

KADESH



G. Rava '99
WARHAMMER HISTORICAL

WAB FORUM SUPPLEMENT

Battle of Kadesh 1274BC

INTRODUCTION

SPECIAL RULES

ALLIES

Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject allies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT

Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

EARLY PHALANX

- if armed with thrusting spear fight in 2 ranks even on the charge
- may not turn or change formation
- always suffer the -1 LD penalty as if enemies were in 8" when reforming
- become normal *Phalanx* rule in armies after 500BC

KALLAPANI

Some armies transported their troops with horse or camel drafted platforms across the battlefield before the battles began. Such armies are free to choose a number of units which can be upgraded with "Riding Horses" or "Riding Camels" for 1 point per model. Horse riding infantry units can move up to 8" after deployment and before the first turn, camel riding 6". This cannot be combined with the extra movement allowed for skirmishers in some scenarios.

LIGHT BOLT THROWER (36pts)

(See rulesbook page 180)

Each machine has a two man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Thrower	-	-	-	-	6	2	-	-	-	36

Equipment: Hand weapon.

The crew may have light armour (+4).

Range 36", S4/-1 per rank, no save, D3 wounds per hit

Special Rules: *Bolt Thrower*

STAMPEDING ANIMALS (200pts)

Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6"x6". For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6" each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6" for the distance another d6. On a 2-5 the stampede continues in exactly the same direction. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it.

SUPERIOR BATTLE STANDARD

Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4" and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18" and fleeing troops within 6" are rallying automatically.

UNITS

All units may have a leader, standard and musician for 5pts each.

All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY

Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

USED TO ELEPHANTS

As long as an army have access to elephants (not if only via allies) all models are *Used to Elephants*, which means infantry do not fear and elephants cause fear instead of terror for cavalry&chariotry.

WAGON TABOR

See WAB Errata for details:

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

WARHOUNDS

(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missile weapons should be randomly divided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	4	4	3	3	1	4	1	6	8
Warhound	6	4	0	3	3	1	3	1	3	5

Equipment: Packmaster may have javelins (+1) and light armour (+2)

Special Rules: *Warband, Skirmishers*

WAR WAGON

See WAB Errata for details

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

Some War Wagons may have two war machines with crew instead of 6 missile armed crew members (+80).

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HISTORICAL BACKGROUND



The **Battle of Kadesh** (also *Qadesh*) took place between the forces of the Egyptian Empire under Ramesses II and the Hittite Empire under Muwatalli II at the city of Kadesh on the Orontes River, in what is now the Syrian Arab Republic.⁹

The battle is generally dated to 1274 BC.¹⁰ It was probably the largest chariot battle ever fought, involving perhaps 5,000–6,000 chariots.¹¹[dead link](#)

Background

After expelling the Hyksos 15th dynasty, the native Egyptian New Kingdom rulers became more aggressive in reclaiming control of their state's borders. Thutmose I, Thutmose III and his son and coregent Amenhotep II fought battles from Megiddo north to the Orontes River, including the conflict with Kadesh.

Many of the Egyptian campaign accounts between c. 1400 and 1300 BC reflect the general destabilization of the region of the Djahi. The reigns of Thutmose IV and Amenhotep III were undistinguished, except that Egypt continued to lose territory to Mitanni in northern Syria.

During the late Egyptian 18th dynasty, the Amarna Letters¹² tell the story of the decline of Egyptian influence in the region. The Egyptians showed flagging interest here until almost the end of the dynasty. Horemheb, the last ruler of this dynasty, campaigned in this region, finally beginning to turn Egyptian interest back to this region.

