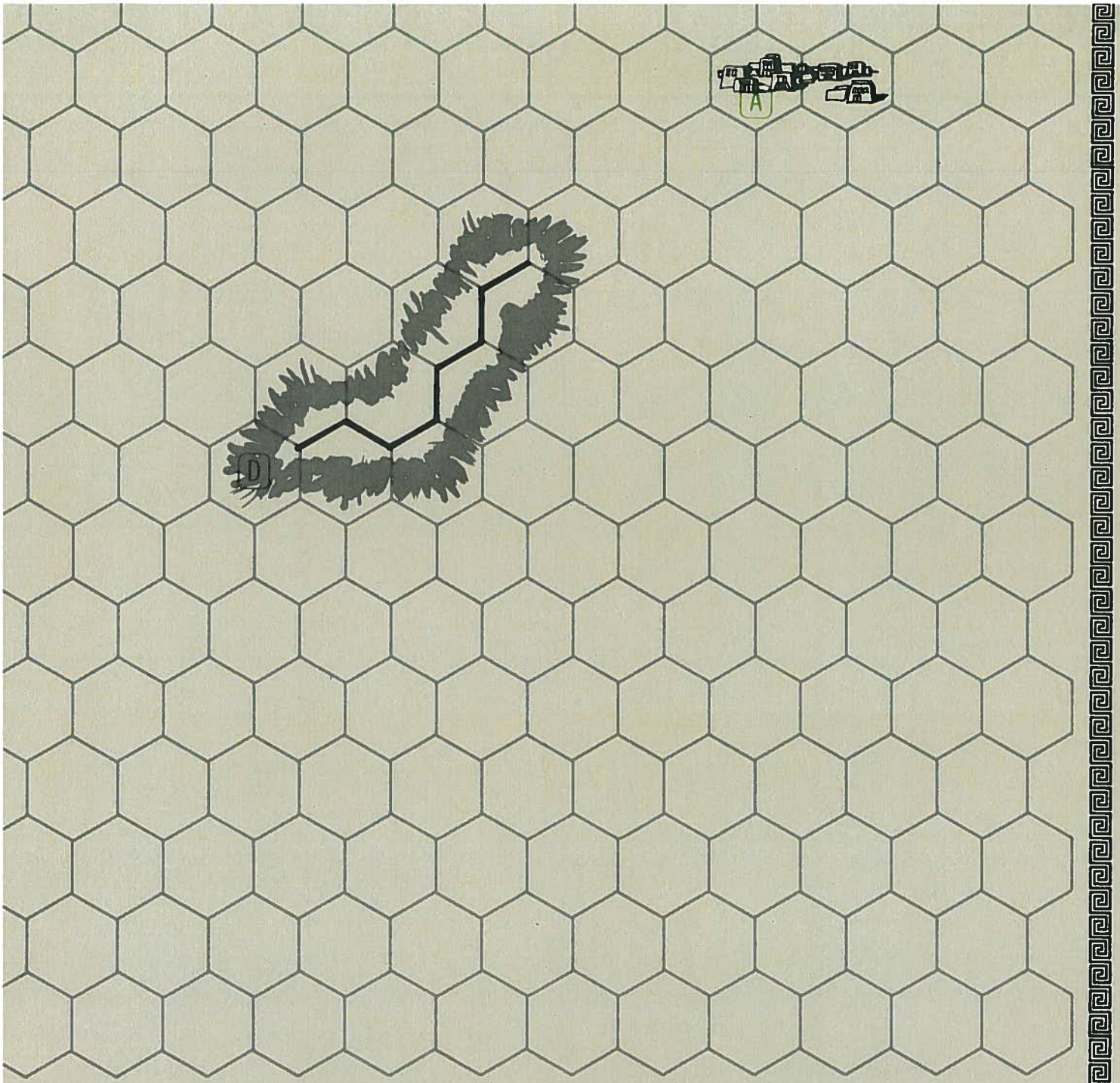
Units must retreat when they receive a Disruption result due to melee combat. When retreating, units may not pass through Crest hexsides, or the Front hexes of Enemy Fire units. They must end their retreat as far away from any Enemy unit as possible, and must be the number of hexes of its Movement Allowance away from its beginning position, i.e., the unit(s) may not move through the same hexes or move in circles, etc. Within these restrictions, the owning Player always retreats his own units. Units which may not be retreated without violating these restrictions are eliminated (removed from the map). If Disrupted retreating units pass through other Friendly units when retreating, these other Friendly units are also disrupted, although they do not retreat. If disrupted units pass through already disrupted Friendly units, the units being passed through do *not* suffer elimination due to this second disruption.

To keep track of which units are disrupted and when they will become undisrupted the following markers are provided in each Player's color:

D Friendly Movement Phase = undisrupt at the end of next Friendly Movement Phase.

D Enemy Melee Phase = undisrupt at the end of next Enemy Melee Phase.

D Enemy Fire Phase = undisrupt at the end of next Enemy Fire Phase.



IBAT UNIT CAPABILITY CHART

ould be obvious that different units will not ys have the same abilities ("Strength") nst all other types of units. As such, it is n necessary to modify certain units' Melee bat Strength for the defense when ked by other types of units. The attacking should be cross-referenced with the type efending units, and the indicated modifi- n of Melee Combat Strength for the nse applied to the affected unit.

t on unit's Melee Strength for defense n attacked:

nder gory	*Attacker Category*		
	MS, MI	*AX, SD*	*MC*
MI	Normal	Halved	Doubled
SD	Normal	Normal	Halved

All other combats and mixtures of units are treated as normal. Ignore the presence for melee combat of any fire units and leader units when using this chart, including Light Troop units.

In the case of more than one type of unit attacking, all benefits are given to the Attacker. Thus if a stack of two Militia Spearmen and one Light Troops unit were being attacked by a Swordsmen unit and a Medium Cavalry unit, the Melee Strength values of the Militia Spearmen units only would be halved in its defense.

RANGE EFFECTS CHART

Unit Type	Normal Fire Strength	Fire Strength at Firing Range			
		1	*2*	*3*	*4*
Horse Archers	1	1	½	—	—
Bowmen	2	2	1	—	—
Imp. Bowmen	2	2	2	1	1
Light Troops	1	1	½	—	—

As each unit fires, this table is consulted, and the unit type and firing range are cross-referenced. The resulting number is the unit's effective Fire Attack Strength at that range. The dash (—) indicates that the firing range reference exceeds the unit's Range Allowance. A handy reference to avoid consulting the chart is that attacks in the outer half of each unit's Range Allowance are made at half-strength.

nething foolish. Gambit attacks Musilis offered battle to the Hittites, rather than empt to sit it out behind the walls of bylon. On a raiding expedition, it would ve been unlikely that Musilis would have resources or time to attempt a siege. In any e a major battle seems to have occured not from Babylon in which the Hittites, using wer, swifter chariots, iron weapons, and a hesive, regular army overwhelmed the bylonian levies. In this situation, the Hittites st decisively defeat the Babylonians to id a siege.

egiddo *Armageddon* (1469 BC)

ptians: 12MS, 12AX, 4IB, 4SK, 6CH, 4A, 1F. Deploy, C-4. Deploy first, move first.

ians: 18MI, 6MS, 12AX, 4SK, 4CH, 3B, 1E. loy, E-5.

ne Length: 12 Game-Turns.

tory: The Syrians must prevent the ptians from having any units south of the am by the end of Game-Turn 12. The ptians must control hex A by the end of ne-Turn 12. If neither condition is met, or h, the game is a draw.

torical Notes: The greatest Egyptian narch was Thutmose III (1491—1449 BC) carried Egypt's frontiers as far as the hrates River and conquered all of Syria and estine in seventeen campaigns. Around 0 BC a number of Egyptian subject gdoms in Syria revolted, among them the gdom of Kadesh. In a swift campaign utmose rapidly brought the rebels to battle Megiddo (also known as Armageddon) in ia. Personally leading one wing of his army, overthrew the rebels in a flanking attack. s is the first battle in *recorded* history.

desh (1294 BC)

ptians: (a) 4MI, 6MS, 6AX, 4IB, 2A, 2B. loy, P-3. (b) 2MI, 3MS, 3AX, 2IB, 5CH, 2A, Deploy, E-4. (c) 2MI, 3MS, 3AX, 2IB, 5CH, 1C, 1D, Deploy, A-5.

mapsheet on the Assyrian first Player-Turn.

Cimmerians: 8MI, 8AX,4BO,4SK, 3C, 2D, 1E. Deploy, E-3. Deploy first, Move first.

Game Length: 15 Game-Turns.

