

# The Battle of Megiddo 1457 BC

## Scenario 8 for Conquerors and Kings ancient battle rules.

### Setting the scene

Thutmose III was the new Egyptian Pharaoh.

The rich lands of the eastern regions decided it was a good time to throw off Egyptian control. They raised an army under the leadership of the King of Kadesh.

The Egyptians then put their army into the field.

This army moved quickly and surprised the Canaanite army by arriving at their centre through the Aruna pass. The Egyptians were expected to take a longer but more open route.

The Canaanites quickly recovered and formed up on low hills in front of their camp outside of their city of Meggido. The Canaanite army was made up of various allied parts.

*Note: At this time the chariot units were often the most high status part of an army. There were no effective fighting cavalry.*

### ADVICE

Do not read up on this battle. Enjoy playing it and then look up the details.

### Deployment

- ◆ Skirmishers can be deployed in any zones wished by the players. Subject to the normal zone capacity and army deployment area.
- ◆ Where units have extra qualities such as armour, veteran etc the player can **choose** which particular units these are applied to.
- ◆ Generals do not roll for gifts but use those listed in the army make up.
- ◆ No scenario generator is applied to this battle.
- ◆ Lates and losses are not applied.
- ◆ No piggy chase
- ◆ Normal victory conditions apply.
- ◆ The given battle tactics can be applied by the player as he sees fit.
- ◆ Assume all units are trained and have shield unless specified otherwise.
- ◆ The battle layout uses a normal CK battle table.

### Special scenario rule

- Any Egyptian unit entering a camp zone will need a "move sideways" D6 roll to exit.

## Canaanite army

4 x Close order spear (1x Veteran, , 2x levy, 1x bow with no shield )  
 4 x auxiliary spear (1 x levy, 1x bow with no shield)  
 4 x Chariots (2x Veteran , 1x Elite)  
 5x Foot skirmishers

**General 1**= Kadesh    **Gifts** = Morale, fight

**General 2**= Prince of Meggido    **Gifts** = Valiant

**Battle tactics**= Hold fast x2, Close order x1, Erratic x2

All scenery pieces are low hills.

## Canaanite (Defender)

|  |                            |   |   |                              |              |
|--|----------------------------|---|---|------------------------------|--------------|
| <b>Canaanite (Defender)</b>              |                            |   |   |                              |              |
|  | <b>Camp</b>                | <b>Camp</b>                             | City of Meggido<br>this way (1/2 mile)<br><b>Camp</b> |                              |              |
|  | Auxiliary x2<br>Chariot x1 | Auxiliary x2<br>Chariot x1<br>General 2 | Close order x2<br>Chariot x1<br>General 1             | Close order x2<br>Chariot x1 |              |
| Chariot x 2<br>Auxiliary x1<br>General 2 |                            |   |   |                              |              |
| Auxiliary x1                             |                            |   |   |                              |              |
|  |                            | Close order x2<br>Auxiliary x1          | Chariot x 2<br>Auxiliary x1<br>General 1              | Close order x3               | Auxiliary x2 |
| <b>Egyptian (Attacker)</b>               |                            |   |   |                              |              |

## Egyptian army

5 x Close order spear (1x Veteran, 1 x armoured, 2x bow with no shield , 1 x levy)  
 6 x auxiliary spear (1 x Veteran, 2x bow with no shield)  
 4 x Chariots (3x Veteran , 1x Elite)  
 6x Foot skirmishers

**General 1**= Thutmose III    **Gifts** = Morale, Valiant

**General 2**= Yahuti (?)    **Gifts** = Fight, Valiant

**Battle tactics**= 2x Intense shooting, 1 x join the line, 2 x die hard

## What really happened at the battle of Meggido

This is written in Portuguese so that you are less tempted to read the result and try to emulate it.

After the game ends put this text into a translator program and see what happened. Also you can read up on this battle through Wikipedia or similar.

### Portuguese

O exército cananeu (sírio) foi prejudicado por ser composto por várias nações diferentes.

Os egípcios igualaram a frente cananéia e a flanquearam. À direita cananeia.

Os egípcios lançaram um ataque frontal central que empurrou para trás o centro cananeu.

À medida que a esquerda egípcia avançava para dentro, os cananeus temiam ser isolados da cidade atrás deles.

Isso fez com que algumas unidades recuassem em direção à cidade, o que logo se tornou uma retirada geral. Não é uma derrota.

Temendo uma rápida perseguição egípcia, os portões de Megido foram fechados cedo demais para algumas das unidades em retirada. Estes foram ajudados a escalar as paredes, mas muitos se perderam.

Os egípcios não perseguiram os cananeus de forma eficaz quando a sua infantaria parou para saquear o acampamento cananeu em frente à cidade.

Embora a batalha tenha sido vencida, seguiu-se um cerco. Quando os egípcios venceram o cerco, alguns meses depois, os líderes dos cananeus já haviam partido.

Tutmés nunca perdeu uma batalha depois desta.

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