This process continued in the 19th Dynasty. Like his father Ramesses I, Seti I was a military commander and set out to restore Egypt's empire to the days of the Tuthmosis kings

almost a century before. Inscriptions on Karnak temple walls record the details of his campaigns into Canaan and Syria.¹³ He took 20,000 men and reoccupied abandoned Egyptian posts and garrisoned cities. He made an informal peace with the Hittites, took control of coastal areas along the Mediterranean, and continued to campaign in Canaan. A second campaign led him to capture Kadesh (where a stela commemorated his victory) and Amurru. His son and heir Ramesses II campaigned with him. Historical records exist which record a large weapons order by Ramesses II the year prior to the expedition he led to Kadesh in his fifth regnal year.

However, at some point, both regions may have lapsed back into Hittite control. What exactly happened to Amurru is disputed. The Hittitologist Trevor Bryce suggests that, although it may have fallen once again under Hittite control, it is more likely Amurru remained a Hittite vassal state.¹⁴

The immediate antecedents to the Battle of Kadesh were the early campaigns of Ramesses II into Canaan. In the fourth year of his reign, he marched north into Syria, either to recapture Amurru¹⁵ or, as a probing effort, to confirm his vassals' loyalty and explore the terrain of possible battles.¹⁴ The recovery of Amurru was Muwatalli's stated motivation for marching south to confront the Egyptians. Ramesses marched north in the fifth year of his reign and encountered the Hittites at Kadesh.

Kadesh campaign



The Egyptian Empire under Ramesses II (green) bordering on the Hittite Empire (red) at the height of its power in ca. 1279 BC

Ramesses' army crossed the Egyptian border in the spring of year five of his reign and, after a month's march, reached the area of Kadesh from the South.

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The Hittite king Muwatalli, who had mustered several of his allies (among them Rimisharrinaa, the king of Aleppo), had positioned his troops behind "Old Kadesh", but Ramesses, misled by two spies whom the Egyptians had captured, thought the Hittite forces were still far off, at Aleppo, and ordered his forces to set up camp.

The contending forces

In the spring of the fifth year of his reign, in May 1274 BC, Ramesses II launched his campaign from his capital Pi-Ramesses (modern Qantir). Ramesses led an army of four divisions: Amun, Re (P're), Seth (Suteh) and the apparently newly formed Ptah division.¹⁶ There was also a poorly documented troop called the *nrrn* (Ne'arin or Nearin), possibly Canaanite military mercenaries with Egyptian allegiance¹⁷ or even Egyptians,¹⁸ which Ramesses II had left in Amurru, apparently in order to secure the port of Sumur.¹⁹ This division would come to play a critical role in the battle. Also significant was the presence of Sherden troops among the Egyptian army. This is the first time they appear as Egyptian mercenaries, and they would play an increasingly significant role in Late Bronze Age history, ultimately appearing among the Sea Peoples that ravaged the east Mediterranean at the end of the Bronze Age. Healy in *Armies of the Pharaohs* observes:

"It is not possible to be precise about the size of the Egyptian chariot force at Kadesh though it could not have numbered less than 2,000 vehicles spread though the corps of Amun, P'Re, Ptah and Sutekh, assuming that approx. 500 machines were allocated to each corps. To this we may need to add those of the Ne'arin, for if they were not native Egyptian troops their number may not have been formed from chariots detached from the army corps."²⁰

On the Hittite side, Ramesses II recorded a long list of 19 Hittite allies brought to Kadesh by Muwatallis. This list has excited considerable interest over the years because it has been a challenge to identify all of the locations, because it represents such a broad swath of the Hittite subject lands, and because of the appearance of several west Anatolian lands, apparently including the Dardanians mentioned by Homer. (For the complete list, see Appendix A.)