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

Historical Notes: The Cimmerians, an Indo-European people, invaded Anatolia from the Caucasus in the early First Millenium BC. Sometime before 700 BC their presence began to concern the Assyrians. In 706 BC Sargon II of Assyria (722—705 BC) led a punitive expedition against the Cimmerians in the region of Tabal as depicted in this scenario. Although records for the battle are very sparse this scenario is nevertheless historical.

Charchemish (608 BC)

Egyptians: 6MI, 6MS, 10AX, 4HA, 8IB, 4SK, 10CH, 4A, 2B, 2C, 1D. Deploy, enter on the East side of the map sheet on Game-Turn 1. Move first.

Babylonians: 8MS, 8AX, 8MC, 4BO, 4IB, 10CH, 3B, 3C, 2D. Deploy, D-5. Deploy first, move second.

Game Length: 6 Game-Turns.

Victory: Control of hex "A" by the end of Game-Turn 6.

Historical Notes: Just a year after Necho's Egyptians had overthrown the Judeans at Armageddon they came up against the rising Neo-Babylonian Empire at Charchemish in northern Syria. Nebuchadnezzar, son of Nabo-polassar (625—605 BC) of Babylon defeated the Egyptians, who were allied with the remnants of the once-mighty Assyrian armies, and ended centuries of Egyptian influence and control in the area.

Thymbra (546 BC)

Persians: 6MS, 6AX, 6SD, 8HA, 4IB, 10CH, 2C, 2D, 1F. Deploy, F-5. Deploy first, move first.

2D. Deploy, E-5. Deploy first, move first.

Judeans: 10MI, 10MS, 10AX, 10BO, 4SK, 4CH, 3C, 3D, 1E. Deploy, H-6 and/or I-6.

Game Length: 10 Game-Turns.

Victory: The Egyptians must get 15 non-leader units, or more, off the mapsheet within five hexes of the Southwest corner by the end of Game-Turn 10.

Historical Notes: Nech II (610—595 BC), one of the last notable Pharaohs, revived Egyptian power long enough to undertake a campaign in Palestine after the fall of the Assyrian Empire. At Armageddon, a favorite battlefield of the times, he met and defeated the forces of the Hebrew Kingdom of Judah. In this scenario, the Judeans are attempting to prevent the Egyptians from advancing through some hills into their fertile fields.

Lake Regillus (c. 496 BC)

Romans: 16MI, 9MS, 6AX, 4SD, 3MC, 8SK, 1C, 3D, 1E, 1F. Deploy, D-5. Deploy first, move first.

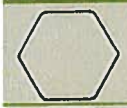
Etruscans: 12MI, 12MS, 8AX, 4SD, 12MC, 4C, 2D, 1E. Deploy, C-5.

Game Length: 15 Game-Turns.

Victory: The Etruscans must get 20 or more non-leader units off the south edge of the mapsheet by the end of Game-Turn 15.

Historical Notes: According to legend Rome overthrew Etruscan domination in 509 BC and confirmed this in a great battle near Lake Regillus, at which the Romans defeated their former overlords. As the legend had it, the gods Castor and Pollux fought alongside the Romans that day and are here represented by the "F" level leadership counter. Historically, some such encounter seems to have actually taken place. The outcome seems to have been very different, however, for there is considerable evidence that there were Etruscan rulers in Rome even after 496 BC. In this scenario the Romans must attempt to prevent the Etruscans from cutting their line of retreat.

TERRAIN EFFECTS

	Terrain Type	*Movement Point [M.P.] cost to enter hex*	*Fire Protection Strength*	*Other Effects Effect on Melee Combat Strengths*	*Effect on Fire Combat Strengths*
	Clear hex	1 M.P.	2	None	None
	Village hex	1 M.P.	4	Defender doubles Melee Strength when in Village hex	Village hexes only fired into from adjacent hexes
	Woods hex	2 M.P.	3	None	same as Village hexes
	Stream hex	2 M.P.	1	Attacking end defending units in Stream hexes are halved	fire prohibited from Stream hexes
	Slope hex	2 M.P.	3	see Melee Combat, Case N	see Fire Combat, Case H.
	Crest hex-sides	no additional M.P. cost	—	Chariots may not move through Crest hex-sides	Units may not fire through Crest hex-sides

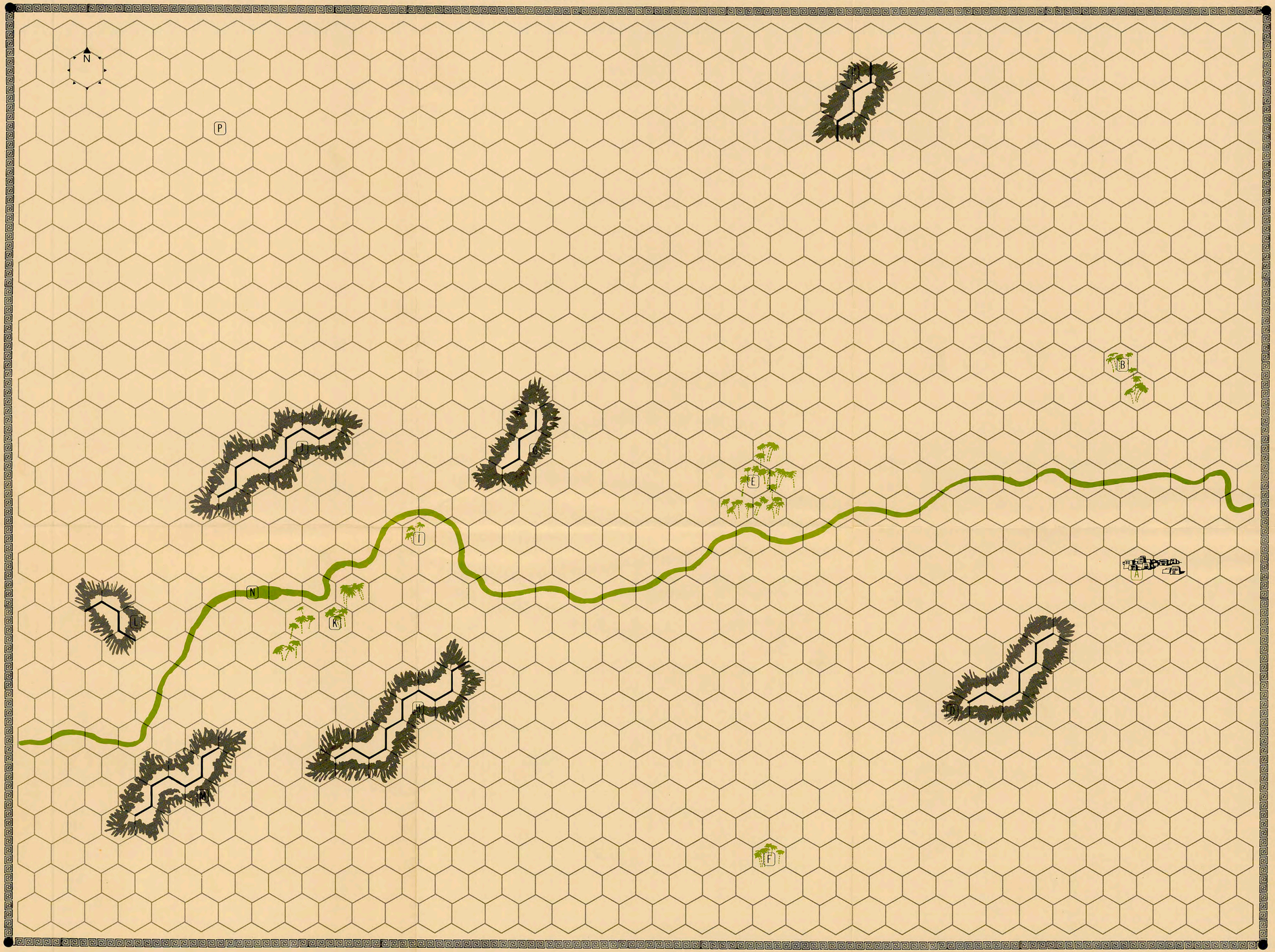
ARMAGEDDON

TACTICAL COMBAT, 3000 to 500 B.C.

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Turn Record	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15



THE SCENARIOS

The Basic Scenario ROME (753 BC)

Romans: 9MI, 6MS, 3AX, 4SK. Deploy, D-3. Deploy first, move first.

Sabines: 6MS, 7AX,2BO Deploy, H-3.

Game Length: 10 Game-Turns.

Victory: Control of area "D" by the end of Game-Turn 10.

Special Rules:

(a) Players should ignore all slope hexes and crest hexsides on the mapsheet.

(b) Players may ignore the leader rules; all units may freely move their full Movement Allowance.

