THE BATTLE OF ARMAGEDDON

Apocalyptic Warfare in the End Times

REVELATION 16

"The sixth angel poured out his bowl on the great river Euphrates, and its water was dried up to prepare the way for the Kings of the East...

"Then they gathered the kings together to the place that in Hebrew is called Armageddon."

INTRODUCTION

The Bible contains prophecies about the final days describing how the armies of the World will fight the final battle and that without divine intervention, no life shall be saved (*Matthew 24:22*). Certain Biblical scholars have described how closely these prophecies correlate to our modern times and put forward their interpretations of this climactic battle.
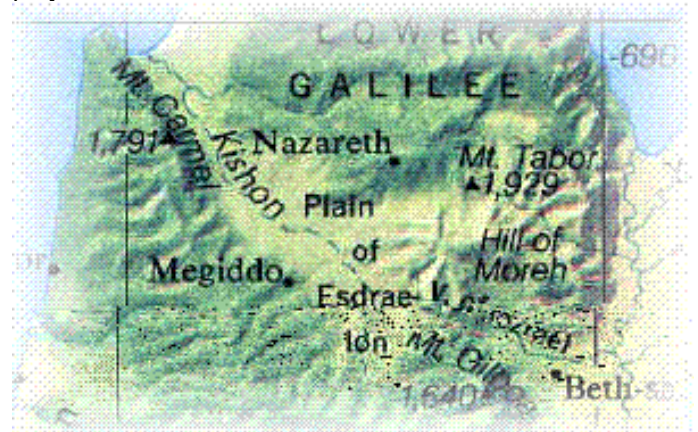
The Battle of Armageddon is a 2 to 6 player game dealing with this final battle. The game brings together the forces of the World into the ultimate battle for control of the Earth:

> *Israel: the children of the Holy Land, promised peace by the Antichrist and betrayed by the World (1 Thessalonians 5:3)*

> *Arabs: the King of the South, as well as Cush, Put, and Persia (Daniel 11:40, Ezekiel 38:5)*

> *Magog: from the extreme northern parts, along with Gomer and Togarmah led by Gog, chief prince of Meshech and Tubal (Ezekiel 38:1-6)*

> *Revived Roman Empire: a European empire of 10 nations, led by the Antichrist (Revelation 16:13-15)*

> *United States: who dwell safely in the isles (Ezekiel 39:6)*

> *Kings of the East: an army 200 million strong (Revelation 9:16)*

In *The Battle of Armageddon*, players assume the roles of the leaders of these nations. Biblical names have been used to capture some of the mystery of the setting.

Six **Battle Games** allow 2 or 3 players to play an hour-long game. The first four cover a phase of this epic struggle: the **Arab Israeli War**, **Magog Attacks**, **West Invades**, and **Kings of the East**. The last two – **End of Days** and **Death Match** – represent truncated Campaign Games (and last longer).

A **Campaign Game** is provided that links all phases into a single, apocalyptic conflict, which can be played by 2 to 6 players in 2 to 4 hours.

COMPONENTS

Each copy of **The Battle of Armageddon** includes the following:

- 1 rules booklet
- 1 game map
- 216 die-cut playing pieces
- 149 playing cards
- 1 legend sheet
- 3 battle game profile sheets
- 1 campaign game profile sheet
- 4 battle dice (1 blue, 3 white)

RULES BOOKLET

The rules booklet contains all the rules required for play and includes the following sections: Components, Rules, Finale, Frequently Asked Questions, Strategy Notes, What the Bible Says, and Rules in Brief.

GAME MAP

The game map represents the battle ground, stretching from Egypt to Iran. A hexagon (hex) grid has been superimposed over the map to regulate game functions (any apparent partial hexes consisting of three hexsides or less are not used).

A **Player Order** diagram as well as **At Sea**, **Paratroops** and **Marines** boxes are in the northwest corner of the map over the Mediterranean Sea. Summaries of the **Player Turn Steps**, the **Sequence of Battle Dice Rolls**, and the **Sequence of Losses** are on the northeast corner of the map. A **Map Legend** is on the southern map edge.

PLAYING PIECES

The playing pieces represent the fighting forces involved in the battle. The pieces are divided into the armies of different nations and are color coded as follows:

- **Arabs**: gold
- **East**: red
- **Europe**: purple
- **Israel**: blue
- **Magog**: brown
- **USA**: green

Below are the 5 types of playing pieces. These are described on the **Army Legend** of the **Legend Sheet**:

- planes
- helicopters
- tanks
- mechanized
- infantry

Planes and helicopters are referred to as Air pieces, while tanks, mechanized and infantry are Ground pieces.

PLAYING CARDS

There are 3 types of playing cards (149 in total):

- 37 **Homeland Population** cards, which are dealt to players at the beginning of the game

- 106 **Event** cards, which are drawn and played each turn during the game

- 6 **Alliance** cards, which players use to indicate their military alliances

LEGEND

The Legend sheet provides important information to players. One side shows an Army Legend that describes the 5 different playing pieces and indicates for each the color of battle die used in combat, the relevant movement rules, and the reinforcement costs. The other side shows a Map Legend that shows all terrain types and describes their effects on army movement and combat.

BATTLE GAME PROFILE

Battle Games are short, 1 to 2 hour games involving 2, 3 or 4 players. Three double-sided sheets show the 6 possible Battle Games. Each side of a sheet profiles a specific Battle Game, including the nations involved, guidelines for setting up, game length, victory conditions, and any special rules for the Battle Game.

CAMPAIGN GAME PROFILE

The Campaign Game is a 2 to 4 hour game that can be played by 2 to 6 players. The Campaign Game sheet profiles the possible combination of nations for the number of players and any special rules associated with these.

BATTLE DICE

The battle dice are used only to resolve battles (unlike other games, the dice are not used for movement). When pieces

fight each other in a battle, a number of dice are rolled – 1 per playing piece. Blue dice are used for air pieces while white dice are used for ground pieces.

RULES

STARTING THE GAME

Players should lay out the board on a table and then select a Battle or Campaign Game to play.

ARMIES

Select your forces from the playing pieces. In all **Battle** or **Campaign Games**, nations involved begin with all their playing pieces. The setup for each **Battle** or **Campaign Game** is described on the **Battle** or the **Campaign Game** profile sheet. Pieces can be deployed in **Marine** and **Paratroop** boxes (when allowed).

HOMELAND POPULATION CARDS

Homeland Population cards represent the populations of each nation. Deal them to each player as follows:

- **East**: 12 cards
- **Europe**: 5 cards
- **Magog**: 8 cards
- **USA**: 5 cards

In addition, **Israel** has 3 cards for the cities of **Tel Aviv**, **Haifa**, and **Jerusalem**. The **Arabs** have 4 cards for the cities of **Cairo**, **Damascus**, **Amman**, and **Baghdad**. These city cards are of value only to the original nation.

Homeland Population cards are included as a means of receiving reinforcements. Once a city falls to an enemy (that is, enemy ground pieces move into the city hex) or is destroyed by a **Strategic Arms** card or apocalyptic event, the city card is no longer valid – even if the city is recaptured.

Note that players may agree to allow cities to become active again when recaptured but they cannot be reactivated if destroyed by strategic nuclear weapons or apocalyptic events.

EVENT CARDS

Each player is dealt 3 **Event** cards at the beginning of the game. If you are dealt an **Apocalyptic** card in your initial hand, simply return this to the deck and receive another card. Once this original hand of **Event** cards has been dealt, reshuffle the remaining deck.

ALLIANCE CARDS

Each player is given an Alliance card to indicate an alliance between players. Alliances are up to the players. When agreed upon, players exchange Alliance cards. In the case of a 3-way alliance (or more), Alliance cards are shared in a circular fashion with the first player giving their card to the second, who gives their card to the third, who gives their card to the first player.
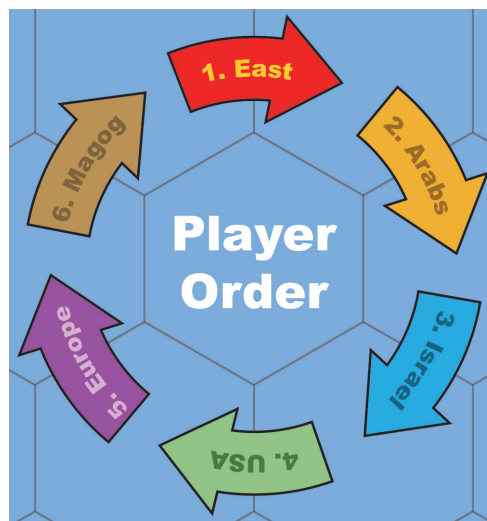
PLAYER TURN

The Battle of Armageddon is played in a series of player turns as outlined on the **Player Order** diagram on the map. During your player turn, you can take all or some of the steps in the following order:

1. **Discard** or play any unwanted **Event** cards
2. **Draw** new **Event** cards (without exceeding the 3 card hand limit)
3. Receive **reinforcements**
4. **Move** pieces
5. Conduct **combat** against enemy pieces
6. **Deploy** pieces as **Paratroops** and **Marines**

Note that these steps must be followed in order (e.g., you may not move pieces after having combat). After you finish these steps, the next player takes their turn.

