



WAR IN HEAVEN

John Milton's

Paradise Lost

A Game of Tactical Combat in the Upper Air

*Thus Adam made request; and Raphael,
After short pause assenting, thus began.
High matter thou enjoimest me, O prime of men,
Sad task and hard: For how shall I relate
To human sense the invisible exploits
Of warring Spirits? how, without remorse,
The ruin of so many glorious once
And perfect while they stood? how last unfold
The secrets of another world, perhaps
Not lawful to reveal? yet for thy good
This is dispensed; and what surmounts the reach
Of human sense, I shall delineate so,
By likening spiritual to corporal forms,
As may express them best; though what if Earth
Be but a shadow of Heaven, and things therein
Each to other like, more than on earth is thought?"*

—Book V, Lines 561-576

Rough Draft

Hierarchical Orders of Angels

Pseudo-Dionysius (Celestial Hierarchy)
1. Seraphim
2. Cherubim
3. Thrones
4. Dominations
5. Virtues
6. Powers
7. Principalities
8. Archangels
9. Angels

Optional Schemata

St. Ambrose (Apologia Prophet David, 5)	St. Jerome	Gregory the Great (Homilia)	Maseket Azilut
<ul style="list-style-type: none"> • Seraphim • Cherubim • Dominations • Thrones • Principalities • Potentates • Virtues • Archangels • Angels 	<ul style="list-style-type: none"> • Seraphim • Cherubim • Powers • Dominions • Thrones • Archangels • Angels 	<ul style="list-style-type: none"> • Seraphim • Cherubim • Thrones • Dominations • Principalities • Powers • Virtues • Archangels • Angels 	<ul style="list-style-type: none"> • Seraphim • Ofanim • Cherubim • Shinnanim • Tarshishim • Ishim • Hashmallim • Malakim • Bene Elohim • Arelim

Constitutions of the Apostles (Clementine Liturgy of the Mass)	Isidore of Seville (Etymologiarum)	Moses Maimonides (Mishne Torah)	The Zohar (Exodus 43a)
<ul style="list-style-type: none"> • Seraphim • Cherubim • Aeons • Hosts • Powers • Authorities • Principalities • Thrones • Archangels • Angels • Dominions 	<ul style="list-style-type: none"> • Seraphim • Cherubim • Powers • Principalities • Virtues • Dominations • Thrones • Archangels • Angels 	<ul style="list-style-type: none"> • Chaioth ha-Qadesh • Auphanim • Aralim • Chashmalim • Seraphim • Malachim • Elohim • Bene Elohim • Kerubim • Ishim 	<ul style="list-style-type: none"> • Malachim • Erelim • Seraphim • Hayyoth • Ophanim • Hamshalim • Elim • Elohim • Bene Elohim • Arelim

John of Damascus (De Fide Orthodoxa)	Francis Barrett (The Magus)	Dante (The Divine Comedy)	Larry Richards (Every Good And Evil Angel)
<ul style="list-style-type: none"> • Seraphim • Cherubim • Thrones • Dominions • Powers • Authorities • Rulers • Archangels • Angels 	<ul style="list-style-type: none"> • Seraphim • Cherubim • Thrones • Dominations • Powers • Virtues • Principalities • Archangels • Angels • Innocents • Martyrs • Confessors 	<ul style="list-style-type: none"> • Seraphim • Cherubim • Thrones • Dominations • Virtues • Powers • Archangels • Principalities • Angels 	<p>God's Angels:</p> <ul style="list-style-type: none"> • Seraphim • Cherubim • Archangels • Angels <p>Satan's Angels:</p> <ul style="list-style-type: none"> • Thrones • Dominions • Principalities • Powers

Game Scale and Meter

Unit: Angel Power (AP) = 1 unit of AP is equivalent to the strength of will of one angel of the 9th order.

Time: Each game turn = one hour

Map: 100 Roman miles per hex

Complexity: Medium (5/10)

Solitaire Suitability: Medium (6/10)

Alphonso de Spina's Enumeration of Angels

Total number of angelic orders: 9
 Number of legions in an order: 6,666
 Number of angels in a legion: 6,666
 Total number of angels: 399,920,004

Terrain Penalty Chart

Combat Modifiers

Combat Results Tables

Die Roll	Attack-Defend Ratio					
	1:4 -	1:3	1:2	1:1	2:1	3:1 +
1	AR	DR	DR	DE	DE	AA
2	AR	AR	DR	DR	DE	DE
3	AE	AR	AR	DR	DR	DE
4	AE	AE	AR	EX	DR	DR
5	AE	AE	AE	AR	AR	DR
6	AT	AE	AE	AE	AR	AR