Historical Notes: Rome was traditionally founded by a band of rude farm boys, cutthroats, shepherds and other such undesirables. In fact, they were so undesirable that no one would marry them. Romulus, (753—716 BC according to legend), their king, therefore engineered a massive kidnapping expedition known to history as "The Rape of the Sabine Women." Not without reason the Sabine men objected and a war ensued, supposedly ended by the intervention of the erstwhile Sabine, now Roman, women who pointed out that whoever won they would lose, either their fathers and brothers or their new-found "husbands." This scenario is purely conjectured and is designed primarily to introduce the techniques of play and to allow us to write some interesting historical notes.

Game Player's Scenarios

The Delta (c. 1675 BC)

Egyptians: 16MI, 8AX, 6IB, 4SK, 2A, 2B, 1D: Deploy, G5 and/or J-5.

Hyksos: 6MI, 6MS, 12AX, 2BO, 10CH, 3C, 2D, 1E: Deploy, P-4. Deploy first, move first.

Game Length: 10 Game-Turns.

Victory: Control of hex "K" by the end of Game-Turn 10.

Historical Notes: The Hyksos domination of Egypt began during the Seventeenth Century BC. Bringing horses and chariots with them, the Hyksos managed to overwhelm less mobile Egyptian forces time after time. This scenario illustrates a hypothetical battle fought between the Hyksos and rebellious Egyptians somewhere in the Delta region on the edge of the desert. The Hyksos army is attempting to capture the oasis before nightfall, after a long desert march.

Babylon (1595 BC)

Hittites: 10MS, 8AX, 4BO, 4SK, 10CH, 3C, 2D. Deploy, P-4. Deploy first, move first.

Babylonians: 16MI, 4MS, 4AX, 4MC, 4BO, 8CH, 3A, 1D. Deploy, L-5.

Game Length: 15 Game-Turns.

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

Special Rules: Babylonian chariots have a Movement Allowance of 6. Hittite chariots have a Movement Allowance of 10.

Historical Notes: In 1595 BC Musilis I of Hatti (1620—1590 BC) raided into Syrla and Mesopotamia, sacking Aleppo, Mari and Babylon itself. Just as swiftly as he had come, he then turned around and returned, home, leaving Babylon a powerless city. From the swiftness of his conquest is seems likely that the King of Babylon, Samsu-detana, did something foolish. Samsu-detana (1625—1595 BC) offered battle to the Hittites, rather than attempt to sit it out behind the walls of Babylon. On a raiding expedition, it would have been unlikely that Musilis would have the resources or time to attempt a siege. In any case a major battle seems to have occured not far from Babylon in which the Hittites, using newer, swifter chariots, iron weapons, and a cohesive, regular army overwhelmed the Babylonian levies. In this situation, the Hittites must decisively defeat the Babylonians to avoid a siege.

Megiddo *Armageddon* (1469 BC)

Egyptians: 12MS, 12AX, 4IB, 4SK, 6CH, 4A, 2B, 1F. Deploy, C-4. Deploy first, move first.

Syrians: 18MI, 6MS, 12AX, 4SK, 4CH, 3B, 1E. Deploy, E-5.

Game Length: 12 Game-Turns.

Victory: The Syrians must prevent the Egyptians from having any units south of the stream by the end of Game-Turn 12. The Egyptians must control hex A by the end of Game-Turn 12. If neither condition is met, or both, the game is a draw.

Historical Notes: The greatest Egyptian monarch was Thutmose III (1491—1449 BC) He carried Egypt's frontiers as far as the Euphrates River and conquered all of Syria and Palestine in seventeen campaigns. Around 1470 BC a number of Egyptian subject kingdoms in Syria revolted, among them the Kingdom of Kadesh. In a swift campaign Thutmose rapidly brought the rebels to battle at Megiddo (also known as Armageddon) in Syria. Personally leading one wing of his army, he overthrew the rebels in a flanking attack. This is the first battle in *recorded* history.

Kadesh (1294 BC)

Egyptians: (a) 4MI, 6MS, 6AX, 4IB, 2A, 2B. Deploy, P-3. (b) 2MI, 3MS, 3AX, 2IB, 5CH, 2A, 1F. Deploy, E-4. (c) 2MI, 3MS, 3AX, 2IB, 5CH, 1B, 1C, 1D, Deploy, A-5.

Hittites: 12MS, 12AX, 4BO, 4IB, 6SK, 10CH, 3C, 3D, 1E. Deploy, may enter on any Game-Turn, with any part of their force beginning with their first Player-Turn, from the West, North or East edge of the map sheet and may continue to bring on the remaining force (if any) on subsequent Game-Turns. Move first.

Game Length: 15 Game-Turns.

Victory: The Hittites must destroy 25 or more Egyptian units, while losing 15 or fewer of their own, by the end of Game-Turn 15.

Historical Notes: Ramses II of Egypt (1299—1224 BC) made several attempts to conquer Syria. In one of these he was surprised near the city of Kadesh by an army of about 20,000 Hittites under King Metella (1306—1282 BC). The Egyptian army, also of about 20,000 men, was strung out considerably, and the two leading divisions were hard pressed when, primarily as a result of good luck, some additional Egyptian troops came up and some Syrian allied troops as well. The battle ended in a draw, but Ramses managed to convince Egypt that he'd won a smashing victory and put up monuments telling of his heroic deeds. This is one of the very few battles for which we have any information and the scenario more or less follows what we know rather closely.

Sinai (c. 1225 BC)

Egyptians: 6MI, 4MS, 4AX, 4IB, 2SK, 6CH, 4A, 3B, 1C. Deploy, A-3.

"Sea Peoples": 8MS, 4AX, 2SD, 2BO, 4SK, 3C, 2D, 1E. Deploy, C-3. Deploy first, move first.

Game Length: 12 Game-Turns.

Victory: Control of hex "E" by the end of Game-Turn 12.

Historical Notes: The "Sea Peoples," probably of Indo-European origin, made several descents on Egypt during the latter portion of the Thirteenth Century BC but were successfully kept at bay by Pharaoh Ramses II and his son Merneptah (1224—1214 BC). A major battle was fought by Merneptah on the coast of the Sinai during which the "Sea People" were defeated in an attempt to invade Egypt from Palestine. Historically, the Philistines, and perhaps Homer's Achaeans, were "Sea Peoples." In this scenario the two armies are contending for control of a vital oasis.

Qarqar (854 BC)

Assyrians: 12MS, 4AX, 2SD, 6HA, 3IB, 10CH, 3D, 2E. Deploy, C-3. Deploy first, move first.

Allies: 14MI, 6MS, 10AX, 6BO, 6SK, 10CH, 5C, 3D. Deploy, D-3.

Game Length: 15 Game-Turns.

Victory: Control of hex "E" by the end of GAme-Turn 15.

Historical Notes: With the threat of imminent conquest by the Assyrians staring them in the face, the Kingdoms of Israel, Ammon, and Damascus put aside their petty differences and joined together to oppose a strong Assyrian army which had begun the conquest of Syria. At Qarqar the Allied forces met the Assyrians and were overwhelmed; but troubles had sprung up in other parts of the Assyrian Empire and the Assyrians, rather than complete the conquest of Syria and Palestine, marched home. They did not finally subdue all of Syria and Palestine until nearly a century later, although they had large parts within five years.

Tabal (706 BC)

Assyrians; 6MS, 4AX, 2SD, 4HA, 2IB, 4CH, 4D, 2E, 1F. Deploy, Enter on South edge of the mapsheet on the Assyrian first Player-Turn.

Cimmerians: 8MI, 8AX,4BO,4SK, 3C, 2D, 1E. Deploy, E-3. Deploy first, Move first.

Game Length: 15 Game-Turns.

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

Historical Notes: The Cimmerians, an Indo-European people, invaded Anatolia from the Caucasus in the early First Millenium BC. Sometime before 700 BC their presence began to concern the Assyrians. In 706 BC Sargon II of Assyria (722—705 BC) led a punitive expedition against the Cimmerians in the region of Tabal as depicted in this scenario. Although records for the battle are very sparse this scenario is nevertheless historical.

Charchemish (608 BC)

Egyptians: 6MI, 6MS, 10AX, 4HA, 8IB, 4SK, 10CH, 4A, 2B, 2C, 1D. Deploy, enter on the East side of the map sheet on Game-Turn 1. Move first.

Babylonians: 8MS, 8AX, 8MC, 4BO, 4IB, 10CH, 3B, 3C, 2D. Deploy, D-5. Deploy first, move second.

Game Length: 6 Game-Turns.

Victory: Control of hex "A" by the end of Game-Turn 6.

Historical Notes: Just a year after Necho's Egyptians had overthrown the Judeans at Armageddon they came up against the rising Neo-Babylonian Empire at Charchemish in northern Syria. Nebuchadnezzar, son of Nabopolassar (625—605 BC) of Babylon defeated the Egyptians, who were allied with the remnants of the once-mighty Assyrian armies, and ended centuries of Egyptian influence and control in the area.