Battle

Ramesses II describes his arrival on the battlefield in the two principal inscriptions he wrote concerning the battle, the so-called "Poem" and the "Bulletin":

“ (From the "Poem") Now then, his majesty had prepared his infantry, his chariotry, and the Sherden of his majesty's capturing,...in the Year 5, 2nd month of the third season, day 9, his majesty passed the fortress of Sile. and entered Canaan ... His infantry went on the narrow passes as if on the highways of Egypt. Now after days had passed after this, then his majesty was in Ramses Meri-Amon, the town which is in the Valley of the Cedar. ”

His majesty proceeded northward. After his majesty reached the mountain range of Kadesh, then his majesty went forward...and he crossed the ford of the Orontes, with the first division of Amon (named) "He Gives Victory to User-maat-Re Setep-en-Re". His majesty reached the town of KadeshThe division of Amon was on the march behind him; the division of Re was crossing the ford in a district south of the town of Shabtuna at the distance of one iter from the place where his majesty was; the division of Ptah was on the south of the town of Arnaim; the division of Seth was marching on the road. His majesty had formed the first ranks of battle of all the leaders of his army, while they were (still) on the shore in the land of Amurru.

“ (From the "Bulletin") "Year 5, 3rd month of the third season, day 9, under the majesty of (Ramesses II)...The lord proceeded northward, and his majesty arrived at a vicinity south of the town of Shabtuna."²¹ ”



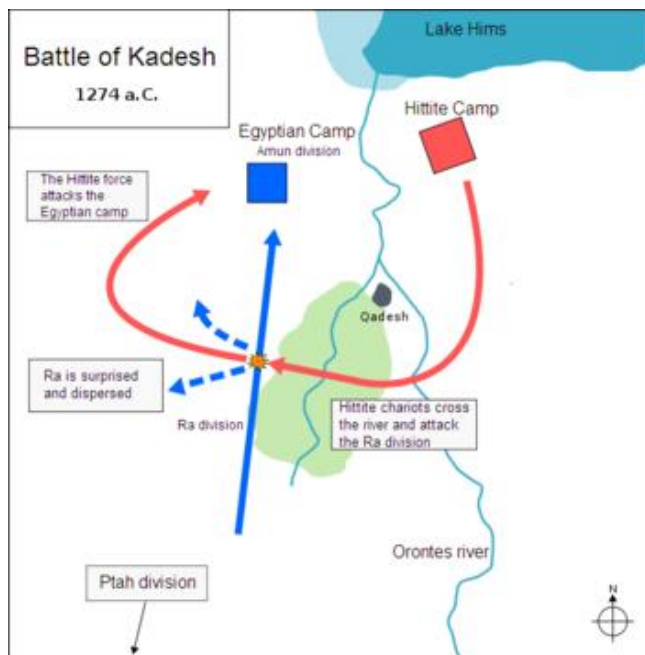
The Shasu spies shown being beaten by the Egyptians

As Ramesses and the Egyptian advance guard were about 11 kilometers from Kadesh, south of Shabtuna, he met two Shasu (nomads) who told him that the Hittites were "in the land of Aleppo, on the north of Tunip" 200 kilometers away, where, the Shasu said, they were "(too much) afraid of Pharaoh, L.P.H., to come south."²² This was, state the Egyptian texts, a false report ordered by the Hittites "with the aim of preventing the army of His Majesty from drawing up to combat with the foe of Hatti."²² Egyptian scouts then returned to his camp bringing two new Hittite prisoners. Ramesses II only learned of the true nature of his dire predicament when these spies were captured, beaten and forced to reveal the truth before him. Under torture, the second group of spies revealed that the entire Hittite army and the Hittite king were actually close at hand:

“ When they had been brought before Pharaoh, His Majesty asked, 'Who are you?' They replied 'We belong to the king of ”

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Hatti. He has sent us to spy on you.' Then His Majesty said to them, 'Where is he, the enemy from Hatti? I had heard that he was in the land of Khaleb, north of Tunip.' They of Tunip replied to His Majesty, 'Lo, the king of Hatti has already arrived, together with the many countries who are supporting him... They are armed with their infantry and their chariots. They have their weapons of war at the ready. They are more numerous than the grains of sand on the beach. Behold, they stand equipped and ready for battle behind the old city of Kadesh.'²³



The Hittite chariots attack the Re division.

