

# 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 than 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 stela 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 Deploys 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

**Mycenaeans: 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**

Mycenaeans 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 – 2<sup>nd</sup> 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 Shishak 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/routes (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 Pefjtjaubast. 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 Pharaoh 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 Nabopolassar 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 28<sup>th</sup>, 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' Eclipse, 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