Thymbra (546 BC)

Persians: 6MS, 6AX, 6SD, 8HA, 4IB, 10CH, 2C, 2D, 1F. Deploy, F-5. Deploy first, move first.

Lydians: 12MS, 12AX, 6SD, 2MC, 4BO, 4SK, 4CH, 3D, 1E. Deploy, C-8.

Game Length: 20 Game-Turns.

Victory: The Lydians must prevent the Persians from having any units south of the stream, and must control hex "E" by the end of Game-Turn 20. The Persians must control hexes "A" and "E" by the end of Game-Turn 20. If neither condition prevails, the result is a draw.

Historical Notes: Croesus of Lydia (560—546 BC), with some help, invaded Persia in response to an ambiguous oracle ("If you invade Persia you will destroy a great kingdom.") After some initial success he was forced to fall back under Persian pressure. The Persians, although outnumbered, led by Cyrus the Great (559—530 BC) then invaded Lydia. At Thymbra the Persians deployed in a large square, covering their flanks with chariots and light cavalry. They energetically repulsed the Lydian attacks with effective flanking movements, the Lydian army was destroyed, and, of course, the *Lydian* kingdom was destroyed in fulfillment of the oracle's prediction.

The Aequi (458 BC)

Romans: 8MS, 8AX, 4SD, 4MC, 2BO, 4SK, 2C, 2D, 1E. Deploy, K-3. Deploy first.

Aequi: 16MI, 6AX, 12MC, 6SK, 3C, 3D. Deploy, C-6. Move first.

Game Length: 10 Game-Turns.

Victory: The Romans must hold the line of eight hexes from hex "G" to hex "J" inclusive, by the end of Game-Turn 10.

Historical Notes: In her long climb to power, Rome encountered the most serious difficulties during the conquest of Italy. Several other peoples successively challenged Rome for control of first Latium, then Central Italy and finally all of Italy. One of these people was the Aequi, living in the Appenines northeast of Rome. At one point the Aequi threatened to take a Roman fortress. A Roman army was quickly gathered under the command of Cincinnatus and marched out to defeat the Aequi. This scenario assumes that the Aequi were attempting to force a pass in order to send raiding parties into Roman territory.

Historian's Scenarios

Bubastis (c. 3000 BC)

Upper Egyptians: 8MI, 4BO, 4SK, 1A, 1B, 1C, 1F. Deploy, B-6. Deploy first, move first.

Lower Egyptians: 12MI, 2BO, 6SK, 1A, 1B, 2C. Deploy, E-6.

Game Length: 15 Game-Turns.

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

Historical Notes: This scenario depicts a hypothetical battle between the Upper Egyptians under Menes and the forces of the Lower Egyptian city of Bubastis during Menes' wars for the unification of Egypt. Nothing is known of this war beyond the bare fact that it occurred, but something akin to this sort of battle most probably occurred several times, as the more highly organized Upper Egyptians spread their control. In this situation, the village is assumed to be an important road junction on the route to Bubastis and a convenient source of supplies.

Armageddon (609 BC)

Egyptians: 12MS, 12AX, 8IB, 6SK, 10CH, 3B, 2D. Deploy, E-5. Deploy first, move first.

Judeans: 10MI, 10MS, 10AX, 10BO, 4SK, 4CH, 3C, 3D, 1E. Deploy, H-6 and/or I-6.

Game Length: 10 Game-Turns.

Victory: The Egyptians must get 15 non-leader units, or more, off the mapsheet within five hexes of the Southwest corner by the end of Game-Turn 10.

Historical Notes: Nech II (610—595 BC), one of the last notable Pharaohs, revived Egyptian power long enough to undertake a campaign in Palestine after the fall of the Assyrian Empire. At Armageddon, a favorite battlefield of the times, he met and defeated the forces of the Hebrew Kingdom of Judah. In this scenario, the Judeans are attempting to prevent the Egyptians from advancing through some hills into their fertile fields.

Lake Regillus (c. 496 BC)

Romans: 16MI, 9MS, 6AX, 4SD, 3MC, 8SK, 1C, 3D, 1E, 1F. Deploy, D-5. Deploy first, move first.

Etruscans: 12MI, 12MS, 8AX, 4SD, 12MC, 4C, 2D, 1E. Deploy, C-5.

Game Length: 15 Game-Turns.

Victory: The Etruscans must get 20 or more non-leader units off the south edge of the mapsheet by the end of Game-Turn 15.

Historical Notes: According to legend Rome overthrew Etruscan domination in 509 BC and confirmed this in a great battle near Lake Regillus, at which the Romans defeated their former overlords. As the legend had it, the gods Castor and Pollux fought alongside the Romans that day and are here represented by the "F" level leadership counter. Historically, some such encounter seems to have actually taken place. The outcome seems to have been very different, however, for there is considerable evidence that there were Etruscan rulers in Rome even after 496 BC. In this scenario the Romans must attempt to prevent the Etruscans from cutting their line of retreat.

TERRAIN EFFECTS

Terrain Type	Movement Point (M.P.) cost to enter hex	Fire Protection Strength	Other Effects Effect on Melee Combat Strengths	Effect on Fire Combat Strengths
Clear hex	1 M.P.	2	None	None
Village hex	1 M.P.	4	Defender doubles Melee Strength when in Village hex	Village hexes only fired into from adjacent hexes
Woods hex	2 M.P.	3	None	same as Village hexes
Stream hex	2 M.P.	1	Attacking and defending units in Stream hexes are halved	fire prohibited from Stream hexes
Slope hex	2 M.P.	3	see Melee Combat, Case N	see Fire Combat, Case H.
Crest hex-sides	no additional M.P. cost	—	Chariots may not move through Crest hex-sides	Units may not fire through Crest hex-sides

COMBAT RESULTS TABLE
Combat Odds (Attacker to Defender)

Die	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	7 to 1	8 to 1	Die
1	—	—	—	—	D	D	D	½E	E	1
2	—	—	—	—	D	D	½E	½E	E	2
3	—	—	D	D	D	D	½E	E	E	3
4	—	D	D	D	½E	½E	E	E	E	4
5	—	D	D	½E	½E	E	E	E	E	5
6	D	D	D	½E	E	E	E	E	E	6
7	D	D	E	E	E	E	E	E	E	7

Explanation of Combat Results:
Odds less than 1 to 2 are not permitted; odds greater than 8 to 1 are treated as 8 to 1.

Results only affect *defending* units.

D = *disruption;* the affected units are "tagged" by the placement of an appropriate Disruption Marker. If result is due to melee combat, the affected units are retreated their full Movement Allowance. See *Effects of Disruption,* and *How to retreat.*

½E = half-eliminated; one-half of the units attacked are eliminated (Defender's choice of units), and the remainder are disrupted (see Disruption). If there are odd number of units defending, the majority of units would be eliminated. Do not count Leader units when calculating "half" of a stack.

E = fully eliminated; all of the units attacked are eliminated; remove from the map.

EFFECTS OF DISRUPTION. *How to Retreat*
Units which are disrupted may not initiate any combat, nor may they be moved for the duration of their disruption. Disruption never affects Leader units (see Leader rules). When disrupted units (or a stack containing disrupted and normal-state units) are attacked by fire or melee, the Attacker adds "one" to his die roll number before resolving the attack.

Units may be disrupted during any one of the three phases: the Enemy Fire Combat Phase, the Enemy Melee Combat Phase, or the Friendly Movement Phase (due to Enemy defensive fire). At the end of the next *same* phase in the next same Player's Turn, the disrupted units become automatically non-disrupted (returned to normal), and the disruption marker is removed.

Units which are disrupted again while already in a disrupted state are *eliminated.*

Units must retreat when they receive a Disruption result due to melee combat. When retreating, units may not pass through Crest hexsides, or the Front hexes of Enemy Fire units. They must end their retreat as far away from any Enemy unit as possible, and must be the number of hexes of its Movement Allowance away from its beginning position, i.e., the unit(s) may not move through the same hexes or move in circles, etc. Within these restrictions, the owning Player always retreats his own units. Units which may not be retreated without violating these restrictions are eliminated (removed from the map). If Disrupted retreating units pass through other Friendly units when retreating, these other Friendly units are also disrupted, although they do not retreat. If disrupted units pass through already disrupted Friendly units, the units being passed through do *not* suffer elimination due to this second disruption.

To keep track of which units are disrupted and when they will become undisrupted the following markers are provided in each Player's color:

D Friendly Movement Phase = undisrupt at the end of next Friendly Movement Phase.

D Enemy Melee Phase = undisrupt at the end of next Enemy Melee Phase.

D Enemy Fire Phase = undisrupt at the end of next Enemy Fire Phase.