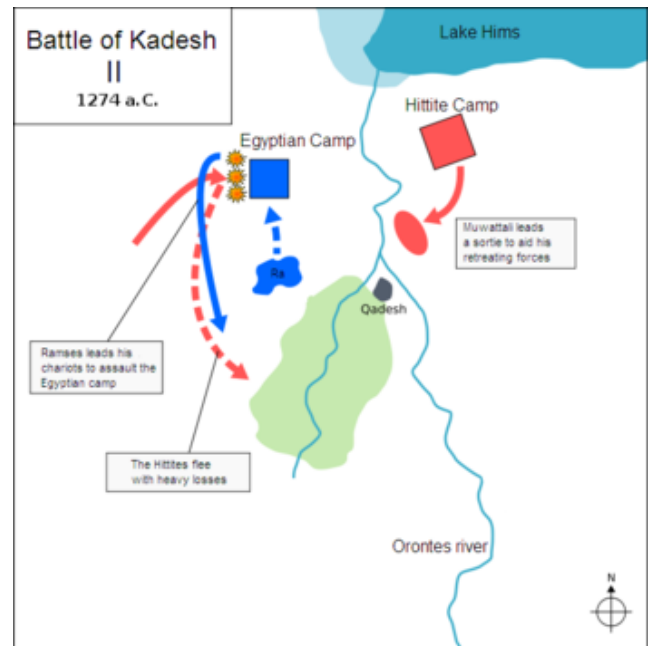
In his haste to capture Kadesh, Ramesses II committed a major tactical error. He increased the distance between his Amun Division and the remaining Re, Ptah and Seth divisions, thereby splitting up his combined forces. When they were attacked by the Hittites, Ramesses II complained of the failure of his officials to dispatch scouts to discover the true location of the Hittites and reporting their location to him.²⁴ The pharaoh quickly sent urgent messengers to hasten the arrival of the Ptah and Seth divisions of his army, which were still some distance away on the far side of the River Orontes. Before Ramesses could organize his troops, however, Muwatalli's chariots attacked the Re division, which was caught in the open and almost destroyed. Some of its survivors fled to the safety of the Amun camp, but they were pursued by the Hittite forces. The Hittite chariotry crashed through the Amun camp's shield wall and began their assault. This created panic among the Amun troops as well. However, the momentum of the Hittite attack was already starting to wane, as the impending obstacles of such a large camp forced many Hittite charioteers to slow their attack; some were killed in

chriot crashes.²⁵ In the Egyptian account of the battle, Ramesses describes himself as being deserted and surrounded by enemies:

"...No officer was with me, no charioteer, no soldier of the army, no shield-bearer ..."²⁶

Only with help from the gods did Ramesses II personally defeat his attackers and return to the Egyptian lines:

"...I was before them like Seth in his monument. I found the mass of chariots in whose midst I was, scattering them before my horses..."



Ramesses counterattacks.

The pharaoh, now facing a desperate fight for his life, summoned up his courage, called upon his god Amun, and fought valiantly to save himself. Ramesses personally led several charges into the Hittite ranks together with his personal guard, some of the chariots from his Amun division and survivors from the routed division of Re,²⁵ and using the superior maneuverability of their chariots and the power and range of Egyptian composite bows, deployed and attacked the overextended and tired Hittite chariotry.

