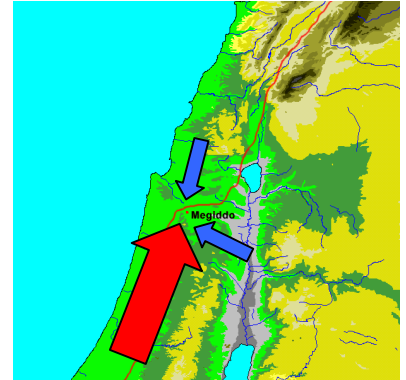




The Battle of Megiddo – 1481 BC.

In 1481 BC a coalition of Canaanite and Syrian cities rebelled against Egyptian rule, led by the kings of Qadesh and Megiddo. They planned to halt the advance of the Egyptian Pharaoh, Thutmose III as far south as possible and therefore chose the city of Megiddo as their site for defense.

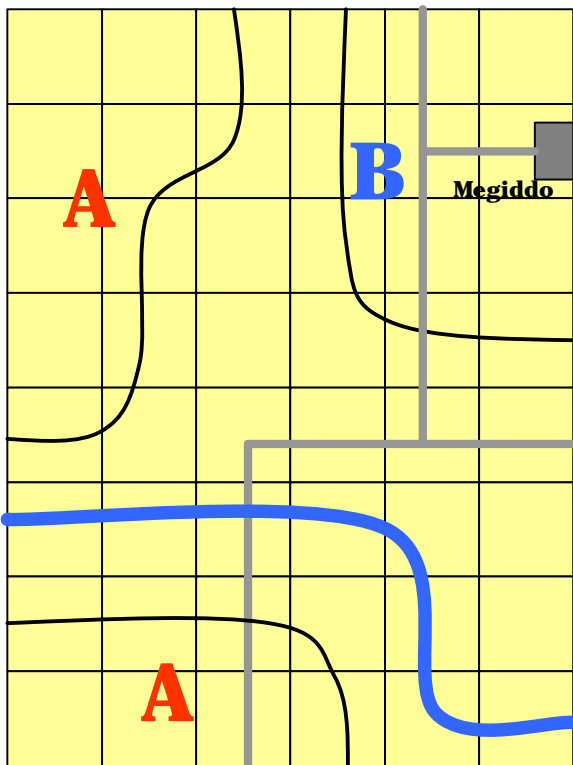
»Then was set up the camp of his majesty [Tuthmosis], and command was given to the whole army, saying: Equip yourselves! Prepare your weapons! for we shall advance to fight with that wretched foe in the morning. Therefore the king rested in the royal tent, the affairs of the chiefs were arranged, and the provisions of the attendants. The watch of the army went about, saying; Steady of heart! Steady of heart! Watchful! Watchful! Watch for life at the tent of the king.«



Defenders of Megiddo Break 25/77, AP 403			The Army of Tuthmosis III ⁸ Break 23/72, AP 443		
Syro-caananite and Ugaritic, King of Megiddo Break 8/26, AP 155			Royal division Break 8/24, AP 156		
1	C-in-C	Reg Cv(S) ¹	1	C-in-C Tuthmosis III ⁵	Reg Cv(S)
6	Maryannu Chariotry	Irr Cv(O)	3	Chariotry	Reg Cv(S)
1	Loose mares in heat	Irr Cm(I)	4	Royal Guards	Reg Bd(F)
2	Royal Guard	Reg Bw(O)	4	Close Axe Fighters	Reg Bd(O)
4	Royal Guard	Reg Bd(F)	4	Archers	Reg Bw(O)
4	Hupshu Spearmen	Irr Ax(O)	4	Gascan Slave Soldiers ⁶	Irr Wb(F)
4	Hupshu Spearmen	Irr Ax(I)	4	Nubian Archers	Irr Ps(O)
4	Hupshu Bowmen	Irr Bw(I)			
8	Megiddo Fortress	PF ⁹			
Hittite Contingent² King of Qadesh Break 7/23, AP 131			1st Division Amun Break 9/27, AP 147		
1	Sub-General	Reg Cv(S)	1	Sub-General ⁵	Reg Cv(S)
4	Chariots	Reg Cv(S)	4	Chariotry	Reg Cv(S)
1	Scout	Reg LH(F)	4	Close Spear Fighters	Reg Bd(F)
9	Hittite Spearmen	Reg Ax(X)	6	Archers	Reg Bw(I)
2	Anatolian Slinger	Irr Ps(O)	6	Javelinmen	Reg Ax(O)
4	Anatolian Spearmen	Irr Ax(O)	6	Libyan Javelinmen	Irr Ps(I)
2	Anatolian Swordsmen	Irr Bd(F)			
Mitanni Contingent⁷ King of Aruna Break 9/28, AP 133			2nd Division P'Re Break 7/23, AP 149		
1	Sub-General ⁴	Irr Cv(S)	1	Sub-General ⁵	Reg Cv(S)
4	Maryannu Chariotry	Irr Cv(S)	10	Chariotry	Reg Cv(S)
4	Provisional Maryannu	Irr Cv(O)	2	Scouts	Irr LH(F)
1	Mar Shipri Scout	Irr LH(F)	2	Syro-Canaanite Javelinmen	Irr Ax(O)
8	Alik Ilki spearmen	Reg Ax(O)	4	Syro-Canaanite Javelinmen	Irr Ax(I)
4	Alik Ilki archers ³	Reg Ps(O)	4	Light Archers	Reg Ps(O)
6	Ashshabu Levy Troops	Irr Ax(I)			

1. Syro-caananite C-in-C should be Irr, but has been upgraded to Reg on purpose.

2. Hittite army list is used only to allow large variations and to reflect the probable mixed nature of the army confronting Tuthmosis III. Egyptian records of the campaign hold that no fewer than 330 kings were located in the enemy army – hence the varying army lists.
3. Alik Ilki archers Ps(O) may support Alik Ilki spearmen.
4. Mitanni list (19) dictates a Reg General. Here, the General has purposefully been degraded into an irregular element.
5. Egyptian generals may, shift commands prior to set-up. However, Tuthmosis III must command the center command. Egyptian commands may setup freely within their designated areas. One command must start south of the Qina stream.
6. Gascan Wb's are added for flavor and for punch to the royal division.
7. Prior to defenders setup roll a dice to determine where Mitanni contingent sets up. 1-2 left flank, 3-4 center, 5,6 right flank. Hittite and Canaanite setup is free.
8. Tuthmosis complained after the battle that his army was not disciplined enough and broke out of their formations to loot rather than pursue the broken enemy and take the city of Megiddo. To illustrate this, Egyptian commands facing a broken enemy command immediately changes status to that of an irregular commander whose effective command radius is halved.
9. Permanent fortification for the King of Megiddo is the city of Megiddo and should be set up on the table edge, 2 elements deep and 4 elements wide. Only elements from the Canaanite command may begin the game within the walls of the city and the train of the Canaanite army MUST set up within the city walls. The city cannot be entered during the game, except for elements of any broken command. Should the Egyptian army capture the city of Megiddo during game play the break number for all Canaanite commands is immediately lowered by 3.



The map

All terrain, except as noted below, is GOOD GOING, including the hills. The Qina stream is fordable along its entire length, but is treated as ROUGH terrain for all chariot types, except along the road which is treated as a road.

Setup areas are indicated on the map. The Egyptian army sets up on the hills indicated by the red A's. Note that one of the Egyptian commands MUST setup south of the Qina stream. Canaanite setup is on the Megiddo hill and is indicated by the blue B. Note that the Canaanite setup involves a dice roll to determine the position of the Mitanni contingent (note 7).