COMBAT UNIT CAPABILITY CHART

It should be obvious that different units will not always have the same abilities ("Strength") against all other types of units. As such, it is often necessary to modify certain units' Melee Combat Strength for the defense when attacked by other types of units. The attacking units should be cross-referenced with the type of defending units, and the indicated modification of Melee Combat Strength for the defense applied to the affected unit.

Effect on unit's Melee Strength for defense when attacked:

Defender Category	Attacker Category		
	MS, MI	*AX, SD*	*MC*
MS, MI	Normal	Halved	Doubled
AX, SD	Normal	Normal	Halved

All other combats and mixtures of units are treated as normal. Ignore the presence for melee combat of any fire units and leader units when using this chart, including Light Troop units.

In the case of more than one type of unit attacking, all benefits are given to the Attacker. Thus if a stack of two Militia Spearmen and one Light Troops unit were being attacked by a Swordsmen unit and a Medium Cavalry unit, the Melee Strength values of the Militia Spearmen units only would be halved in its defense.

RANGE EFFECTS CHART

Unit Type	Normal Fire Strength	Fire Strength at Firing Range 1	2	3	4
Horse Archers	1	1	½	—	—
Bowmen	2	2	1	—	—
Imp. Bowmen	2	2	2	1	1
Light Troops	1	1	½	—	—

As each unit fires, this table is consulted, and the unit type and firing range are cross-referenced. The resulting number is the unit's effective Fire Attack Strength at that range. The dash (—) indicates that the firing range reference exceeds the unit's Range Allowance. A handy reference to avoid consulting the chart is that attacks in the outer half of each unit's Range Allowance are made at half-strength.

ARMAGEDDON SCENARIOS
By Steven B. Guy and Kim Meints

#1 – The FIRST IRAN-IRAQ WAR 2700 BC (ARMAGEDDON)
By: Kim Meints

Sumerians- 12 MI, 6 AX, 2 BO, 5 SK, 6 CH, 1C, 2D, 1E. Deploy F2
Elamites- 10 MI, 5 AX, 2 BO, 6 SK, 5 CH, 1D,2E,2F. Deploy D2

Special rule- Chariots have their MP One less then printed. This being because of the chariots being Ornager(Wild Asses) pulled then horse drawn

Terrain- The hills are now marsh hexes. Effects are: Chariots are NA (Not Allowed). All others 3MP to enter.
Fire Protection: Attacking & Defending units are Halved. Fire Prohibited from Marsh.

Game is 15 turns

Victory-Sumerians must capture A at games end.

The first recorded instance of war between Sumer and Elam (from northern Iran) was c2700BC.This conflict was fought around the salt marshes of present day Basra.

#2a – THE FOREVER WAR 2550-2450 BC (ARMAGEDDON)
By: Kim Meints

Lagash: 8 MI, 8 MS, 6 AX. 6 SK, 2 BO, 4 CH (Mule driven Carts), 1A, 1B, 1C, 2D. Deploy F4.
Umma: 6 MI, 10 MS, 6 AX, 4 SK, 3 BO, 4 CH (Mule driven Carts), 1A, 1B, 2C,]1E. Deploy E4

Lagash Deploy First, Move First

Game Length 15 Turns

Unit change: The CH units for both sides have a movement allowance of only 6.This reflects they were carts pulled by Mules and not very good platforms if the ground was the slightest uneven.

Terrain: Ignore the Slope/Crest hex/hexsides

Victory: Whoever has the least Un-Disrupted units when the battle ends

Historical Note: Battle showing just one of many. many engagements fought between Lagash and Umma over a district that lay between them and staked out by the King of Kish and awarded to Lagash. The King of Umma decided to overturn the boundary stones when the King of Lagash had his attention turned to the sea and foreign expeditions. Thus started 100 years of conflict between the two kingdoms.

#2b – LAGASH VS UMMA 2525 BC (ARMAGEDDON)
By: Kim Meints

Lagash- 6 MS, 12 MI, 6 AX, 4 BO, 3 SK, 8 CH, 1C, 2D, 2E, 1F. Deploy-H4
Umma- 4 MS, 8 MI, 4 AX, 3 BO, 4 SK, 6 CH, 1D, 3E, 2F. Deploy D3

Special rule- All Chariots are 1 MP less than their printed factor (they are being drawn by 4 Onagers (Wild Asses).
Terrain-Ignore the stream

Historical Notes: The first war with any detailed evidence was between Eannatum of Lagash and the King of Umma in 2525 BC. Taken from the stele erected to the victory. At this time in Sumer it was more regal to be pulled or ride on a Onager (Wild Ass) then it was a horse so Sumer chariots were pulled by 4 Onagers. also the city states of Sumer were fielding body guards to the king of around 6-700 men (the first professional troops). Info take from Richard Gabriel's book "From Sumer to Rome: The Military Capabilities of Ancient Armies"

#3 – THE END OF SUMERIA cs. 1950 BC (ARMAGEDDON)
By: Kim Meints

Sumer: 12 MI, 8 MS, 8 AX, 2 SD, 8 SK, 4 BO, 6 CH (Mule Drive Battle Carts),1A,1C,2D,1E,1F. Deploy B5.
Coalition: 12 MI, 10 MS, 10 AX, 4 SD, 6 SK, 6 BO, 8 CH (Mule Driven Battle Carts), 1A,2B,2C,1D,1F Deploy G5

Game Length 15 Turns

Sumer Deploy First, Move Second

Unit Change: CH units have a movement allowance of 8

Terrain: Ignore the Slope/Crest hex/hexsides

Victory: Coalition must destroy 25 Sumer units while losing no more than 20 of their own.

Historical Note: The final battle in the campaign between the Subarians, Gutians and Elamite coalition against the Sumerians that saw Sumeria ravaged, the city of Ur destroyed and the last King of Sumeria being taken prisoner.

#4 – SEKMEM ca. 1870 BC (ARMAGEDDON)

By: Kim Meints

Egyptian- 10 MS, 4 AX, 6 SK, 2 BO, 1A, 2B, 1C Deploy E3.
Canaanite- 6 MS, 2 AX, 4 SK, 2 BO, 1B, 2C, 1D Deploy A3

Egyptians Deploy First, Move Second

Game Length-15 Turns

Terrain- Ignore the Woods at B and the Stream

Victory- Egyptian's must control A at games end

Historical note: Part of the campaign of Pharaoh Senusret II against the Canaanites. Battle was fought before the introduction of the chariot to either side.

Based on the battle from Chariots of Fire which I helped playtest

#5 – SENZER ca. 1470 BC (ARMAGEDDON)

By: Kim Meints

Egyptians- 10 CH, 12 MS, 8 MI, 6 IB, 8 SK, 8 AX, 1A, 3B, 3C, 1D Deploy E5
Mitanni- 10 CH, 8 MS, 6 SK, 2 BO, 12 MI, 2 AX, 1A, 2B, 2C, 1D, 1E Deploy F5

Egyptians Deploy Second, Move First

Game Length-15 Turns

Terrain- Ignore the Stream

Victory- Egyptians must control Both E & F at games end. If they only control E then a Draw.

Historical note: After the conquest of the Syrian city states and the Battle of Megiddo Thutmose III turns his eyes towards the Mitanni's

Based on the battle in Chariots of Fire

#6 – THE ASSUWA LEAGUE vs THE HITTITES ca. 1400 BC (ARMAGEDDON)

By: Kim Meints

Assuwa League: 12 MS, 8 MI, 6 SD, 4 AX, 8 SK, 4 BO, 8 CH, 2 MC, 1A, 2B, 2C, 1D, 1F. Deploy P5.
Hittites: 12 MS, 4 SD, 8 AX, 6 SK, 8 BO, 10 CH, 4 MC, 1A, 1B, 2C, 1D, 1E. Deploy D5

Assuwa League Deployes First, Move Second

Terrain-Ignore All Slope/Crest hex & hexsides.

Game Length-15 Turns

Victory-Hittites must Eliminate twice as many Assuwa units as they themselves lose and with a minimum of 12 Assuwa units eliminated

Notes: Hittite King Tudhaliya I swepted in to destroy the Confederation of States of the Assuwa League based in Western Anatolia (modern western Turkey) that was opposed to the Hittite Empire. One city state of the League was called Wilusa which is also known for its more famous name in history: Troy

#7 – MYCENAEAN VS MINOAN ca. 1400 (ARMAGEDDON)

By: Kim Meints

Mycenaean: 12 MS, 6 SD, 2 AX, 4 CA, 5 SK, 1A, 1B, 2C, 1D Deploy E4.
Minoan: 5 MS, 8 MI, 4 AX, 2 SD, 4 SK, 2 CH, 1B, 1C, 2D, 1F Deploy L5

Mycenaean Deploy Second, Move First

Game length-15 Turns

Victory- Mycenaean forces must Occupy L (Minoan Palace) at the end of the game. Otherwise the Minoans win.