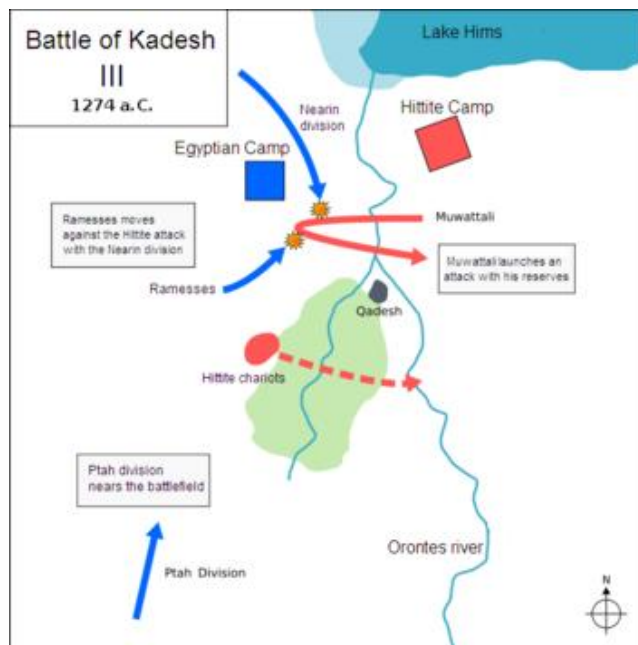
The Hittites, meanwhile, who understandably believed their enemies to be totally routed, had stopped to loot the Egyptian camp and, in doing so, became easy targets for Ramesses' counterattack. Ramesses' action was successful in driving the Hittites back towards the Orontes and away from the Egyptian camp,²⁷ while in the ensuing pursuit, the heavier Hittite chariots were easily overtaken and dispatched by the lighter, faster, Egyptian chariots.

Although he had suffered a significant reversal, Muwatalli still commanded a large force of reserve chariotry and infantry plus the walls of the town. As the retreat reached the river, he ordered another thousand chariots to attack the Egyptians, the stiffening element consisting of the high nobles who surrounded the king. As the Hittite forces approached the Egyptian camp again, the Ne'arin troop

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contingent from Amurru suddenly arrived, this time surprising the Hittites. Ramesses had also reorganized his forces and, expecting the help, also attacked from the camp.

After six charges, the Hittite forces were almost surrounded, and the survivors were faced with the humiliation of having to swim back across the Orontes River to rejoin their infantry.¹⁹ Pinned against the Orontes, the elements remaining of the Hittites not overtaken in the withdrawal were forced to abandon their chariots and attempt to swim the Orontes (This flight is depicted in Egyptian inscriptions as "hurried" to say the least—"as fast as Crocodiles swimming"), where many of them drowned.



Final phase of the battle.

The next morning, a second, inconclusive battle was fought. Muwatalli is reported by Ramesses to have called for a truce, but this may be propaganda since Hittite records note no such arrangement. Neither side gained total victory. Both the Egyptians and the Hittites had suffered heavy casualties; the Egyptian army failed to break Kadesh's defenses, while the Hittite army had failed to gain a victory in the face of what earlier must have seemed certain success.¹⁹

Disputes over the outcome

There is no consensus about the outcome or what took place, with views ranging from an Egyptian victory, a draw, and an Egyptian defeat (with the Egyptian accounts simply propaganda),²⁸ such as Iranian Egyptologist, Mehdi Yarahmadi.

Aftermath

Logistically³ unable to support a long siege of the walled city of Kadesh, Ramesses prudently gathered his troops and retreated south towards Damascus and ultimately back to Egypt. Once back in Egypt, Ramesses proclaimed that he had won a great victory, but in reality, all he had

managed to do was to rescue his army since he was unable to capture Kadesh.² In a personal sense, however, the Battle of Kadesh was a triumph for Ramesses since, after blundering into a devastating Hittite chariot ambush, the young king had courageously rallied his scattered troops to fight on the battlefield while escaping death or capture. The new lighter, faster, two-man Egyptian chariots were able to pursue and take down the slower three-man Hittite chariots from behind as they overtook them. The leading elements of Hittite's retreating chariots were thus pinned against the river and in several hieroglyphic inscriptions related to Ramesses II, said to flee across the river, abandoning their chariots, "swimming as fast as any crocodile" in their flight.



The Siege of Dapur

Hittite records from Boghazkoy, however, tell a very different conclusion to the greater campaign, where a chastened Ramesses was forced to depart from Kadesh in defeat. Modern historians essentially conclude the battle was a draw, a great moral victory for the Egyptians, who had developed new technologies and rearmed³ before pushing back against the years-long steady incursions by the Hittites, and the strategic win to Muwatalli II, since he lost a large portion of his chariot forces but sustained Kadesh through the brief siege.