When you control more than 1 nation (e.g., in a 3 player campaign game, one player controls **Israel**, **USA** and **Europe**), these nations are considered allied and the player turns should be combined into 1. Use the first nation shown on the **Player Order** diagram for the sequence of players. Though these nations are allied, they still may not remain in the same hex nor participate in the same battle.

Note that the 3 Event card limit per player is still in effect when a player controls more than 1 nation.

Alliance

★

An Alliance has been agreed to between the card-holding player and the USA

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ALLIANCES

During the course of the game, players may establish alliances to work towards a common goal. An alliance is established by the trading of Alliance cards. Alliances can be arranged at any point during the player turn.

While allied, players' pieces are not considered as enemies. Pieces may be moved freely through hexes containing allied pieces (though they may not stop in the same hex). Likewise, allies cannot attack each other, nor can they capture each other's cities (that is, an **Arab** or **Israeli** city remains **Arab** or **Israeli** when an ally enters or moves through it). Allies cannot combine in an attack, even when controlled by a single player.

Allies can freely switch player turns. Essentially, one ally gives up their player turn for their ally. This assumes their ally will reciprocate, which is not required.

*Example: The **European** and **USA** players are allied. The **USA** offers their player turn to the **European** player. The next player turn in sequence would be the **European** player. A nice **European** ally would give their player turn to the **USA** while a not-so-nice ally would renege and keep their player turn (getting two player turns in a row).*

Alliances can be broken verbally by either player with the effects imposed immediately. In the event that an alliance is broken at the moment a piece enters a now opposing piece's hex, the moving piece must return to the hex prior to entry and stop.

EVENT CARDS

At the beginning of your turn, you may first play and/or discard any unwanted **Event** cards. Discarded and played cards are placed face up in a pile beside the undrawn cards.

Following this, you may then draw new **Event** cards. The number of **Event** cards each player may hold is limited to 3. If you already hold 3 cards, you may not draw any new ones - you must play or discard before drawing new cards.

After drawing, you may give or trade **Event** cards with other players. In doing so, you or another player may exceed the 3 card limit. In such a case, excess cards must be played or discarded to conform with the 3 card limit.

You may play your **Event** cards any time following the draw step, either in your turn or an opponent's turn. You may even interrupt a piece's movement to play a card (afterwards, the piece resumes movement). You must wait for your next turn though before you can draw new cards to replace these played cards.

*Example: The **Magog** player begins their turn with 3 **Event** cards. They discard 2 and then draw 2 new cards, bringing their hand up to 3. If they choose to play any of these cards, they must wait for their next turn before drawing a new card.*

Each **Event** card should be resolved before another can be played by any player (an exception being certain **Strategic Arms** cards that intercept other **Strategic Arms**). Certain cards will cancel other cards.

*Example: The **Arab** player draws **Seal 1** "Current player's turn is repeated" and then the **European** player plays a "Play immediately stops and begins with the **European** player turn." Not only does the **Arab** player end their current turn but also loses their repeat turn.*

Cards affecting a battle must be played during the battle resolution (i.e. before final losses are taken).

*Example: The **Magog** player attacks an **Israeli** hex. After losing one helicopter and two infantry units (and before **Magog** moves to the next battle), the **Israeli** player plays the **Heroism** card and recovers all three losses.*

Certain cards make your pieces invulnerable for the turn (e.g., **Hand of God** "No **Israeli** pieces may be eliminated this player turn"). This applies from the moment the card is played (including the current battle) but not for battles already resolved that player turn. Also, this does not prevent attacks against your **Homeland Population** or **Strategic Arms** — these are not considered pieces.

Trumpet 1
Hail

Revelation 8 ⁷ The first angel sounded, and there followed hail and fire mingled with blood, and they were cast upon the earth: and the third part of trees was burnt up, and all green grass was burnt up.

Ground pieces in the desert cannot move or fight until the next apocalyptic card appears. *8/149*

Note that **Seal 6**, **Trumpet 4**, or **Vial 5** *"Current player's turn is immediately ended"* would cancel **Seal 1** *"Current player's turn is repeated"* if they came up in the same draw.

Gog
of Magog

Ezekiel 38 ⁹ Thou shalt ascend and come like a storm, thou shalt be like a cloud to cover the land, thou, and all thy bands, and many people with thee.

Magog player gets a second move and combat for all the pieces from 1 hex at the end of the Magog turn. *22/149*

APOCALYPTIC CARDS

Apocalyptic cards (gray) represent special cards that must be played the moment they are drawn. Even though they are played immediately, they still count towards your draw limit. If an **Apocalyptic** card brings your turn to an end, you must not draw further cards.

*Example: The Israeli player begins their turn with no Event cards, hence he is allowed to draw 3. The first card they draw is a **Tactical Nuclear Weapons** card; the second is **Seal 1**, which states "Current player's turn is repeated". They play this immediately. The third card they draw is the **Jihad!** card (of no use to them). They end their draw with 2 cards.*

*Repeating their turn, they discard the **Jihad!** card, leaving themself with 1 card. They are allowed 2 draws. The first card they draw is **Seal 6**, which states "Current player immediately ends their turn." The Israeli player must immediately play this card and is not allowed to draw a second card.*

Apocalyptic cards must be taken literally and in the order in which they were drawn.

*Example: The Arab player draws three Event Cards. The first, **Seal 5** "Current player receives a second round of reinforcements" is drawn followed by the **Cush** card, which will give them even more reinforcements. Finally they draw **Seal 3**, "No reinforcements until the next **Apocalyptic** card appears." Too bad as reinforcements aren't received until the reinforcement step following the draw. This does not negate their **Cush** card but to use it, they must keep this card until the next **Apocalyptic** card appears.*

NATIONAL CARDS

Certain **Event** cards have benefits to specific nations. These include:

- **Antichrist** (purple): **European** player
- **Arab** (gold): **Arab** player
- **Gog of Magog** (brown): **Magog** player
- **Israel** (blue): **Israeli** player
- **False Prophet** (green): **USA** player

These cards have no value to the other players. Still, you may choose to trade or play a card to benefit a specific nation (for an ally or to thwart an attack) but receive no benefit yourself.

There are no special National cards for the **Eastern** player.

Tactical Nuclear Weapons

Destroy 1 enemy piece in a hex adjacent to your pieces.

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NUCLEAR WEAPONS CARDS

Nuclear Weapons cards (black) give you an opportunity to destroy enemy pieces outside of conventional combat. **Tactical Nuclear Weapons** represent short-range missiles and artillery that can only be used against enemy pieces adjacent to your pieces. **Theater Nuclear Weapons** represent long-range missiles and bombers that can be used on enemy pieces anywhere on the map, excluding hexes adjacent to your pieces (presuming opposing pieces are in too close proximity). The attacking player chooses the pieces destroyed.

Nuclear Weapons cards, tactical or theater, cannot be used to destroy Arab or Israeli cities in place of destroying pieces (only **Strategic Arms** can do that), nor can they be used to attack pieces in the **At Sea**, **Marines** or **Paratroops** holding boxes.

Tactical and Theater Nuclear Weapons cards affect hexes that are adjacent or not adjacent to friendly pieces (respectively). In terms of **Nuclear Weapons**, an ally's pieces are not considered friendly pieces. If you want to use **Tactical Nuclear Weapons** on a hex adjacent to an ally's pieces, lend them the card (assuming you trust them). You can use **Theater Nuclear Weapons** on a hex adjacent to an ally's pieces (you can apologize to them later).

STRATEGIC ARMS CARDS

Strategic Arms cards (white) represent strategic forces beyond the scope of the map. You can deploy these cards by placing the card face up in front of you (or keep them in your hand). Deploying a **Strategic Arms** card can be conducted after your draw step, freeing up your hand for future draws.