Terrain- Ignore the Stream and all Woods hexes.

Notes- A "What If" battle between the Mycenaean invaders from mainland Greece on Minoan Crete. Invaders are advancing on a Minoan Palace in the mountainous interior of Crete.

#8 – ASTARPA RIVER ca. 1312 BC (ARMAGEDDON)

By: Kim Meints

Hittites- 10 CH, 12 MS, 6 AX, 4 SD, 8 SK, 4 BO, 1A, 3B, 3C Deploy G5
Arzawa- 10 CH, 10 MS, 8 MI, 4 AX, 2 BO, 6 SK, 2B, 3C, 2D Deploy A5

Hittites Deploy Second Move First

Game Length-15 Turns

Terrain- Map is blank except for the hills at G, H, J, M, L

Victory-Hittites must control A at games end.

Historical note: King Ukha-zitish of Arzawa decided to make mischief while King Murilis II was busy up north dealing with other enemies. Murilis on hearing the news turned around to deal with the upstart. To top things off Ukha-zitish saw a falling meteor and decided fate was against him so he sent his son to face the Hittites.

Based on the battle from Chariots of Fire

#9 – The BATTLE OF NIHRIYA 1230 BC (ARMAGEDDON)

By: Kim Meints

Assyrians- 10 MS, 6 MI, 10 AX, 2 SD, 8 BO, 4 SK, 10 CH, 2 MC, 2C, 4D, 2E, 1F, Deploy B4.
Hittites-10 MS, 6 MI, 8 AX, 5 BO, 5 SK, 8 CH, 2C, 3D, 1E, 2F. Deploy G4.

Game is 15 turns

Deploy & Move First
Assyrians must capture G

Historical Notes: Assyrian King Tukulti-Ninurta I invaded the Nairi lands controlled by the Hittites. The Hittite King Tudhaliya IV meet them in the neighborhood of Nihriya in the Tigris region.

#10 – 2nd BABYLON ca. 1225 BC (ARMAGEDDON)
By: Kim Meints

Assyrians-10 CH, 11 MS, 8 MI, 8 AX, 4 SD, 8 SK, 6 IB, 2 MC, 2 HA, 1A, 3B, 3C, 2D Deploy F6
Kassite Babylonian- 10 CH, 10 MS, 12 MI, 6 AX, 2 SD, 8 SK, 4 BO, 2 MC, 1A, 2B, 3C, 2D Deploy C6

Assyrians Deploy Second, Move First

Game Length-15 Turns

Terrain-Map is Blank

Victory-Assyrians must either control both A & C for a win or have twice as many units left (including disrupted) left on the field.

Historical note: King Tukulti-Ninurta I after ending the conflict with his northern neighbors turned south to try and conquer his southern thorn in his side - King Kashtiliash IV of Kassite Babylon.

Taken from the battle in Chariots of Fire

#11 – MOUNT GILBOA 1100 BC (ARMAGEDDON)
By: Steven B. Guy

Philistines--16 MI, 12 MS, 8 CH, 8 SK, 2D, 1E. Deploy P-3, move first.
Israelites--12 MI, 10 MS, 8 SK, 2C, 1E. Deploy J-4, but no units can start on hill hexes.

Scenario lasts 10 turns

King Saul inexplicably drew up his all-infantry army in the open ground below Mount Gilboa, instead of the slopes. The Philistine attack broke his lines. Gravely wounded by an arrow, Saul commanded his armor-bearer to kill him to avoid being taken alive. Saul's son Jonathan also fell in the battle.

#12 – KING DAVID VS THE PHILISTINES ca. ? (ARMAGEDDON)
By: Kim Meints

King David:
Force A. 6 MS, 4 MI, 2 AX, 2 SD, 2 SK, 4 CH 2 BO, 1A,1C,1D. Deploy E6. Deploy First. Move Last
Force B. (Enters Game Turn 4) 4 MS, 2 MI, 2 AX, 2 SD, 3 SK, 1 BO, 1B,1C. Arrives at either H or M
Force C. (Enters Game Turn 6) 2 MS, 2 MI, 2 SD, 2 AX, 3 SK, 1 BO, 1B,1C. Arrives at either L, I, or G

You may delay the two reinforcement groups until a later game turn.

Philistines: 10 MS, 6 AX, 4 SD, 4 SK, 2 BO, 6 CH, 1B, 2C, 2D, 1F.
Philistines arrive Game Turn 1 at the far Western Stream hex next to the Western map edge

Game Length-15 Turns (You may extend the game by 3 game turns)

Terrain- Stream hexes are now Road hexes. Movement is 1/2 MP moving along a road hex. Fire/Combat same as Clear. All other terrain types are used.

Victory- Philistines must Occupy E (David's Camp) by the end of the game.

Notes- Loosely based on the two Rephaim Valley campaigns by King David against a Philistine drive towards Jerusalem.

#13 – Hypothetical ISRAELI - EGYPTIAN ca. 924 BC (ARMAGEDDON)
By: Kim Meints

Israelite -10 MI, 8 MS, 4 AX, 4 SD, 4 BO, 8 SK, 4 CH, 1B, 2C, 2D, 1E Deploy D4 and/or A4
Egyptians -12 MS, 12 AX, 4 SD, 10 CH, 8 IB, 6 SK, 1A, 2B, 2C, 2D Deploy E5

Israelite Deploys First, Moves Second

Game Length-15 Game Turns

Terrain-Ignore the Stream

Victory-Egyptians must Control both D & A at the end of the game.

Scenario notes. A hypothetical battle during Pharaoh Shiskak I punitive invasion of the northern Kingdom of Israel in 924 BC under King Jeroboam. After King Solomon's death his kingdom had split into two separate parts. The southern Kingdom of Judah and the northern Kingdom of Israel.

#14 – JUDEANS STRIKE ca. 923 BC (ARMAGEDDON)

By: Kim Meints

Judeans -Force A: 8 MI, 8 MS, 2 SD, 6 AX, 2 IB, 2 BO, 4 SK, 6 CH, 1A, 1B, 2C, 1D Deploy F5
Judeans Force B: 4 MI, 4 MS, 2 AX, 2 BO, 2 SK, 2 CH, 1B, 1C, 2D – Enter on turn 4 – see note below.
Egyptians- 12 MS, 12 AX, 8 SD, 8 IB, 2 BO, 6 SK, 10 CH, 1A, 2B, 2C, 2D, 1E Deploy E5

Judeans Deploy First, Move Second

Judeans Force B Enters Game Turn 4 along the South or Eastern Map edge south of the stream.

Game Length-15 Game Turns

Terrain-All terrain is used

Victory-Egyptians must control F and exit 15 Non Leader units off form the south mapedge by games end

Scenario notes- Hypothetical battle that has Egyptian Pharaoh Shishak I returning through Judah from his Israelite campaign in the north is confronted by Judean King Rehoboam who decides blood is thicker than water when it concerns the Jewish people.

#15 – HERAKLEOPOLIS ca. 727 BC (?) (ARMAGEDDON)

By: Kim Meints

Kashites (Nubian): Force A - 10 MS, 10 MI, 10 AX, 4 SD, 8 SK, 6 IB, 6 CH, 8 HA, 2 MC, 1A, 2C, 2D, 1E. Deploy H5
Kashites Force B- 2 MS, 2 MI, 1A, 1 IB. 1B, 1D. Deploy in both Village Hexes in/next to A (the Fortress Town of Herakleopis)
Lower Delta Egyptians: 12 MS, 10 MI, 8 AX, 6 SD, 6 SK, 6 IB, 10 CH, 3 MC, 1B, 3C, 2D, 1F. Deploy D4
(Yes you will need to face two separate enemy forces)

Kashites Deploy First. Move First

Game Length-15 Turns

Victory- Kashites Must Eliminate at least 32 enemy units and also control Both Village hexes by games end

Terrain - Ignore all Slope/Crest Hex/hexsides.
The Stream Cannot be crossed by any means of movement including retreats/routs (It's the Nile)

Notes- Lower Egyptian ruler Tefnakht lead a coalition of other Delta region Kings against the Kashite King Piye and besieged the Nubian fortress town of Herakleoplis under the rule of King Peftjaubast. King Piye defeated the Lower Delta Egyptians and founded the 25th Dynasty of Egypt.

#16 – RAPHIA 720 BC (ARMAGEDDON)

By: Steven B. Guy

Assyrians--10 SD, 10 MS, 4 MC, 6 CH, 3 IB, 3 SK, 1F, 1E, 2D. Deploy P-5
Egyptians--8 SD, 8 MS, 6 MC, 4 IB, 6 SK, 3 CH, 1E, 1D, 2C, 2B. Deploy C-5.

Assyrians must capture hex C and win a substantive victory. Egyptians must deny.