The Hittite king, Muwatalli II, continued to campaign as far south as the Egyptian province of Upi (Apa), which he captured and placed under the control of his brother Hattusili, the future Hattusili III.⁴ Egypt's sphere of influence in Asia was now restricted to Canaan.⁴ Even this was threatened for a time by revolts among Egypt's vassal states in the Levant, and Ramesses was compelled to embark on a series of campaigns in Canaan in order to uphold his authority there before he could initiate further assaults against the Hittite Empire.

In his eighth and ninth years, Ramesses extended his military successes; this time, he proved more successful against his Hittite foes when he successfully captured the cities of Dapur and Tunip,³⁰ where no Egyptian soldier had been seen since the time of Thutmose III almost 120 years previously. His victory proved to be ephemeral, however. The thin strip of territory pinched between Amurru and Kadesh did not make for a stable possession. Within a year, they had returned to the Hittite fold, which meant that Ramesses had to march against Dapur once more in his tenth year. His second success here was equally as

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meaningless as his first, since neither Egypt nor Hatti could decisively defeat the other in battle.¹⁹

The running borderlands conflicts were finally concluded some fifteen years after the Battle of Kadesh³ by an official peace treaty in 1258 BC, in the 21st year of Ramesses II's reign, with Hattusili III, the new king of the Hittites.³¹ The treaty that was established was inscribed on a silver tablet, of which a clay copy survived in the Hittite capital of Hattusa, in modern Turkey, and is on display at the Istanbul Archaeology Museum. An enlarged replica of the Kadesh agreement hangs on a wall at the headquarters of the United Nations, as the earliest international peace treaty known to historians.³ Its text, in the Hittite version, appears in the links below. An Egyptian version survives on a papyrus.

Documentation and disagreements

Although there is more evidence in the form of texts and wall reliefs for this battle than for any other battle in the Ancient Near East, almost all of it is from an Egyptian perspective, and indeed the first scholarly report on the battle, by James Henry Breasted in 1903, took the Egyptian evidence literally and assumed a great Egyptian victory. He was convinced that these sources allowed us to reconstruct "with certainty" the battle.³² This has been replaced by a situation in which there are varying opinions on almost every aspect of the battle.

Recording the battle

The main source of information is in the Egyptian record of the battle, for which a general level of accuracy is assumed despite factual errors and propaganda.³³ The bombastic nature of Ramesses' version has long been recognized.³⁴ The Egyptian version of the battle of Kadesh is recorded in two primary forms, known as the *Poem* and the *Bulletin*. The *Poem* has been questioned as actual verse, as opposed to a prose account similar to what other pharaohs had recorded. Similarly, the *Bulletin* is itself simply a lengthy caption accompanying the reliefs.³⁵ These inscriptions are repeated multiple times (seven for the *Bulletin* and eight for the *Poem*, in temples in Abydos, Temple of Luxor, Karnak, Abu Simbel and the Ramesseum.)³⁶ In addition to these lengthy presentations, there are also numerous small captions used to point out various elements of the battle. Outside of the inscriptions, there are textual occurrences preserved in *Papyrus Raifet* and *Papyrus Sallier III*,³⁷ and a rendering of these same events in a letter from Ramesses to Hattusili III written in response to a scoffing complaint by Hattusili about the pharaoh's victorious depiction of the battle.³⁸

Hittite references to the battle, including the above letter, have been found at Hattusa, although no annals have been discovered that might describe it as part of a campaign. Instead, there are various references made to it in the context of other events. This is especially true of Hattusili III, for whom the battle marked an important milestone in his career.