Deployed cards are always available for future use against an opponent.

Strategic Arms cards are used to destroy enemy **Homeland Population** or **Strategic Arms** cards. If you succeed in a **Strategic Arms** attack, you can either randomly draw and discard 1 **Homeland Population** card from the target player's hand or destroy 1 deployed **Strategic Arms** card (they are now dead or destroyed and not added to your hand).

Strategic Arms can be used against Arab and Israeli cities. In such cases, simply announce the intended target city. No random draw is conducted. **Strategic Arms** cards have no effect on pieces in the target city hexes.

Strategic Arms can be used against any strategic attack (i.e. Anti-missile Defense can prevent an attack on any nation). **Strategic Arms** cards are expended after use.

Intercontinental Ballistic Missile

Kill 1 enemy homeland population card or strategic weapon card

(randomly draw and kill 1 population card from target player's hand or choose a deployed strategic weapon to destroy)

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*Example: The USA fires an **Intercontinental Ballistic Missile** at the Eastern player's population. The Eastern player responds by playing the **Anti-missile Defense** card, destroying the American missile. Both cards are expended. The USA player now fires a **Submarine-launched Ballistic Missile** at the Eastern player's population. The Eastern player has no response, so 1 of their **Homeland Population** cards is randomly drawn by the USA player and discarded.*

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100 Million People

2 Reinforcement Points

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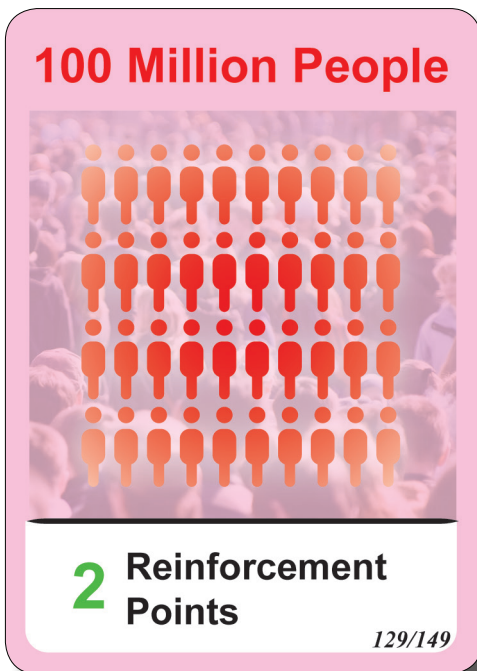
REINFORCEMENTS

At the beginning of your turn, you may bring on new pieces as reinforcements, depending on the **Homeland Population** cards you hold. Each **Homeland Population** card has a number of reinforcement points printed on it. Each turn, you may bring on new pieces as reinforcements based on the sum of these points.

Note that you do not expend population cards to buy reinforcements; you get to use these points each turn.

During the reinforcement step of your turn, total the number of reinforcement points you hold and then spend them on reinforcements as follows:

- **Plane**: 3 reinforcement points
- **Helicopter**: 2 reinforcement points
- **Tank**: 3 reinforcement points
- **Mechanized**: 2 reinforcement points
- **Infantry**: 1 reinforcement point

The total number of reinforcement points you have may be used to buy new pieces each turn. You may not spend more reinforcement points than your total for that turn. Unspent points cannot be carried over to the next turn. You may not build more pieces than provided in your mix of pieces nor may you build pieces for other players.

Reinforcements may be placed on any hex currently occupied by your ground pieces (excluding any allies). They may be placed in excess of the limits per hex, but this must be fixed during movement step (before combat) or excess pieces are lost (e.g., if someone plays a card ending the player's turn before the excess pieces are moved). Alternatively, you may bring on new pieces as follows:

- **Arab** and **Israeli**: any of the city cards still held in your hand (i.e. not yet captured or destroyed)
- **East**: any land hex on the eastern board's edge
- **Europe** and **USA**: in their respective **At Sea** boxes
- **Magog**: any land hex on the northern board's edge

Magog, **USA** and **European** reinforcements may be deployed as **Paratroops** and **USA** and **European** reinforcements as **Marines**.

Note that entry into the game as described on the Battle Game cards is separate from reinforcements. These pieces arrive as described and are not affected by Apocalyptic cards that prevent reinforcements (Seal 3 and Vial 1).

Magog or **Eastern** pieces cannot be prevented from entering a board's edge by the presence of enemy pieces. **Magog** and the **East** can force enemy pieces in clear hexes (not mountain, ports or airports) to withdraw 1 hex, allowing the reinforcements to arrive. Withdrawing pieces cannot withdraw into hexes that would exceed hex limits; otherwise pieces in excess of the hex limit are eliminated. This also applies to pieces arriving at the beginning of the game.

MOVEMENT

During the movement step of your turn, you may move as many of your pieces (all, some or none) as you wish on the game map. Pieces moved that turn may also engage in combat.

AIR PIECES

Plane and **helicopter** pieces are considered air pieces and are moved as follows:

- **Plane**: may move to any hex on the map, regardless of intervening enemy ground pieces.
- **Helicopter**: may move 6 hexes through adjacent hexes, regardless of intervening enemy ground pieces.

Air pieces cannot enter or move through hexes containing enemy air pieces. Air pieces may fly over enemy ground pieces but cannot end their turn in enemy hexes.

Air pieces may freely enter any hex and move across any hexside. **Planes** may end their turn in any type of hex. **Helicopters** must end their turn on land hexes.

Note that unlike other games, air pieces do not need to operate from airports. They remain in the hexes they are placed in and do not need to return to a base.

Ground Pieces

Infantry, mechanized and tank pieces are considered ground pieces and are moved as follows:

- **Infantry**: may move 3 hexes through adjacent hexes.
- **Mechanized**: may move 4 hexes through adjacent hexes.
- **Tanks**: may move 4 hexes though adjacent hexes.

Movement rates are also shown on the **Army Legend** on the Legend Sheet.

Ground pieces must stop when they enter a mountain hex or once they cross a river hexside (until **Vial 6** is drawn). Ground pieces cannot move across an all-lake or all-sea hexside nor may they move into an all-sea hex.

Terrain restrictions are also shown on the **Map Legend** on the Legend Sheet

Ground pieces cannot enter or move through hexes containing enemy ground pieces. When ground pieces enter a hex containing a lone enemy air piece, the enemy air piece must retreat to the closest available hex. It may fly over opposing ground pieces but not opposing air pieces. If surrounded by opposing air pieces, the retreating air piece is destroyed.

Hex Limits

You are limited to 1 air piece per hex and 3 ground pieces per hex. Any number of pieces may move through a hex but the limits above must be followed at the end of the movement and combat steps; otherwise, any extra pieces are eliminated.

Sea Movement

Europe and **USA** enter the game **At Sea** within the Mediterranean Sea. This represents troop-carrying ships and aircraft carriers. Pieces using sea movement are called **At Sea** and are placed in the **At Sea** box printed on the board.

For sea movement, a piece may move from the **At Sea** box to a hex with a port (disembark) that is not occupied by enemy pieces. Likewise, a piece may move from a port hex to the **At Sea** box (embark). A piece may not embark and disembark on the same turn.

Europe and **USA** are limited to using three ports per turn for sea movement. These may be changed on later turns.

Chosen ports can be for embarking, disembarking or both.

Disembarking constitutes the entire move for pieces. Pieces can move to a port and embark in the same turn.

Air pieces that begin the turn **At Sea** may be placed in any all-sea hex prior to starting their movement.

Pieces cannot use a port in the Red Sea or Persian Gulf unless the Suez Canal in Egypt is free of enemy pieces (no pieces can be in any of the 6 hexes adjacent to the Canal). When *Vial 3* is in effect or once *Vial 6* is drawn, the Suez Canal is unusable and all ports in the Red Sea and the Persian Gulf are now unusable.

COMBAT

Opposing pieces in adjacent hexes may fight each other. Each fight is called a battle and the method of resolving a battle is called combat. Pieces moved that turn may also engage in combat.

Declaring a Battle

During the combat step of your turn, you can declare battles. A battle is a fight between a target hex containing opposing pieces and any of your pieces that are adjacent to the hex.

You can declare battles only when it is your player turn. You do so by indicating which of your pieces are attacking which enemy pieces. Other players' pieces cannot fight unless they are involved in a battle you declared.

A battle is declared against a hex with enemy pieces. When fighting a battle, all the enemy pieces in a hex must be fought in 1 battle.