Turns--12.

After subduing rebellion in Gaza, Sargon II moved into Gaza to quell the growing revolt in Egypt. On the field of Raphia (site of the battle in 217 B.C), Sargon defeated the Nubian Pharoah Shabak.

#17 – The BATTLE OF DIYALA RIVER 693 BC (ARMAGEDDON)

By: Kim Meints

Assyrians- 10 MS, 8 AX, 2 SD, 2 HA, 3 MC, 4 IB, 2 SK, 8 CH, 1C, 3D, 1E, 1F. Deploy F3.
Elamites- 6 MS, 10 MI, 6 AX, 4 BO, 2 IB, 8 CH, 1 MC, 1B, 3D, 2E, 2F. Deploy E4

Assyrians Move First, Deploy Second.
Elamites Deploy First, Move Second

Game is 15 Turns

Assyrians must capture E

Assyrian King Sennacherib attempted to assert his authority over a number of Elamite settlements

#18 – ETRUSCANS VS THE LIGURIANS ca. 650 BC (ARMAGEDDON)

By: Kim Meints

Etruscans: 12 MS, 8 MI, 4 AX, 6 SD, 8 MC, 4 CH, 4 SK 2 BO, 1B, 3C, 3D Deploy D4.
Ligurians: 16 MI, 8 AX, 6 SK, 6 MC, 2C, 2D, 2E, 1F Deploy I4

Etruscans Deploy First, Move Second

Game length-15 Turns

Victory- Ligurians must Occupy the Village at A by games end. Otherwise the Etruscans win

Terrain- Ignore the Stream

Notes: The Ligurians are advancing into neighboring Etruscan territory for a little expansion.

#19 – The BATTLE OF SUSA 647 BC (ARMAGEDDON)

By: Kim Meints

Assyrians-10 MS, 6 MI, 10 AX, 4 SD, 8 IB, 6 SK, 10 CH, 2 HB, 3 MC, 3C, 3D, 2E, 1F. Deploy H4 Moves & Deploys First
Elamites- 10 MI, 8 MS, 8 AX, 2 BO, 2 IB, 4 SK, 8 CH, 2 MC, 1C, 2D, 3E, 2F. Deploy D3

Game is 18 Turns

Victory-Assyrians must capture A(Susa)

Assyrian King Ashurbanipal sought to destroy the city of Susa in punishment for the Elamites attacks on Mesopotamian settlements.

#20 – BATTLE OF CHENGPU April 4, 632 (ARMAGEDDON)

By: Kim Meints

Jin under Duke Wen 12 MS, 12 MI, 10 AX, 6 SD, 8 IB, 6 BO, 8 SK, 10 CH, 4 HA, 4 MC, 1A, 2B, 2C, 3D. Deploy I5.

Jin Special Rules-

Deploy Second, Move First.

(1) Fake Retreat-On any game turn the Jin army may call for a "Fake Retreat". The Fake Retreat lasts for 1 game turn. All Jin units may disengage from any enemy units and retreat their full movement allowance for Foot units. Chariot & Cavalry move half their movement allowance.

(2) The Dust Cloud - On the Turn that the Fake Retreat is called for 1 CH may create a "Dust Cloud" (tree branches dragged behind the chariots) at the beginning of their movement phase. Place a blank counter in each hex that the CH passes through leaving a trail of hexes

(total of 9 hexes may be used). The Dust cloud will last for 2 complete game turns. No Chu units may enter or pass through the dust cloud. Any Jin units behind the cloud may flip to their blank side to confuse the Chu force as to their unit type or strength. At the end of the 2nd turn the cloud is removed and any units flipped are placed back face up.

(3) Any units that disengaged during the Fake Retreat and are behind the Dust Cloud are considered rallied and have any Disrupted markers removed. (See also the Chu Special Rule)

Chu under Tzu Yu 12 MS, 20 MI, 8 AX, 4 SD, 6 IB, 8 BO, 6 SK, 10 CH, 4 HA, 6 MC, 2B, 2C, 3D. Deploy D5.
Deploy First, Move Second

Chu Special Rules-

(1) "The Disorganized Pursuit" On the game turn the Jin Army calls for the "Fake Retreat" All Chu MI 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 a Disordered marker on the MI units (The Chu levis thought the Jin army was making a full retreat and rashly went into pursuit)

Terrain-Only terrain used are the Woods and the village.

Game Length-18 Game Turns (yes 3 additional turns)

Victory-Jin must inflict 25 or more Destroyed or Disrupted units and have fewer than 15 of their own

Unit Notes- The BO are Crossbows (shorter range). SD are Elite units so not really sword armed but used for their better factors.

Historical Notes-Largest battle of the so called Spring & Autumn period of Chinese history. Duke Wen lead a force of Jin, Qi, Qin & Song against the States of Chu, Chen, Cai, Shen & Xi. The Battle started with both wings of the Jin army and Xu Chen commanding the Jin Left hit the weaker Chu Right wing scattering it. The Jin Left then became a holding force fixing the Chu Center. The Jin Right wing under Hu Moa which had with them the two banners of the Jin commander in chief faked a retreat.The Chu Left made up of levis chased after them. At this time a force of Jin chariots dragging tree branches behind them swept in front of the levis and raising a dust cloud which obscured the Jin wing reforming and starting a circling movement. During this time the Jin Center aided by their Left wing maintained their positions and the Jin Right having completed their circling movement plowed into the Chu Left which ended up being destroyed. By this time the Chu army called for a general retreat.

#21 – BATTLE OF ARRAPHA 616 BC (ARMAGEDDON)
By: Kim Meints

Assyrians: 12 MS, 4 AX, 2 SD, 4 HA, 4 IB, 4 CH, 2 MC, 1B, 2C, 2D. Deploy G5. Deploy/Move First
Babylonians: 8 MS, 6 AX, 2 BO, 4 IB, 8 MC, 1B, 3C, 1D. Deploy B4. Deploy/Move Second

Game Length- 15 turns.

Terrain- Only the Stream/Woods are used.

Victory- Control of G at games end

Notes- King Nabopulassar of Babylon succeeds in driving the Assyrians back towards the river Zar capturing many of them.

#22 – BATTLE OF HAMA (or HAMATH) 605 BC (ARMAGEDDON)
By: Kim Meints

Babylonians 10 MS, 8 AX, 6 MC, 4 BO, 4 IB, 1A, 2B, 2C, 1D. Deploy H5. Deploy Second/Move First
Egyptians 6 MS, 4 MI, 6 AX, 2 HA, 2 IB, 4 SK, 6 CH, 2B, 2C, 1D. Deploy D4 Deploy First/Move Second

Game Length- 15 turns

Terrain- All terrain is used.

Victory- Control both D & A

Notes- Nebuchadnezzar further shatters the remaining Egyptian army of Necho II after the battle at Carchemish (see Armageddon game). Most if not all of the Egyptians failed to return back home.

#23 – The BATTLE OF HALYS May 28th, 585 BC (ARMAGEDDON)
By: Steven B. Guy

Medes--12 MS, 4 MC, 4 SK, 4 IB, 2D, 3C. Deploy C-4. Deploy first, move first.
Lydians--10 MS, 6 MC, 8 SK, 1 D, 3 C. Deploy P-4. Deploy second, move second.

Game length 12 turns (but see special rule below) Victory--Medes must capture hex P, Lydians must deny.

Special rule--at the start of every game turn starting with game turn six, roll a die. On a roll of 1-2 Thales' Eclipse takes place and the battle ends.

Historical note: We can determine the date of the battle by Thales' Eclispe, which occurred during the battle. Thinking it a sign from the gods to stop fighting, the Medes and Lydians agreed to a truce.

#24 – BATTLE OF YANLING ca. 575 or 574 BC (ARMAGEDDON)
By: Kim Meints

Duke Li of Jin 12 MS, 6 MI, 8 AX, 4 SD, 8 CH, 6 HA, 4 MC, 6 IB, 6 BO, 8 SK, 1 A, 2 B, 2 C,1D. Deploy E5.
King Gong of Chu 8 MI, 20 MI, 8 AX, 2 SD, 4 IB, 6 BO, 6 SK, 6 CH, 4 HA, 4 MC, 1A,2C,3D, Deploy F4.

The MI must be placed on both Wings / Flanks of the Chu army (wild tribes from the south)

Jin forces Deploy First, Move Second
Chu forces Deploy Second, Move First.

Special Rules- The Chu Army "Must" advance into the Stream with "at least" 16 units to try attacking the Jin army. Failure to do so with 16 units concedes the game to the Jin army

Game Length-15 Game turns

Terrain-Only the Stream (marsh hexes for this battle) are used.

Victory-Jin must destroy 20 Chu units and have less than 15 units of their own army destroyed.