Die Roll	Extended Attack-Defend Ratio (Optional)											
	1:13 -	1:10- 12	1:7-9	1:5-6	1:3-4	1:2	1:1	2:1	3:1	4:1	5:1	6:1 +
1	AR	AR		DR	DR	DR	DE	DE	AA	AA	AA	AA
2	AE	AR	AR		DR	DR	DR	DE	DE	AA	AA	AA
3	AE	AE	AR	AR		DR	DR	DR	DE	DE	AA	AA
4	AE	AE	AE	AR	AR	AR		DR	DR	DE	DE	AA
5	AT	AE	AE	AE	AR	AR	AR		DR	DR	DE	DE
6	AT	AT	AE	AE	AE	AE	AR	AR		DR	DR	DE

AA—Attacker advances (defender eliminated).

AE—Attacker eliminated.

AR—Attacker retreats.

AT—Attacker defects.

EX---Exchange (both eliminated).

DE—Defender eliminated.

DR—Defender retreats.

(AK, EX, and AR are disregarded for ranged attacks.)

1.0 Introduction (throw in an epic question).

1.1 *"All this dark globe the Fiend found as he passed,
 And long he wandered, till at last a gleam
 Of dawning light turned thither-ward in haste
 His travelled steps: far distant he descries
 Ascending by degrees magnificent
 Up to the wall of Heaven a structure high;
 At top whereof, but far more rich, appeared
 The work as of a kingly palace-gate,
 With frontispiece of diamond and gold*

*Embellished; thick with sparkling orient gems
The portal shone, inimitable on earth
By model, or by shading pencil, drawn.
These stairs were such as whereon Jacob saw
Angels ascending and descending, bands
Of guardians bright, when he from Esau fled
To Padan-Aram, in the field of Luz
Dreaming by night under the open sky
And waking cried, This is the gate of Heaven.”*

1.4 The Second Day. Yesterday, as angels reckon,

2.0 Epic catalogue of game components.

2.1 Map of Heaven. The primary map represents the landscape of Heaven described in John Milton's epic poem *Paradise Lost*. The superimposed hexagonal grid regulates movement and ranged attacks.

2.2 Counters. Each side (Infernal or Supernal) commands a classically ordered legion of 5600 angels, as well as player-specific individual heroes and materiel.

2.2.1 Notation. Angelpower (AP) is indicated on the upper left-hand corner of each counter, while Movement Allowance (MA) is located in the upper right-hand corner. 1 unit of AP is generally equivalent to the strength of will of 1 angel of the lowest order in the choirs established by Pseudo-Dionysius. An individual heroic angel's AP is generally equivalent to his order. Thus, a century of 80 Angels (Malachim) is also found to have a base AP of 80. A Seraph, such as Abdiel, has an AP of 9. Aerial units effectively halve their AP, excepting ranged offense and defense, while doubling their MA.

2.2.2 Common company units (AP, MA). The following counters are available to each player:

- 7 (480, 4) Cohort counters (7*480=3360, subtotal 3360). A cohort may subdivide into 6 Centuries in certain circumstances. See *Subdivision* in the movement section.
- 18 (80, 5) Century counters (18*80=1440, subtotal 4800). Centuries may not further subdivide.
- 60 (8, 6) Contubernia counters (60*8=480, subtotal 5280)
- 8 (40, 8) Cavalry counters (8*40=320, subtotal 5600). Cavalry are capable of flight.

2.2.3 Supernal units (AP, MA). {10 heroes}

- Abdiel (9, 6). Seraph who defected from Satan's legio. Abdiel and his stack, if any, receive a +2 moral advantage when combating Satan and any units that stack with him. [v,vi]
- Gabriel (9, 6). Guards the gate of Paradise. [iv,vi.355]
- Ithuriel (8, 6). [iv.788]
- Michael (9, 6). Michael and his stack, if any, receive a +1 moral advantage when combating Satan and any units in his stack. [vi,xi,xii]
- Raphael (9, 6). An affable Seraph. [v,vi.363,vii,viii]
- The Father [∞ , 0]. Jehovah has withdrawn from the campaign. He neither moves nor attacks. No counter represents him. Still, He is infinitely stacked everywhere.
- The Son (77, 7).
- Uriel (9, 6). Regent of the Sun. [iii.655,iv.555,vi.363]
- Uzziel (8, 6). [iv.782]
- Zephon (8, 6). [iv.788]
- Zophiel (8, 6). Cherub, "Spy of the Lord." [vi.535]