Attacking pieces must be able to move into the defending hex in order to attack, thus ground pieces cannot attack across an all-lake or all-sea hexside, while air pieces can.

After each battle is resolved, you may declare another battle. You may have as many or as few battles as you wish, depending on the position and number of your pieces and enemy pieces.

An enemy hex can only be attacked once per combat step. Friendly and enemy pieces are limited to 1 battle per combat step.

Ground pieces cannot declare a battle against lone air pieces.
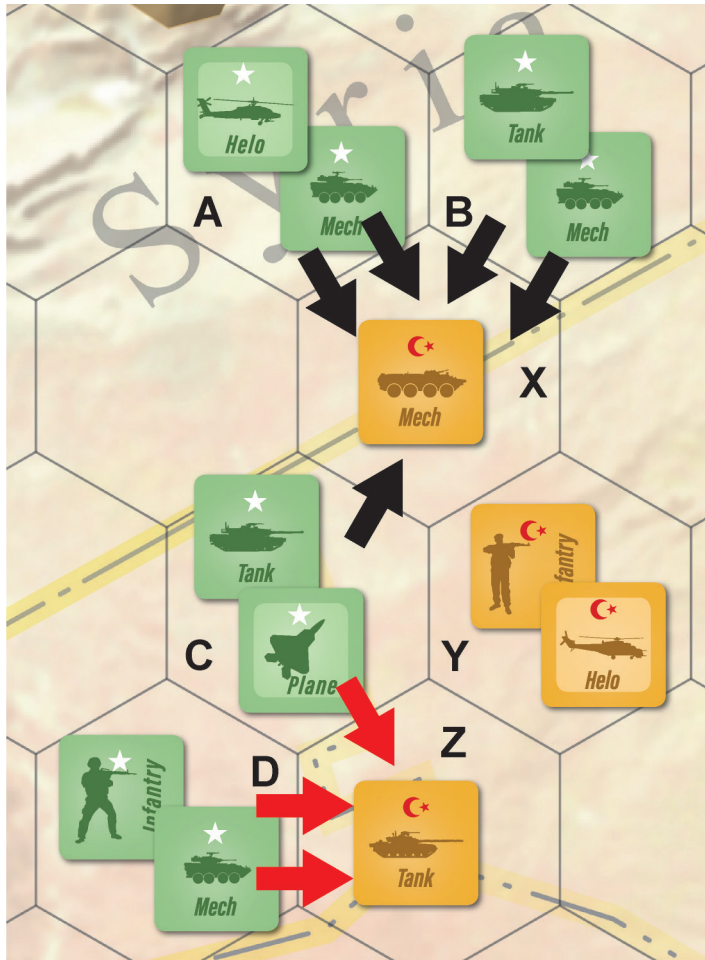
Example: During the USA player turn, the USA player announces a battle against hex X from the 4 pieces in hexes A and B, and the tank piece in hex C (black arrows). After this battle is completed, the USA player declares a battle on hex Z from the air piece in hex C and the two pieces in hex D (red arrows).Note that each piece in hex C is involved in only 1 battle (as they are limited to 1 battle per combat step). Also note that the Arab pieces in hex Y do not fight in either battle - even though they are next to hex C - as the battles are declared against a hex (X and Z) and only the USA player can declare battles during the USA player turn.

BATTLE DICE

During each battle, both you (the attacker) and your opponent (the defender) roll battle dice equal in number to the number of pieces involved on their respective sides of the battle.

Players roll 1 blue die per air piece (plane or helicopter) and 1 white die per ground piece (infantry, mechanized and tank) in the battle.

Battle dice are rolled separately per hex. If an attack comes from more than 1 hex, a series of rolls are made and resolved with the number of battle dice determined by the pieces within each hex. Regardless of the number of attacking hexes, defending pieces roll only once per battle.

The battle dice are rolled (and resolved) in the following order:

1. Air pieces fire first
2. Assaulting **Marines** fire second (see **Marines**)
3. Defending ground pieces in mountains fire
4. All remaining ground pieces fire except
5. Ground pieces attacking across rivers fire last

Example: In the above situation, battle dice are rolled (and resolved) in the following sequence:

1. The two air pieces fire first.

2. The defending tank in mountain hex fires second.

3. All remaining pieces fire.

4. The tank may not attack across Dead Sea, however, were it attacking across a river instead, it would fire last.

Players roll 1 blue die per plane or helicopter piece; and 1 white die per infantry, mechanized or tank piece in the battle.
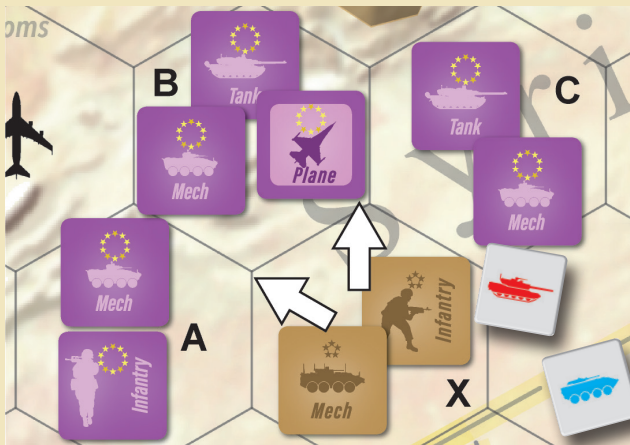
Battle dice are rolled separately per hex. If an attack comes from more than one hex, the number of battle dice rolled are calculated per hex.
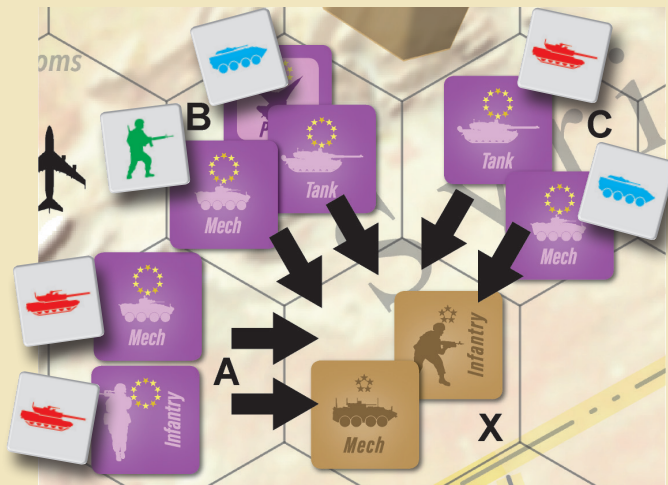
*Example: The **European** player declares a battle against hex **X**, attacking it from hexes **A**, **B**, and **C**.*

*First the air pieces fight. The **European** plane scores a hit while the **Magog** helicopter misses. The **Magog** helicopter is removed.*

Next ground pieces roll. The defender rolls 2 dice, with the mechanized piece scoring a hit.

The attacker rolls 3 times (2 dice per hex). **A** rolls 2 tanks and misses, the mechanized piece in **B** scores a hit, and both the tank and mechanized pieces in **C** score hits.

Applying losses, **Europe** loses the infantry piece in **A**, while both **Magog** pieces are eliminated. With the hex vacant, the attack may advance after combat.

LOSSES

After rolling the battle dice, consider the number and types of pieces involved. For each match between a firing piece and a die, a hit is scored against the enemy and the enemy must suffer a loss by removing a piece.

Matches are conducted on a 1 die per playing piece basis. Thus if 3 tanks are in a battle, the player can roll 3 battle dice; if only 1 tank is rolled on the dice, then only 1 hit is scored on the enemy.

Only air pieces (**planes** and **helicopters**) can kill air pieces. Air pieces can kill air and ground pieces.

Losses are taken at the end of each stage of the combat. That is, after all air pieces have fired, losses are taken; then after any marines attack, losses are taken; and so on.

Note that the sequence is set up so that there is a chance that pieces firing from a disadvantage (e.g., attacking across a river) may be eliminated before they have a chance to fire.

In a battle, losses are taken in the following order:

1. A helicopter
2. A plane
3. An infantry
4. A mechanized
5. A tank
6. Repeat

In other words, for ground losses, the first loss is an infantry piece (if present), the second a mechanized, and the third a tank. This order is repeated until all losses are satisfied. The owning player picks the exact pieces lost.

