

2nd MEGIDDO

King Josiah vs. Pharaoh Necho II

Rule Book



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- 1. INTRODUCTION:** 2nd Megiddo is a 2-player game between the Judeans led by King Josiah and the Egyptians led by Pharaoh Necho II.
- 2. GAME COMPONENTS:** This game includes one 12-page rule book, two 6-sided dice, an 11" x 67" map of Megiddo, and 187 counters.
- 3. HOW TO WIN:** The Egyptian player wins in one of three ways:
1) King Josiah is eliminated. 2) Pharaoh Necho II gets twenty pieces off the northern end of the board. 3) Pharaoh Necho II eliminates forty Judean pieces. The Judeans win if they avoid the Egyptian victory conditions, if Pharaoh Necho II is eliminated, or if fifty Egyptian pieces are eliminated. Whatever above event happens first will win.
- 4. PLAYING PIECES:** Combat units contain two numbers which represent both attack-defense, then movement. They have a front (full strength) and back (weakened) side. Pharaoh's piece has four sides.
- 5. GAME SET-UP:** The Judean player pieces start off board. They may not enter until turn three. All pieces must meet stacking limits (one per hex) by the end of the turn they come on (two exceptions).
- 6. PREPARE TO PLAY:** Roll 2d6 and the winner starts with the side he wants with 24 game turns. The other player may then bid to lose / gain one turn for that same side, then the original player may bid to lose / gain another turn, etc...until sides and length are agreed upon.

7. SEQUENCE OF PLAY: Each turn is divided into four parts.

First, the first player fires any archers within range and moves any other pieces (enemy projectiles get defensive fire) and then both players roll dice for any battles. Next, the second player does the same on his turn. Projectiles may fire before movement when on offense or immediately during movement when on defense.

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|--|--------------------|
| 1) Projectiles <small>(offense)</small> | 2) Movement |
| 3) Projectiles <small>(defense)</small> | 4) Battles |

8. STARTING POSITIONS: The Egyptian player places all his

pieces on the southern end board hexes. By the end of turn three they must meet stacking limits. Draw a random chit (1-3) to determine how many initial turns all Egyptian pieces may double their movement points. Reveal chit at the end of it's turn number. The Judeans, in part or all, come off the eastern edge of the board on turns 3-20. Partial hexes are not in play. By the end of turn three, and until two+ pieces are eliminated pieces may not be adjacent to more than two other pieces (except Captains and Pharaoh).

9. COMMAND & CONTROL: Pieces may move on turns

20+ when starting within ten spaces of Josiah or Necho II. Chariots are except from these restrictions. On turns 1-19 there is full control. No pieces have zones of control. In other words, all pieces may move past one another without stopping, unless they started adjacent.

10. CAPTAINS: A captain may exercise command and control over pieces on turns 20+ when starting within five spaces of them. A captain may stack with any one other piece and shares the fate of that same piece. They add one battle die on both offense and defense. Captains are considered as combat losses for victory purposes. Captains can move to a space with a friendly weakened piece that is not adjacent to an enemy piece. Then the captain can roll to rally (a 1-4 on a d6 flips the piece to full strength) that piece after all their other friendly pieces have moved. They may also rally after all enemy movement. If successful, flip the piece to back full strength. Pharaoh Necho II may self-rally his own stationary piece one flip to become stronger unless adjacent to an enemy piece.

11. MOVEMENT: On turn 20+ if a piece starts its move within the command and control area of a leader or captain it can move its full number. Otherwise, it is reduced to only one hex. Likewise, pieces that start their turn adjacent to any enemy piece may only move one hex for that turn; except Megiddo mountain edge spaces. Judean pieces may move off the east edge of the board at any time, and re-appear the following turn (1-3) or the turn thereafter (4-6) off the east edge map. Egyptian pieces may move off the north edge of the board. The first time a non-chariot Judean piece comes off the board it may also start on any Megiddo mountain hex (but not south of any Egyptian piece on Mount Megiddo). In effect, it was lying in wait hiding. Non-chariot pieces on top of Megiddo may move down off the mountain at a cost of three movement points.