2.2.4 Infernal units (AP, MA). {23 heroes, 8 SE, 8 AU}

- 4 *Baalim* (80, 5) (company units).
- 8 (60, 4) siege engines (stacked as company units).
- 8 (80, 4) artillery units (stacked as company units).
- Adramelech (7, 6). [vi.365]
- Ariel (5, 6). [vi.371]
- Arioc (5, 6). [vi.371]
- Ashtaroth (7, 6). [i.437]
- Asmadai (7, 6). [vi.365]
- Astoreth (9, 6). Astarte.
- Azazel (8, 6). Satan's standard-bearer. [i.534]
- Beelzebub (8, 6). A "fallen Cherub" who is second only to Satan in the infernal host. [i,ii]
- Belial (4, 6). Lewd, sensual, sophisticated. Said to have been of the order of Virtues. [i.490,ii,vi.620]
- Chemos (3, 6). AKA Baal-Peor. [i.406]
- Dagon (9, 6). [i.457]
- Isis (9, 6).

- Mammon (9, 6). An immaterial entity driven by materialistic avarice. He will ultimately erect Pandemonium in Hell according to Mulciber's blueprint. [ii]
- Moloch (9, 6). Moloch's way is unchecked aggression. His aim is the complete annihilation of the Supernal host. [ii]
- Mulciber (7, 6). Former architect of Heaven, future architect of Pandemonium. [i.740]
- Nisroch (3, 6). Spoke during a nighttime truce [vi.446], complaining of the sensation of pain to which the Supernal tribe seems immune. [vi.447]
- Orus (9, 6). Horus.
- Osiris (9, 6).
- Ramiel (4, 6). [vi.372]
- Rimmon, AKA Baal-Hadad (9, 6). [i.466]
- Satan (66, 6). A Seraph of note.
- Thammuz (9, 6). [i.446]

2.2.5 Non-player units (AP, MA).

- Ades.
- Chance (1d6/turn, 1d6/turn).
- Chaos.
- Confusion.
- Night.
- Orcus.
- Rumor.
- Sin. (Death is not yet conceived, nor is she yet disfigured.)
- Tumult.

2.2.6 Terrain and special counters.

- Mountains.
- Manna.
- Thunders.

3.0 Set up.

3.1 The game begins "in media res," in the middle of things, as the epic form dictates. Abdiel has pronounced his ban on Satan and returned to the Holy Mount. Satan's forces are arrayed close behind, coming from his palace in the Quarters of the North. The following rules govern the initial placement of counters on the map.

- 3.1.1 Supernal set up.
 - 3.1.1.1 Supernal counters...
 - 3.1.1.2 Abdiel.
 - 3.1.1.3 The Son.
- 3.1.2 Infernal set up.
- 3.1.3 Satan.
 - 3.1.3.1 Infernal counters...

3.2 Terrain features.

- 3.2.1 Mountain counters are placed in the hexes marked with solid triangles.
- 3.2.2 Manna counters are placed in hexes marked with (the manna emblem).

4.0 Turns.

4.1 Basic turn sequence.

- 4.1.1 Paradise Lost is played in turns. Each turn is composed of alternating phases as follows:
 - Player A resolves miracles, movement, and melee.
 - Player B resolves ranged attacks.
 - Player B resolves miracles, movement, and melee.
 - Player A resolves ranged attacks.

4.2 Turn sequence involving non-player units.

- 4.2.1 In a game that incorporates non-player units, a turn is composed of alternating phases as follows:
 - Player A resolves miracles, movement, and melee.
 - Player B resolves ranged attacks.
 - Player B resolves miracles, movement, and melee.
 - Non-player resolves ranged attacks.
 - Non-player resolves miracles, movement, and melee.
 - Player A resolves ranged attacks.

5.0 Movement.

5.1 General.

- 5.1.1 During a player's movement phase, she may move any or all of her units a number of hexes up to the movement allowance (MA) specified on each counter.

- 5.1.2 Unused MA does not accumulate or transfer.
- 5.1.3 Ground units may move in any direction or combination of directions, provided that movement is over contiguous hexes that are not restricted by impassable terrain features, the presence of enemy or non-player units, or friendly units stacked to capacity (see *Stacking*).
- 5.1.4 A player may only move her units during her movement phase in the game turn.
- 5.1.5 The exception to this rule is the double advance of an exceptional attack. When an attacking player rolls a "1" while facing an ADR of 3:1 or greater, she advances into the vacated hex of her enemy as normal, and may, at her discretion, immediately move the victorious counter or stack one additional hex in any direction according to rules of movement if she desires, having overrun her adversary. This result is indicated by the acronym AA (Attacker Advances) on the *Combat Resolution Chart*.
- 5.1.6 Friendly hexes. A unit may freely traverse friendly hexes so long as it does not stop in a friendly hex in violation of stacking or terrain restrictions (see *Stacking*).
- 5.1.7 Enemy hexes. A ground unit may not enter any enemy hex or any hex occupied by a non-player unit.
- 5.1.8 Terrain. Some terrain features present movement penalties on entrance. Terrain penalties are listed on the *Terrain Penalty Chart*.
- 5.1.9 Structures. Certain Buildings, roads, causeways, and passages may also restrict or prohibit group movement.