*Example: **Magog** has 2 mechanized and 1 tank piece defending in a battle. The first loss from an attacking **Israeli** plane is a mechanized (because there are no infantry pieces). From the following ground fire, the second loss is a tank, and the third is a mechanized.*

PARATROOPS

During the last step of your turn, infantry pieces **At Sea**, on a city or on an airport may be deployed to the **Paratroops** boxes printed on the mapboard. On a later turn during your movement step, they may parachute onto any land hex on the map as **Paratroops**.

Only **Magog**, **Europe** and **USA** may deploy **Paratroops**. They each are allowed a number of infantry pieces as depicted by the number of boxes. **Magog** may begin the game with pieces setup as **Paratroops** but **Europe** and **USA** must first arrive in the game before they can drop as **Paratroops** (depending on Battle Game).
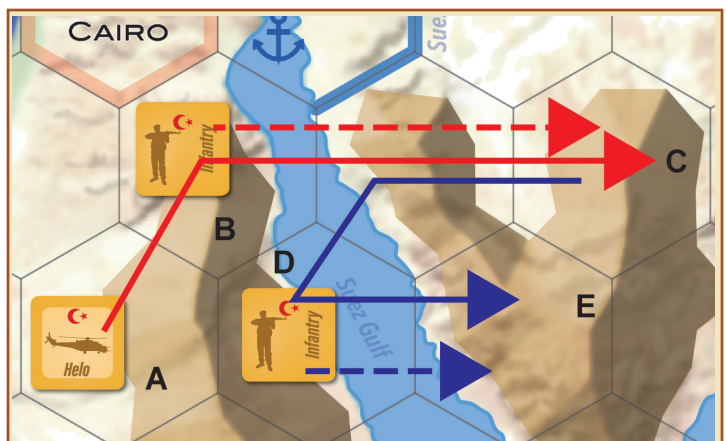
Paratroops may parachute onto any land hex on the map. Pieces may not parachute into an enemy occupied hex (even those with just air pieces). Parachuting constitutes the entire move for paratroop pieces.

ADVANCE AFTER COMBAT

If all defending ground pieces are killed in a battle, the attacker may advance ground and air pieces that participated in the combat into the empty hex. Defending planes and helicopters cannot control a hex, they must retreat if they alone remain and the attacker chooses to advance (see **Movement**).

Note that it is possible that a piece may move its full movement and then move again by advance after combat.

A unit cannot be struck by **Nuclear Weapons** before it advances after combat (e.g., to prevent it from capturing an objective). The advance represents the finale of fighting in close quarters.

AIRMOBILE

During the movement step, helicopters are capable of carrying infantry in the form of **Airmobile** troops.

Each helicopter can carry one infantry piece at a time. The helicopter can then move the infantry piece as an air piece over any type of terrain and enemy ground pieces. The pieces must end the turn on a land hex and cannot end the turn in enemy hexes.

HUMAN WAVE ATTACKS

The **Eastern** player (only) may conduct human wave attacks during their turn by placing more than the 3 ground piece limit allowed in a hex at the end of movement. There is no limit to the number of pieces the **Eastern** player may place in a hex. During combat, the **Eastern** player may attack with all these pieces. At the end of the **Eastern** player's combat step, any excesses of 3 pieces per hex are automatically destroyed.

Note that the purpose of this is for human wave attacks. The Eastern player cannot exceed the 3 piece per hex limit in situations not involving attacks.

Example: The helicopter in hex A picks up the infantry in hex B and carries it to hex C. The helicopter then picks up the infantry in hex D and moves it to hex E.

A helicopter can carry different infantry pieces (e.g., going back and forth across a lake) as long as it carries one piece at a time.

Infantry pieces carried by helicopter cannot move prior to being picked up nor after being dropped off for that movement step.

While ground pieces can enter hexes containing enemy air pieces (and force them to retreat), Airmobile infantry does not have this ability as the helicopter is treated as an air piece and air pieces cannot enter hexes containing enemy air pieces.

Infantry can be loaded while **At Sea** and may be placed in any all-sea hex prior to starting their movement.

Infantry automatically lands at the end of your movement step (so they cannot attack across a prohibited hexside with the aid of helicopters).

MARINES

During the last step of your turn, pieces **At Sea** or on a port may be deployed to the **Marines** boxes on the map board. On a later turn during your movement step, they may invade a coast as **Marines**.

Only **Europe** and **USA** may deploy **Marines**. They each are allowed 1 infantry, 1 mechanized and 1 tank piece as depicted by the boxes and symbols. These are not interchangeable.

Europe and **USA** must first arrive in the game before they can invade as **Marines** (depending on **Battle Game**).

Marines may invade any coastal hex. Landing constitutes the entire move for Marine pieces. The Suez Canal must be free of enemy pieces to land in the Red Sea or Persian Gulf (and Suez Canal hexsides are not themselves considered coastal hexes).

Marines may choose to invade a hex occupied by enemy pieces. To do so, the **Marines** are placed in an all-sea hex adjacent to the target invasion hex (if there is no all-sea hex, simply place the pieces somewhere near the coastal hex). All enemy pieces must be eliminated in the combat step so that the **Marines** can land by advance after combat. If the defenders are not all eliminated, all the **Marines** are eliminated instead.

Marines get the bonus of rolling their combat dice first before the defenders (but after air). This captures the effects of the naval bombardment prior to landing.

Marine invasions against occupied hexes are conducted in the combat step and pieces in adjacent hexes may participate in the battle but roll according to the normal battle sequence (and not along with **Marines** in the second step of the firing sequence).

FINALE

COLLAPSE

If you ever run out of **Homeland Population** (or city) cards, your nation collapses.

If your nation collapses, you are still in the game. You may continue moving and fighting with your pieces but may not draw **Event** cards nor buy reinforcements. Players are also welcome to give you cards (possibly allowing you reinforcements).

WINNING THE GAME

In the Campaign Game, if you can capture all the cities on the map and hold them for 1 complete turn (from the end of your current turn to the end of your next turn regardless of altered player order), you win the game. Holding a city is defined as the last player to have ground pieces in the hex - even if they are "nuked" the moment they enter the hex.

Otherwise, the game ends following the **Vial 7** card. Whoever holds Jerusalem (the last player to have a piece in the hex - even if they were eliminated from the game) at the end of the game wins!

> *"But of that day and hour knoweth no man, no, not the angels of heaven, but my Father only."*
>
> *Matthew 24:36*

CREDITS

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GRAPHICS: Nadir Elfarra with Duncan Long (Apocalyptic cards, Antichrist cards)

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FREQUENTLY ASKED QUESTIONS

If I control 2 or more nations (i.e. USA, Europe and Israel), why don't I get to hold 3 Event cards per nation?

The 3 **Event** card limit per player helps to offset any advantages to controlling multiple nations.

Must I draw Event cards when I have less than 3 cards in my hand?

No. By drawing cards you are bringing the game to a faster end. This may benefit some nations and not others.

Can I play a card (i.e. deploy Strategic Arms or fire Nuclear Weapons, etc.) while drawing to enable me to draw another card?

No. Players must wait until they have drawn all their cards before they can play any. The exception being **Apocalyptic** cards, which must be played immediately (though still counting towards the draw count).

For Apocalyptic card purposes, are Paratroops considered air pieces and Marines considered At Sea?

No. Air pieces means just **planes** and **helicopters**, while **At Sea** refers to only pieces in the **At Sea** box.

If I draw a nation card saying "Play immediately stops and begins with the [European, Magog, USA] player's turn" must I play it immediately?

No. Unlike **Apocalyptic** cards, National **Event** cards (or any other non-apocalyptic cards) need not be played immediately. Cards that reads "Play immediately stops and begins with the [nation] player's turn" can be played at any time by any player simply to upset the turn order.

If, as the Arabs, I draw Seal 5 Martyrs which gives me a second round of reinforcements, can I then play my Put or Cush card, and receive those reinforcements twice?

No. The **Put** or **Cush** is a national **Event** card, which happens once. Reinforcements would arrive during the first round but not twice.

Can I play a National card giving me reinforcements when it's not my turn?

Yes, but they would not arrive until your next reinforcement step.

Can defensive Strategic Arms (anti-ballistic defenses) be used against Theater or Tactical Nuclear Weapons?

No. Their trajectories are too low for interception.

Tactical Nuclear Weapons cards describe destroying 1, 2 or 3 enemy pieces in hexes adjacent to friendly pieces. Does that mean 1, 2 or 3 pieces in every hex that is adjacent to a friendly piece?