Archaeologists have been unable to verify independently any of the events recounted in the Egyptian and Hittite records of the Battle of Kadesh. Knowledge of the battle is

derived entirely from the accounts of Hittite and Egyptian records, which disagree with each other (each side claiming victory). Details of the battle are reconstructed with reasonable certainty by reconciling the conflicting accounts through harmonizing these contradictions. Generally speaking, the nature of the available evidence makes it possible to reconstruct the outcome as portrayed by the Hittites, while gleanable believable details from Ramesses' account wherever possible.

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ARMY LISTS

I/19. MITANNI 1595-1274BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

MARYANNU CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots*

VASSAL CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots*

0-1 MAR SHIPRI MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

ALIK ILKI SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting Spear, hand weapon
 May have light armour (+2) and large shield (+2).
Special Rules: *Combined Formation*

ALIK ILKI ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
 May have light armour (+2), shield (+1).
Special Rules: *Light Infantry, Combined Formation*

ASHSHABU LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Conscript	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
 May be upgraded to *Warband* (+1)
Special Rules: *Levy*

HABIRU AND AKHALAMU SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
 Only from 1500BC: Have buckler (free)
Special Rules: *Skirmishers*

ALLIES

Nomad Allies: Early Bedouin, I/6
 Only before 1340BC: Syro-Cannate Allies, I/20
 Only after 1340BC: Hittite Empire Allies, I/24

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I/20. SYRO-CANAAITE AND UGARITIC 1595-1100BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost. May ride a horse (+8, M8).

CAVALRY&CHARIOTS

MARYANNU CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour
 Only after 1275BC: May have an additional crew member (+10, A3)
Special Rules: *Light Chariots*

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

0-1 ROYAL GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	4	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon
 May have light armour (+2) and shield (+1). May have bow instead of thrusting Spear (free). May be *Stubborn* (+2) and *Veterans* (+2)

HUBSHU, KHEPETJ OR 'APIRU SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting spear, hand weapon
 May have light armour (+2), shield (+1) and javelins (+1)
Special Rules: *Light Infantry*

HUBSHU, KHEPETJ OR 'APIRU ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
 May have light armour (+2), shield (+1).
Special Rules: *Light Infantry*

HUBSHU, KHEPETJ LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

SHAASU OR SUTU BEDOUIN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Sling or javelins, hand weapon
 May have bow instead of sling or javelins (+1)
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins
 May have shield (+1)
Special Rules: *Light Infantry*

GASGANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
 May have shield (+1)
Special Rules: *Warband*, Only Ugaritic after 1340BC

0-1 MEDJERGELEM GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	5	4	3	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon. May have light armour (+2) and shield (+1). May have double-handed weapon instead of thrusting spear (free). May be *Stubborn* (+2) and *Veterans* (+2)
Special Rules: Only Ugaritic after 1208BC

SEA PEOPLES MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	5	4	3	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon
 May have light armour (+2) and shield (+1).
Special Rules: Only after 1340BC

ALLIES

After 1550BC: New Kingdom Egypt Allies, I/22
 Only before 1340BC: Mitanni Allies, I/19

WAB FORUM SUPPLEMENT

Battle of Kadesh 1274BC

I/21. KASSITE AND LATER BABYLONIANS 1595-747BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost. May ride a heavy chariot after 890BC.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
 May be upgraded to WS/BS4, Ld8 (+15), but only before 890BC
Special Rules: *Light Chariots*,

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	4	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
 A crew member and two unarmed driver
 May have thrusting spear (+10). May be *Stubborn* (+2) and *Veterans* (+2)
Special Rules: *Heavy Chariots*, Only after 890BC

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
 May have thrusting spear (+2) and shield (+1)
Special Rules: Only after 890BC

INFANTRY

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting spear, hand weapon
 May have light armour (+2), shield (+1).
Special Rules: *Light Infantry*, *Combined Formation*

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
 May have light armour (+2), shield (+1).
Special Rules: *Light Infantry*, *Combined Formation*

MILITIA SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

SUTU, AKHALAMU, KALDU OR ARAMEAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins
 May have a shield (+1).
 May be upgraded to WS/BS3 and Ld6 (+2)
Special Rules: *Light Infantry*