Historical Notes-The Jin army was deployed behind a marsh and ditch. A Jin officer noted that the best Chu troops in the center were bogged down by the marsh and that only "Wild Tribesmen" from the south held the flanks. With this the Jin chariots crashed into the Chu flanks scattering them. The King of Chu was endangered a few times during the battle but Jin officer's let him escaped out of respect. He ended up being wounded by an arrow and his army driven away. The Cambridge Ancient History list the battle as taking place in 574 BC.

#25 – PELUSIUM 525 BC (ARMAGEDDON)
By: Steven B. Guy

Persians: 9 MS, 6 SD, 5 IB, 4 MC, 2 HA, 1E, 2D, 2C. Deploy: F-2. Deploy second, move first.
Egyptians: 12 MS, 4 SK, 4 BO, 2 MC, 1D, 2C, 2B. Deploy: D-3. Deploy first, move second.

Game length: 15 Game-turns Victory: Control of both hexes of Town A at the end of Game-Turn 15.

Special rule: CAT bonus--no, not Close Assault Tactics--Cat, like Felix. Shift odds on all attacks one to the right on the first Persian player turn in which there are melee attacks.

(According to Herodotus the Persians either drove cats, sacred to the Egyptians, in front of them as they advanced, or carried them along with their arms)

#26 – The BATTLE OF PELUSIUM 525 BC (ARMAGEDDON)
By: Kim Meints

Persians- 16 MS, 10 AX, 4 SD, 6 HA, 6 MC, 8 IB, 8 SK, 10 CH, 2C, 3D. 3E. 1F. Deploy Second/Move First. Deployment-C5
Egyptians-12 MS, 8 AX, 6 IB, 6 SK, 8 CH, 3MC, 1C, 2D, 3E, 1F. Deploy First/Move Second Deployment-E3

Terrain-Ignore the river.
Special Rules: Special rule- All Egyptian chariot Movement is cut by a 1/3.
Every turn roll the die for each Egyptian chariot. on a 1-2 the Asses refuse to budge.

Game is 15 Turns.

The battle passed the rule of Egypt from the Pharaohs to Persian rule under Cambyses II

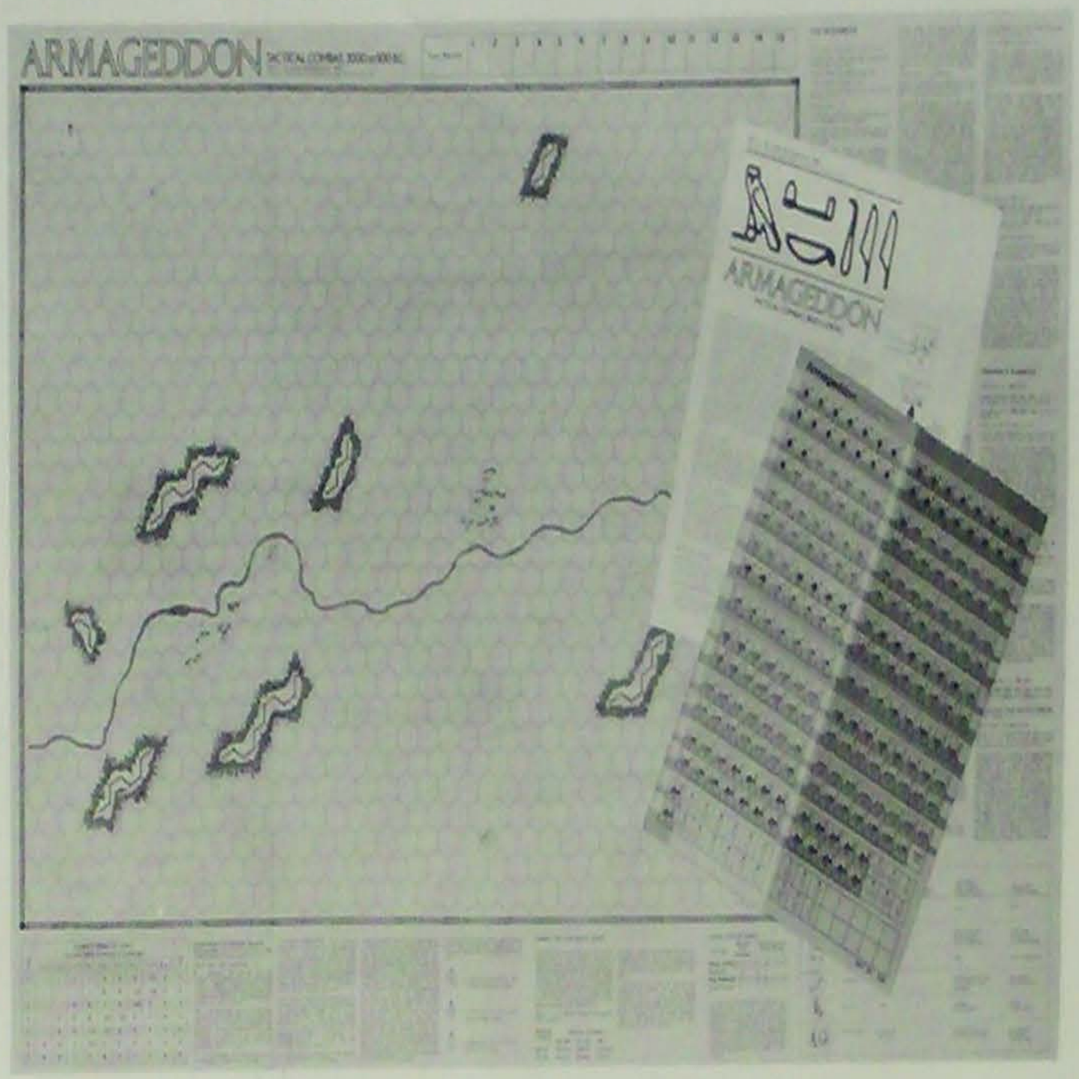
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Armageddon

- Chariots and Leaders
- Melee and Fire Combat
- 14 Scenarios

Tactical Combat, 3000BC to 500BC

Armageddon covers tactical warfare during the "biblical" period (3000-500BC). Each unit represents some 500 men, each hex 100 meters and each game turn 15-20 minutes. Although "hard" data about this period is rather difficult to come by, the game gives you a good idea of what went on militarily before the Greeks began to write about their own military system in detail (the first modern military history). Units used in the game are militia infantry, militia spearmen (both little more than armed farmers), swordsmen, axemen (a favorite weapon of the period), cavalry, archers (a rather advanced type of bow was used in this period), skirmishers (slingers, as in David and Goliath) and, of course, chariots. The almost forgotten battles covered include Qarqar, Megiddo, Kadesh, Tabal, Charchemish, Lake Regillus and others. *Armageddon* as a game is the most highly polished and smoothly playing of the tactical series.

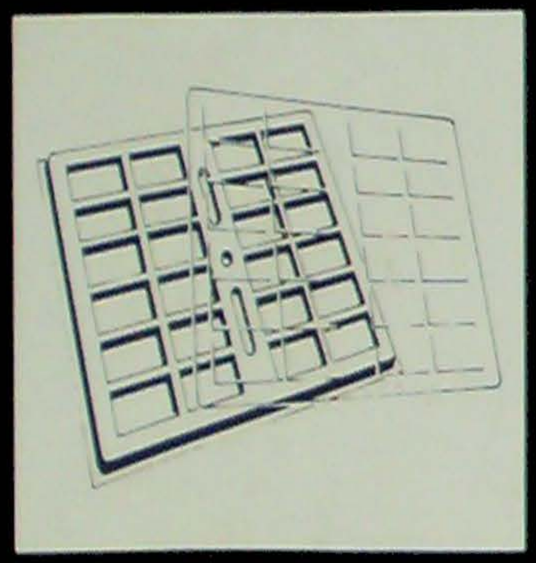


Buyer's Guide for
ARMAGEDDON

The following ratings are based on at least 100 player-replies to surveys conducted through *Strategy & Tactics Magazine*. Ratings are on a 1 (worst) to 9 (best) scale. Average ratings (for over 60 historical games in print) are: *Acceptability*-6.00, *Complexity*-5.00.

Acceptability Rating:	**5.89**
Complexity Rating:	**4.82**
Avg. Playing Time (hrs.):	**1.5-2**

"Acceptability" depends a lot on which historical period interests you the most. "Complexity" ratings for other games are, for example, *Monopoly* – 2.34; *Afrika Korps* – 3.48; *Diplomacy* – 4.51; *France, 1940* – 5.78; *PanzerBlitz* – 7.01. Most games average 2-3 hours playing time.



A WORD ABOUT THE PACKAGE...

This Simulations Publications game comes to you in a high-utility, plastic package. The compartmented tray and clear plastic inner lid, pictured above, have been specially designed to hold the playing pieces that come with this game.