No. It means that you can destroy 1, 2 or 3 pieces per card. These losses can be applied against pieces in the same or different hexes.

In the campaign game, the USA and European players arrive At Sea on their first turn. Can I fly planes, drop paratroops or land marines on the map on this turn?

No, the most each player can do is move pieces into the **At Sea** box during the movement step. During the deployment step, pieces can be placed in the Marine and Paratroop boxes.

Why is there a three port limit for the USA and European players?

This is aimed at preventing one player from capturing all the ports, thus preventing the other from using any.

Why must we roll for each attacking hex? Why not just roll dice for all the pieces?

A subtle effect of probabilities: by rolling separately, one introduces greater chance of a "losing" die roll, giving the defender a bit of a break. For example, if a player is attacking with one plane and then one helicopter, they could miss if they rolled one helicopter first, followed by one plane.

If the target is eliminated in a battle before some pieces get to fire (e.g., the planes destroy the target before the ground pieces fire), can they fire at someone else?

No. A battle is declared with all attacking piece before any dice are rolled.

If I have a card canceling losses (e.g., Israeli Heroism), exactly when do I play it?

You would play the card after your opponent's battle dice are rolled but before your final losses are removed (so any air battle losses would also be recovered following the ground battle dice roll). In other words, your opponent may think they are conducting an effective attack but if you see you are going to suffer unacceptable losses, you would then play your card.

If a player is supposed to receive reinforcements in their next reinforcement step but they lose their turn or the player order changes, what happens to the reinforcements?

They are still received on their next reinforcement step, whenever that actually happens.

Suppose the European Player attacks the Israelis with Marines. How is it handled if both players play cards canceling their losses?

The unstoppable force meets the immovable object? The attack fails and the **Europeans** are simply returned to their **Marine** boxes.

The European mind control card is confusing. Who is friendly and who is not?

Essentially, the "take control" enables the **European** player to deceive their opponents. The controlled pieces can move through both the controlled side's pieces as well as **European** pieces (including respective allies). During combat, they act just like **European** pieces and can participate in the same battles. Controlled piece cannot end their turn beyond the accepted hex limits.

Trumpet 6 describes play as going to the Eastern player turn. What if there is no Eastern player?

Play would go to the next player in the player order following the **Eastern** player turn. This would apply to other sequence-altering cards.

What if the first Event card drawn is Vial 7?

The game would be over. Players may elect to put the card back in the deck and continue playing but remember, an early end to the game benefits the **Arabs** and the **Israelis**. Likewise, if the game is going too long, players may elect to end it when the next **Apocalyptic** card is drawn.

<center>*   *   *   *   *</center>

Is this stuff for real?

The answer depends on your personal beliefs. To many Christians, this is very real; to many non-Christians, this appears absurd. This game, **The Battle of Armageddon**, has been designed in a way that respects both view points – neither preaching nor mocking – and presents a game with high entertainment value.

Where can I read more on this topic?

There are many books on this topic in most Christian bookstores. Authors such as Hal Lindsey (The Late Great Planet Earth), Tim LaHaye/Jerry Jenkins (Left Behind series), or Robert Van Kampen (The Sign) are a good starting point.

Are there other ways of interpreting scripture?

Certainly. The Second Coming of Christ is a central doctrine of the Christian faith and Christian eschatology is the study of the end of things, including the End Times.

There are many ways of interpreting these scriptures, integrating the prophecies of Ezekiel, Daniel and John of Patmos (Revelation) like puzzle pieces. The views presented in **The Battle of Armageddon** capture the essence of many of these interpretations but by no means claim to be the definitive version.

With all this said, the idea of interpreting books such as Revelation into modern prophecy is primarily the domain of Fundamentalist Churches. The traditional way of interpreting this book is as a letter of support and hope to the 1st Century Christians being persecuted by the Romans under Domitian.

It is worth noting that the book of Revelation was included in the Bible in 387 AD by the Council of Carthage. It was deemed representative of apocalyptic literature, which was common in the early Church. Later church leaders, such as Martin Luther, wanted the book removed. Therefore, to some Christians it is the most important book in the Bible, while to others it is the least.

STRATEGY NOTES

ARABS
Perhaps the most difficult position, your job is to fight for Jerusalem and hope that you can hold it to the end. An early end to the game is to your benefit so draw and play as many **Event** cards as possible.

EAST
Your strength is your endless supply of troops. On the other hand, two factors are working against you: time and distance. Mass your pieces up for as many human wave attacks as possible in a turn. You will get these back next turn as reinforcements. Also, push as madly as possible

westward. Avoid drawing **Event** cards as much as possible to extend the length of the game.

EUROPE

You are perhaps the most dangerous player in the game. While you are not as strong as **Magog**, your **Event** cards let you perform extraordinary things. Use these cards to your greatest advantage.

ISRAEL

Another difficult player. Your biggest strength is position: you own Jerusalem at the beginning and you must hold it for as long as possible. Your biggest weakness is that everyone wants Jerusalem so you are the focal point of the game. An early end to the game is in your favor, so draw and play as many **Event** cards as possible.

MAGOG

You have the biggest, baddest army on the board. The down side is that everyone will be out to get you. You must steam roll over anyone that's in your way, including **Israel** and the **Arabs**. **Europe** and **USA** will be your principal rivals so do your best to promote discord between the two.

USA

You are not the strongest player on the board but then you are not the weakest. Your best bet is to position yourself through alliances. Work with the **European** player as best as you can; flip your allegiance to **Magog** if you must.

GENERAL NOTES

The Battle of Armageddon is a fast-paced, dynamic game where players are forced to manage and adjust their strategy depending on rapidly changing conditions. The game's chaotic nature will frustrate even the best laid plans but responding to the chaos is the key to winning.

The central objective of this game is clear: control of Jerusalem. In that sense, the game is essentially a form of King of the Hill. It is up to players to take Jerusalem as early as possible and then to hold it for as long as possible because no one knows when the game will end. To achieve this, you must manipulate allies to position yourself to take the city, while targeting any challengers as quickly and decisively as possible. This likely will include frequent betrayals and changing alliances. Remember, this is the end of the World so friendships will no longer matter.

The combat system is bloody. Getting into a head-on battle will quickly destroy both you and your opponent's armies. It is better to get your allies to do the fighting. Understanding the cards is also critical. Drawing **Event** cards will increase the chances of apocalyptic events occurring, including the end of the game, so keep this in mind.

WHAT THE BIBLE SAYS

Armageddon is a term generally applied to total war when the casualties and costs are high. The term is regularly brought into discussions of nuclear war and the resultant effects on mankind, yet few people have a proper understanding of the word or the background behind it.

Armageddon comes from the Hebrew word *Har-Megiddo*, which means Hill of Megiddo. Megiddo was an ancient city located some 30 kilometers southeast of Haifa. In Biblical times, it was the site of numerous battles between the Israelites and their enemies. More recently, Megiddo was the site of Allenby's defeat of the Turks in the First World War.

In Biblical terms, Armageddon is described as the site of the final struggle between good and evil; between God and the people who have rejected Him. Though referred to throughout the Bible, detailed accounts of the end times and this climactic battle are found primarily in the books of Daniel, Ezekiel, and Revelation.

DANIEL

The book of Daniel is ascribed to the prophet Daniel, an exile of Israel who served in the courts of the Babylonian kings in the 6th century BC. He arose to this position because of his ability to interpret the dreams of King Nebuchadnezzar II.

The book of Daniel is full of prophecies revealed to Daniel and the Babylonian King through dreams. In these dreams, prophecies of the rise and fall of Babylon and future empires were symbolized to the King with a statue (Daniel 2), and to Daniel with four Beasts (Daniel 7). Both of these dreams contained prophecies of the Babylonian Empire, the Median-Persian Empire, and the Greek conquests under Alexander the Great along with the feuding after his death. The prophecies also describe the rise to power of the Roman Empire, its eventual decay, and its return to power in the end times.

Prophecies concerning the battle of Armageddon are found in Daniel 11:40-45; these verses state:

> *40And at the time of the end shall the king of the south push at him: and the king of the north shall come against him like a whirlwind, with chariots, and with horsemen, and with many ships; and he shall enter into the countries, and shall overflow and pass over.*
>
> *41He shall enter also into the glorious land, and many countries shall be overthrown: but these shall escape out of his hand, even Edom, and Moab, and the chief of the*

children of Ammon.

42He shall stretch forth his hand also upon the countries: and the land of Egypt shall not escape.