12. PROJECTILES: Projectiles may fire one offensive shot at 1-3 hex range before movement. Such pieces that fire may not also move. Projectiles may fire one defensive shot at 1-3 hex range during their opponents' movement as the enemy individually moves his pieces. If an enemy piece is at three hex range and moves/stays away from the projectile it may not be fired upon. Projectiles may never voluntarily move adjacent to an enemy piece. If adjacent to an enemy piece they may only fire at 1 hex range. Projectiles firing at the same piece fire simultaneously. Projectiles gain one hex range if firing from mountain to ground. Projectiles take only one hit to eliminate, they have no back side as do chariots, infantry and javelin pieces. A d6 "6" hit from a defensive projectile piece both flips and stops an enemy piece.

13. JAVELINS: Unlike projectiles javelin pieces may both move and then immediately throw their javelins two hexes at a target when on offense (not defense). They require a 6 roll to flip. Unlike projectiles, they may fight at one hex range, but if so, they lose their ability to throw javelins at two hexes when they start the turn adjacent to an enemy piece. Unless, friendly fire first eliminates all adjacent enemy pieces prior to their move. Javelin pieces may not throw their javelins up Mount Megiddo.

14. OFF-BOARD MOVEMENT: Hebrew pieces may move off the east edge of the board, then back east again on the following turn (1-3) or the turn after (4-6). One roll is made for all the pieces that moved off board that turn at the start of the next Hebrew turn.

15. COMBAT: First, add the number of dice for any adjacent attacking pieces and then roll that number of dice. A roll of a 6 scores one hit and flips the defending unit over to its' weakened strength, two 6 rolls eliminates the defending unit. Likewise, defending units simultaneously return fire on adjacent attacking pieces. Units firing at the same piece roll simultaneously. A unit not within the command and control area loses one battle die on both attack and defense. Units that are adjacent to four+ enemy units suffer a +1 die roll modifier against them. Place surround marker.

16. CHARIOTS: A full strength chariot that was not adjacent to an enemy piece at the start of its movement and that moves its' first three hexes straight doubles its' attack dice. It may not move through friendly pieces when charging. If it eliminates an enemy piece it may continue moving and again attacking up to its' movement allowance, at double attack dice. Chariots may not move up or down a mountain; the slope is simply too great. They may come off the east map edge and still charge adjacent enemy pieces by spending three movement points for the first hex moved into.

17. KING JOSIAH: King Josiah starts "hidden" in one of the chariots. When his piece is weakened his position is revealed and he fights the same as any other weakened chariot piece. King Josiah has no rally ability. If the Egyptians have the initiative when King Josiah is revealed they may immediately choose to use it to roll a d6. If a 4-6 is rolled, King Josiah must move at full speed exiting the east edge.

18. STACKING: Only one piece may stack in each space except captains and Pharaoh. Egyptians may over-stack on turns one through three as long as by the end of turn three they meet stacking limits. The first turn the Judean pieces come off the board is the final exception.

19. THE INITIATIVE: King Josiah starts the game with the initiative. A) It may be used once per turn to re-roll the dice in any one battle for one or both sides (after seeing the rolls). B) As 1-3 pieces (d6), plus or minus, towards victory purposes. C) May withdraw all adjacent pieces from battle at full movement +2, and all other non-adjacent pieces get double movement provided they do not move adjacent to an enemy piece that turn. After that, the initiative is with Pharaoh Necho II until he uses it, and vice-versa. The initiative is switched from the player who has it, without any benefit, when three unmodified sixes are rolled in any one roll by the non-initiative player. Place the initiative marker in front of you. It may only be used once per turn. The player who has the initiative at the end of a turn chooses who goes first the next turn.

20. TERRAIN EFFECTS: All open spaces cost one movement point; and non-chariots going up a mountain space cost all movement points. Such pieces must start the turn adjacent to the mountain space to climb it. Egyptian pieces may not move adjacent to the east map edge until turn twenty. Attacking pieces may not attack or move up a mountain when on the ground and adjacent to a mountain space defended by any enemy piece.