5.2 Stacking.

- 5.2.1 Restrictions. There are restrictions to the number of company units allowed to occupy the same hex. The combination of friendly units in the same hex is termed "stacking." The stacking capacity of a hex is equivalent to 1 cohort, excluding individual hero or non-player individual units. No hex may contain greater than 480 AP of company units. Siege engines, cavalry, and artillery all stack as company units.
- 5.2.2 Heroes. Individual hero units are exempt from stacking restrictions and may stack with any other friendly units.

5.3 Zones of Control.

- 5.3.1 Any company unit exerts a zone of control, or sphere of influence, that affects the movement of enemy units through the zone by modifying the MA cost required to enter adjacent hexes by 1 point. A company unit's zone of control comprises any adjacent passable hexes, save two: the hexes to the immediate rear and rear-right flank are not controlled. Zone of control modifiers are cumulative for multiple stacks, and a careful tactician will consider this and a company's weak right flank and rear when marshalling into formations. A zone of control modifier is added to terrain penalties, if any.

5.4 Flight

- 5.4.1 General. A player's units may ascend in flight or descend to the ground at the beginning of her movement phase. A unit is shown to be flying when its counter is flipped. An aerial unit or stack may:
 - Double its MA and may ignore terrain restrictions, but it must also halve its AP while aloft.
 - Stack with ground units according to stack AP restrictions.
 - Stack with other aerial units according to stack AP restrictions.
 - Pass over either friendly or enemy units without *infiltration*.
 - Retreat over either friendly or enemy units.
 - *Infiltrate* aerial enemy or non-player hexes.
- 5.4.2 Restrictions. Aerial companies and stacks may not enter tunnels or corridors, but individual heroes may. Aerial units may not enter or pass through any hex that contains one or more aerial enemy or non-player units.
- 5.4.3 Mountains. Aerial cohorts may uproot mountainous boulders to drop on enemy units. (See *Manna and Miracles*).

5.5 Infiltration

6.0 Combat.

- 6.1 **Melee.** Melee, or close-quarters combat, is mandatory for units that end their movement in a hex containing enemy or non-player units. The melee is resolved only after a player has completed all movement desired during that phase. The player who has moved her unit(s) to initiate melee is termed the Attacker in opposition to the Defender, despite the tactical context in which the melee takes place.

6.2 Procedure.

6.3 Morale

7.0 Manna and Miracles.

- 7.1 **General.** Manna is the food of angels, and is hoarded or spent on Miracles. It falls during the night as a hail

of grain with the appearance of hoarfrost. It resembles coriander seed and bdellium, and tastes like “flour with honey” or “bread tempered with oil.”

7.2 Value. Each Manna counter is marked with its quantity in talents. In some scenarios, victory may be influenced by the amount of Manna collected.

7.3 Trafficking. Manna may be transported if a unit or stack begins its movement phase in the same hex as the Manna counter. Individuals must observe a movement restriction of –1 MA per talent of Manna, and an individual carrying Manna may not fly. Companies may carry up to half their AP in talents of Manna without penalty, but must observe the –1 movement restriction for each talent beyond.

7.4 Miracles.

- *Passover (5 talents).* A successful Passover attack destroys one individual hero unit from an assailed enemy stack immediately after melee, regardless of the melee results. The hero must be specified when resolving miracles at the beginning of the attacker’s turn. If the named hero is otherwise vanquished during melee or from another miracle attack, then the non-transferable Passover attack is void.
- Mountainous boulder toss.
- *Melee advantage (1+ talents).* An attacker receives –1 to a specified melee die roll per talent of Manna spent.
- *Teleport (1+ talents).* A stack may teleport 1 hex per talent of Manna expended.
- Conflagration.

8.0 Endgame.

9.0 Narrative (Optional).

9.1 Turn narration. On completion of a player’s turn, she must append a brief poetic description of the events of the turn to a running commentary. Lines are composed in Miltonic blank verse, unrhymed iambic pentameter, i.e., in lines of five “feet,” with the stress on the first beat of each foot. At the end of the game, the losing player must dramatically recite the completed poem.

10.0 Non-player Units (Optional).

11.0 Expansions coming soon.

11.1 Dante Alighieri’s *Inferno*.

11.2 William Blake’s *Milton*.

11.3 The Dead Sea Scrolls’ *The War of the Sons of Light Against the Sons of Darkness*.