

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, cut-throats, shepherds and other such undesirable. 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 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 Mursilis 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,

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.

Alies: 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.

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 Apennines 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.

leaving Babylon a powerless city. From the swiftness of his conquest it seems likely that the King of Babylon, 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 occurred 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.

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 Millennium 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

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.

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.

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.

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.