21. UPDATED SEQUENCE OF PLAY: Including javelins pieces & rallying the updated sequence of play is as follows:

1) Projectiles (Archers & Slingers fire on offense)

2) Movement (chariot charges)(javelin moves & throws)(move all others)(rally rolls)

3) Projectiles (fire on defense immediately as a piece moves in range)

4) Battles (simultaneous - all adjacent non projectiles roll)



22. EXAMPLE OF PLAY: The Egyptians have moved north for twelve turns. On turn twelve the Judean player moves a screening force out of range and to the north of the advancing Egyptian forces. On turn thirteen the screening force increases and moves west and north. On turn fourteen the Judeans launch a massive assault along the eastern flank of the Egyptian forces with chariots charging followed by infantry from the north. Slingers suddenly appear on the slopes of Megiddo.

23. EXAMPLE OF BATTLE: Eight Judean chariots charge into the right flank of the advancing Egyptian army using four movement points. One in range Egyptian archer rolls a 6 on defense. The damaged chariot stops. Seven Judean chariots smash into the Egyptian right flank with double attack dice; 8 instead of 4; to the Egyptian infantry with 2 dice on defense. In the first round of battle results are: two wounded Judean chariots (two Egyptian infantry each rolled one 6), four eliminated Egyptian Infantry, two wounded Egyptian infantry, and one missed Egyptian infantry. Five of the seven full strength Judean chariots may continue moving and attacking. Note: any open space may be moved into, there are no zones of control. Any one adjacent piece may be attacked, but does not have to be. Those five full strength Judean chariots move another space and then attack two Egyptian archers and three more Egyptian infantry. Both archers and two more infantry are eliminated, as is one charging chariot. Two Judean chariots are flipped. The two full strength chariots continue moving and next engage two Egyptian chariots. Another Egyptian archer fires and misses. The Judeans roll two chariots at 8 dice. The Egyptians roll 4 dice per defending chariot. The Judeans eliminate two chariots. The Egyptians eliminate one chariot (with a defensive roll of three 6's* and a 2) and flip the other. Had the last Judean chariot not been flipped it would have had two move movement points to keep moving and attacking. The Judeans did significant damage; eliminating 11 enemy pieces and flipping two others. But now the Egyptians will be able to counter-attack with their in range archers, chariots, javelins, and infantry. Moreover, the Judeans lost the initiative* to the Egyptians and may be surrounded (+1 drm).

24. HISTORY

The Egyptian forces were on their way to help their allies the Assyrians against the Babylonians. To do so, they had to pass through Judean territory. We are not told why Josiah went to war against Egypt.

The Assyrian capital, Ninevah, had already fallen to the Babylonians and Medes in 612 (read Nahum). The remaining Assyrian forces had regrouped at Haran, but in 609 they were forced west of the Euphrates. It appears to be at this time that the Egyptians under Necho II were coming to the Assyrian' aid. King Josiah marched out to meet him in battle. Perhaps Josiah opposed the passage of Neco's force through the pass at Megiddo (See 2 Chron.35:20-24) because he feared that the growth of either Egyptian or Assyrian power would have adverse results for the continued independence of Judah. " (TKB 2 Kings 23:29)

Pharaoh Necho II sent word to Josiah that God had told him to immediately attack Babylon "so stop opposing God who is with me, or He will destroy you." (35:21)

Josiah refused to accept the word of the Lord from Pharaoh Necho II and went to fight against him on the plain of Megiddo. "Josiah, however, would not turn away from him, but disguised himself to engage him in battle. He would not listen to what Pharaoh Necho II has said at God's command but went to fight him on the plain of Megiddo." (35:22)

Josiah was wounded by an archer in battle and died in Jerusalem and was buried in the tombs of his fathers (35:23-24). There was great mourning in Judea and Jerusalem.

25. CREDITS:

www.admwgames.com

Tournaments:

May be played face-to-face, on-line through Warhorse Simulations / ACTS, annually at Consimworld Expo or the World Board Gaming Championships, or in any other venue.

Play Testers:

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TURN CHART

1	7
2	8
3	9
4	10
5	11
6	12