43But he shall have power over the treasures of gold and of silver, and over all the precious things of Egypt: and the Libyans and the Ethiopians shall be at his steps.

44But tidings out of the east and out of the north shall trouble him: therefore he shall go forth with great fury to destroy, and utterly to make away many.

45And he shall plant the tabernacles of his palace between the seas in the glorious holy mountain; yet he shall come to his end, and none shall help him.

The identities of the two Kings is uncertain. Ammon is a region east of the Jordan, Moab east of the Dead Sea and Edom south of the Dead Sea. Egypt, Libya and Ethiopia are clear.

EZEKIEL

The prophet Ezekiel also was an exile who lived during the 6th century B.C. The book of Ezekiel contains prophecies condemning the idolatry of Israelites, and about the fall of Judah and Jerusalem, but also prophecies about the restoration of Israel as a nation and the destruction of its enemies.

Chapter 37 contains the famous vision of the valley of dry bones. In the vision, at God's command, Ezekiel first prophesizes to the bones and then breathes life into them, upon which they rise to life and form a vast army. God explains to the prophet (Ezekiel 38:11-14) that these bones are symbols of the house of Israel, and how after being scattered and giving up hope, they with reunite and return to Israel.

Chapter 38 then moves onto prophecies against a prince named Gog. Writing what God has told him, Ezekiel states:

1And the word of the LORD came unto me, saying,

2Son of man, set thy face against Gog, the land of Magog, the chief prince of Meshech and Tubal, and prophesy against him,

3And say, Thus saith the Lord GOD; Behold, I am against thee, O Gog, the chief prince of Meshech and Tubal:

4And I will turn thee back, and put hooks into thy jaws, and I will bring thee forth, and all thine army, horses and horsemen, all of them clothed with all sorts of armor, even a great company with bucklers and shields, all of them handling swords:

5Persia, Ethiopia, and Libya with them; all of them with shield and helmet:

6Gomer, and all his bands; the house of Togarmah of the north quarters, and all his bands: and many people with thee.

These are ancient, Biblical names of groups of people or nations. They originate from the names of the sons and grandsons of Noah, the father of all people. Through the Bible and other ancient manuscripts, scholars have managed to identify a number of these groups.

The principal name in the passage is Gog. Gog is not a nation, but a person, who is ruler of the nation Magog. Magog, along with Meshech and Tubal, have been identified with the ancient Scythians, a nomadic race that populated southeastern Europe and Asia between the Black and Caspian Seas. These people appear to be the predecessors of modern day Russia.

Persia, Ethiopia (in some translations as Cush), and Libya (Put) are identified as principal allies of Gog. Persia is readily identified. The people of Cush appear to come from southern Egypt and the lands south and east of Egypt, possibly Abyssinia, Nubia, and Ethiopia. Put is a name commonly used in the Bible for a North African people but their exact geographic location is not clear. It is believed that these are a scattered people west of Egypt, most likely around Libya. The remaining allies, Gomer and Togarmah, are other races originating from southern Russia, though some identify Gomer as Germany.

Ezekiel then goes on to tell how God states that in future years Gog and his allies will launch an attack on Israel:

15And thou shalt come from thy place out of the north parts, thou, and many people with thee, all of them riding upon horses, a great company, and a mighty army:

16And thou shalt come up against my people of Israel, as a cloud to cover the land; it shall be in the latter days, and I will bring thee against my land, that the heathen may know me, when I shall be sanctified in thee, O Gog, before their eyes.

In this passage, God begins to reveal His purpose: to show His wrath in such a way that all the nations of the Earth shall

know who is Lord. Ezekiel continues:

> ²²*And I will plead against him with pestilence and with blood; and I will rain upon him, and upon his bands, and upon the many people that are with him, an overflowing rain, and great hailstones, fire, and brimstone.*

Chapter 39 continues with a description of God's wrath, indicating that Magog will not be the only object of His vengeance:

> ⁶*And I will send a fire on Magog, and among them that dwell carelessly in the isles: and they shall know that I am the LORD.*

REVELATION

Revelation was written by St. John while exiled to the island of Patmos in the Aegean Sea. Revelation is an example of apocalyptic literature — writings intended as encouragement during times of persecution by showing God's plan to defeat the evil-doers. Symbolism is relied upon to get the message through without incrimination.

Written during the time of Roman persecution, Revelation has been interpreted as a message of encouragement to the early Church. Following the fire in Rome, Nero chose the Christians, a new, radical sect who rejected Caesar-worship, as an easy scapegoat. What followed was thirty years of persecution parallel in scope and cruelty to the Nazi holocaust. In Revelation, John tells of the beast with seven heads (seven hills) and ten horns (ten Caesars), who wears crowns with blasphemous messages (Caesar-worship). John then goes on to describe the eventual downfall of the beast by the hand of God.

The book has also been interpreted as telling of God's future plans for mankind and the Earth. Through symbolism, this book outlines the end times, and how Satan (the dragon) will attempt to gain power by deception through the Beast, also called the Antichrist (the devil incarnate), and the False Prophet (an evil John the Baptist). As Satan gains control, God will unleash a series of plagues shown by seven seals, seven trumpets, and seven bowls, which lead to the eventual destruction of evil and the establishment of a heavenly kingdom on Earth.

Revelation is an enigmatic book. Whether it follows a chronological sequence is not clear; possibly, it tells the story in cycles as mention of the final battle seems to occur with the sixth event of each plague. Passages that summarize these events can be found in chapters 6, 9, and 16.

Following the release of the Four Horsemen of the Apocalypse, chapter 6 describes the cataclysmic events resulting from the sixth seal:

> ¹²*And I beheld when he had opened the sixth seal, and, lo, there was a great earthquake; and the sun became black as sackcloth of hair, and the moon became as blood;*
>
> ¹³*And the stars of heaven fell unto the earth, even as a fig tree casteth her untimely figs, when she is shaken of a mighty wind.*
>
> ¹⁴*And the heaven departed as a scroll when it is rolled together; and every mountain and island were moved out of their places.*

In chapter 9, the sixth trumpet releases an army of 200 million soldiers:

> ¹³*And the sixth angel sounded, and I heard a voice from the four horns of the golden altar which is before God,*
>
> ¹⁴*Saying to the sixth angel which had the trumpet, Loose the four angels which are bound in the great river Euphrates.*
>
> ¹⁵*And the four angels were loosed, which were prepared for an hour, and a day, and a month, and a year, for to slay the third part of men.*
>
> ¹⁶*And the number of the army of the horsemen were two hundred thousand thousand: and I heard the number of them.*

Chapter 16 covers the sixth bowl, showing how the Euphrates river dries up, and how, through the deception of evil spirits, Satan gathers the armies of the world together to fight the battle of Armageddon:

> ¹²*And the sixth angel poured out his vial upon the great river Euphrates; and the water thereof was dried up, that the way of the kings of the east might be prepared.*
>
> ¹³*And I saw three unclean spirits like frogs come out of the mouth of the dragon, and out of the mouth of the beast, and out of the mouth of the false prophet.*
>
> ¹⁴*For they are the spirits of devils, working miracles, which go forth unto the kings of the earth and of the whole world, to gather them to the battle of that great day of God Almighty.*
>
> ¹⁵*Behold, I come as a thief. Blessed is he that watcheth, and keepeth his garments, lest he walk naked, and they see his shame.*

> [16]And he gathered them together into a place called in the Hebrew tongue Armageddon.

The results of this battle are catastrophic. Chapter 14 describes the result of God's wrath on the world armies:

> [20]And the winepress was trodden without the city, and blood came out of the winepress, even unto the horse bridles, by the space of a thousand and six hundred furlongs.

1,600 furlongs is a distance of 321 kilometers. Chapter 16 goes on to say:

> [17]And the seventh angel poured out his vial into the air; and there came a great voice out of the temple of heaven, from the throne, saying, It is done.
>
> [18]And there were voices, and thunders, and lightnings; and there was a great earthquake, such as was not since men were upon the earth, so mighty an earthquake, and so great.
>
> [19]And the great city was divided into three parts, and the cities of the nations fell: and great Babylon came in remembrance before God, to give unto her the cup of the wine of the fierceness of his wrath.

The final scene is of Christ, mounted on a horse, coming out of the clouds along with an angelic army. Chapter 19 describes it:

> [19]And I saw the beast, and the kings of the earth, and their armies, gathered together to make war against him that sat on the horse, and against his army.
>
> [20]And the beast was taken, and with him the false prophet that wrought miracles before him, with which he deceived them that had received the mark of the beast, and them that worshiped his image. These both were cast alive into a lake of fire burning with brimstone.
>
> [21]And the remnant were slain with the sword of him that sat upon the horse, which sword proceeded out of his mouth: and all the fowls were filled with their flesh.

PUTTING THIS INTO A MODERN CONTEXT

There are currently two interpretations of battles in the end times. Both begin with an attack led by Russia, corresponding to Daniel's king of the North and Ezekiel's Magog. In the interpretations, the Russians and their Arab allies will attack Israel with the intent of destroying her and the Jewish race. This attack though leads to the ultimate destruction of Russia.

How Russia is defeated is where interpretations vary. The first interpretation, based mainly on the events described in Ezekiel, is that Israel shall defeat Russia. The defeat will be so decisive that no one can dispute God's hand in the event (Ezekiel 38:16). At this point, in the power vacuum created by the Russian collapse, the Antichrist sets up his world government. This separates the Russian attack from the final Armageddon battle between the Antichrist and the Chinese, represented by the Kings of the East.

The second interpretation, perhaps more consistent with Daniel and Revelation, goes as follows. After the world government established by the Antichrist begins to collapse, the world begins a military mobilization under three power blocks (Revelation 16:13-14), and the final war begins. Russia captures Israel and then turns on her allies to conquer the entire Middle East (Daniel 11:42). The mobilization of the Chinese and Western Alliance (Daniel 11:44) shall bring the Russian forces back to Israel, presumably a central location. A gruesome, unrestrained battle occurs where the Western Alliance, under the generalship of the Antichrist, will utterly destroy the Russian forces (Daniel 11:45). In her final death-throws, Russia will initiate a global nuclear war which will destroy many nations (Ezekiel 38:22). In this exchange, the coastlines, believed to be the United States, are destroyed (Ezekiel 39:6).

As an ally of the Antichrist, China mobilizes her 200 million man army (Revelation 9:16) and begins to march on the Middle East. With the Russians defeated and the Euphrates River dry (Revelation 16:12), the Chinese turn on the Antichrist and the final battle begins.

The main battleground is a 300 kilometer area around Israel, centered around Megiddo. The fighting is vicious. Valleys are filled with blood 5 feet deep (Revelation 14:20). Global effects of the fighting are unprecedented, with earthquakes, stars (ICBMs?) falling, entire islands and mountains destroyed (Revelation 6:12-14), and the remaining major cities burned in the nuclear holocaust (Revelation 16:19).

The perceived intent of the war is to defeat the Antichrist and topple his world government, but the actual Satanic purpose is to gather the armies together in one spot to meet Christ as he descends to earth from the clouds (Revelation 19:19). The outcome of this battle is that the armies of the world are defeated with one swing of Christ's sword (Revelation 19:21) and Satan, the Antichrist and his false prophet are captured and thrown into Hell (Revelation 19:20).

THE PREMILLENIALIST MOVEMENT

Premillenialists — Christians that believe in the imminent physical return of Christ to establish His earthly kingdom which will last one thousand years — have interpreted these and other scripture passages with events as indicators of end times.

The movement has been around for a very long time and interpretations such as these have been fitted to many world events. The Russian threat has been pointed out since the Crimean War, and before that Magog was interpreted as the Turks, the Mongols, and others. The label Antichrist has been hung on virtually every world leader, including Nero, Charlemagne, Napoleon, Mussolini and most current leaders (the US President, the Pope, etc.). The Kings of the East have been the Turks, the lost tribes of Israel, Japan, India, and China. And, of course, no one has reasonably explained how these kings manage to mobilize, transport or supply a 200 million man army in the Middle East.

In 1917, the movement gained both popularity and credibility with two events. The Balfour Declaration stated Britain's desire to establish Palestine as a national homeland for the Jewish people. The second event, though not obvious to the movement at the time, was the Bolshevik Revolution which established an atheistic government in Russia. With these events, Bible prophecy seemed to be falling into place.

A problem with literal interpretations of these prophecies is that there is no precise timing to the events. Many have erroneously pointed to the end of the times of the Gentiles as 1916, 1927, 1935, 1948, 1967, etc. In 1919, Harrison Franklin Rall wrote a sharp criticism of the premillenialist movement following their mistaken predictions of the First World War. In his article, he stated:

> *"Nineteen centuries have passed by, during which, according to adventism, this new age has been imminent. There is nothing in premillennial teaching to compel us to believe that the world may not need to wait nineteen or twice nineteen centuries more, since, according to men like Dr. Scofield and Dr. Pierson, "imminent" with premillenialists means simply "next in the docket," whether near or remote. For an indefinite period, then, adventism has nothing to suggest to us but a passive pessimism over again a pagan and hopelessly evil social order."*

PLAYER TURN

Player order is shown on the **Player Order** diagram on the map. Steps within each player turn are summarized below:

1. discard or play any unwanted **Event** cards
2. draw new **Event** cards
3. receive reinforcements
4. move pieces
5. conduct combat against enemy pieces
6. deploy pieces as **Paratroops** and **Marines**

HOMELAND POPULATION CARDS

Players begin the game with a number of **Homeland Population** cards, which determine replacement points received each turn.

Homeland Population cards can be eliminated by **Strategic Arms** and **Apocalyptic** cards.

ALLIANCES

Players may make alliances by trading **Alliance** cards. Allied players may move through allied pieces. Allies do not attack each other, nor do they capture each other's cities. Allies can freely switch player turns. Alliances can be broken at any time.

EVENT CARDS

Players may hold up to 3 **Event** cards. Players may play **Event** cards at any time during the game following the draw step but may draw only during step 2 of their turn.

Apocalyptic cards must be played when drawn. Non-Apocalyptic cards cannot be played until after the draw.

Strategic Arms cards may be deployed (unused) following the draw step, freeing up one's hand for future draws.

REINFORCEMENTS

Reinforcement points are received based on **Homeland Population cards**. Points are spent on new pieces. Costs are outlined on the **Army Legend**. New pieces are placed on hexes with friendly ground pieces (excluding allies) or a friendly board edge or location (see rules).

MOVEMENT

Planes and helicopters are air pieces. Tanks, mechanized and infantry are ground pieces. Movement rates are shown on the Army Legend. Terrain restrictions are shown on the **Map Legend**.

Air pieces can move over ground pieces but not opposing air pieces. Ground pieces cannot move over opposing ground pieces. Ground pieces entering an opposing air piece hex force the air piece to withdraw to an unopposed hex.

One air piece and 3 ground pieces may exist in a hex at the end of each of the movement and combat steps.

SEA MOVEMENT

USA and **European** pieces may be At **Sea**. Pieces **At Sea** may disembark at an unopposed port, with no further movement. Pieces may move to a port and embark to the **At Sea** box.

Nations are limited to using 3 ports per turn.

COMBAT

The current player announces a battle against a hex containing enemy (defending) pieces. All friendly pieces adjacent to the battle hex may participate as attackers.

Players roll a number of battle dice equal to the number of air and ground pieces per hex. For each match between a firing piece type and a die, a hit is scored and the enemy must suffer a loss. Only air pieces can kill air pieces. Dice are rolled and losses applied in the following sequence:

1. air pieces fire first
2. assaulting **Marines** fire second
3. defending ground pieces in mountain hexes fire
4. all remaining ground pieces fire except
5. ground pieces attacking across rivers fire last

In a battle, losses are taken in the following order:

1. a helicopter
2. a plane
3. an infantry
4. a mechanized
5. a tank
6. Repeat

If all defending ground pieces are eliminated, attacking pieces may advance into the hex.

HUMAN WAVE ATTACKS

The **Eastern** player may exceed the hex limit after the movement step to increase the effectiveness of attacks. After combat, excess pieces are eliminated.

PARATROOPS

Infantry pieces **At Sea**, on a city or an airport may be deployed to the **Paratroops** box. On a later turn during the movement step, they may parachute onto any land hex (excluding enemy occupied hexes).

AIR MOBILE

Each helicopter is capable of carrying one infantry piece at a time.

MARINES

Pieces **At Sea** or on a port may be deployed to the **Marines** box. On a later turn during the movement step, they may invade a coast. If there are enemy pieces in the hex, they must be eliminated in combat before the **Marines** can land. **Marines** get the bonus of rolling their combat dice first before the defenders (but after air). If the defenders are not all eliminated, all the **Marines** are eliminated instead.