SUTU, AKHALAMU, KALDU OR ARAMEAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
 May be upgraded to WS/BS3 and Ld6 (+2)
 Only from 1500BC: Have buckler (free)
Special Rules: *Skirmishers*

ALLIES

After 1100BC : Neo-Hittite and Later Aramean Allies, I/31
 After 890BC: Early Bedouin Allies, I/6
 From 851-824BC: Assyrian Allies, I/25

WAB FORUM SUPPLEMENT

Battle of Kadesh 1274BC

1/22. NEW KINGDOM EGYPT 1543-1069BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a two-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

SYRO-CAANITE MARYANNU CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, bow, shield, light armour
 May be upgraded to WS/BS4 and Ld8 (+15)
Special Rules: *Light Chariots*, Only from 1450-1150BC

INFANTRY

0-1 EGYPTIAN ROYAL GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	4	3	3	1	4	1	8	13

Equipment: Thrusting Spear, hand weapon, javelins
 May have light armour (+2), bow (+2) and shield (+1).
 May be *Stubborn* (+2) and *Veterans* (+2)

0-1 CLOSE FIGHTERS WITH SPEAR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	5	4	3	3	3	1	4	1	8	12

Equipment: Thrusting spear, hand weapon
 May have light armour (+2), shield (+1) and javelins (+1).
 May be *Stubborn* (+2) and *Veterans* (+2)

0-1 CLOSE FIGHTERS WITH HEAVY AXE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	5	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, double-handed weapon
 May have light armour (+2), shield (+1).
 May be *Stubborn* (+2) and *Veterans* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Bow, hand weapon
 May have light armour (+2)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)

LIGHT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

SYRO-CAANITE JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Light Infantry*

NUBIAN OR SYRO-CAANITE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

LIBYAN, PALESTINIAN OR BEDOUIN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*

GASGAN MERCENARIES AND SLAVE SOLDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Warband*

0-1 SHARDANA ROYAL GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	3	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon
 May have light armour (+2) and shield (+1).
 May be *Stubborn* (+2) and *Veterans* (+2)
Special Rules: Only after 1276BC and instead of Egyptian Guard

LIBYAN SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
 May have light armour (+2), shield (+1).
Special Rules: *Warband*, Only after 1200BC

SHERDEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield
 May have light armour (+2)
Special Rules: Only after 1200BC

SEAPEOPLE MILITARY COLONIST

	M	WS	BS	S	T	W	I	A	Ld	Pts
Colonist	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield
 May have light armour (+2) and javelins (+1)
Special Rules: Only from 1176-1143BC

WAB FORUM SUPPLEMENT

Battle of Kadesh 1274BC

I/24. HITTITE EMPIRE 1380-1180BC

CHARACTERS: Up to 25%

CAVALRY&CHARIOTS: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

HITTITE CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour

May have thrusting spear (+5)

Only after 1275BC: May have an additional crew member (+10, A3)

Special Rules: *Light Chariots*

0-1 HITTITE MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	7	17

Equipment: Hand weapon, javelins.

Special Rules: *Light Cavalry*

ANATOLIAN OR GASGAN CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour

Special Rules: *Light Chariots*

SYRIAN CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour

May be upgraded to WS/BS4, Ld8 (+15)

Only after 1275BC: May have an additional crew member (+10, A3)

Special Rules: *Light Chariots*

0-1 SYRIAN MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.

Special Rules: *Skirmishers*

INFANTRY

HITTITE REGULAR SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting Spear, hand weapon

May have shield (+1).

HITTITE CONSCRIPTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Conscript	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Levy*

ANATOLIAN VASSAL SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	8

Equipment: Hand weapon

May have light armour (+2), shield (+1) and thrusting spear (+2)

ANATOLIAN VASSAL OR GASGAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon, sling

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

0-1 SYRIAN VASSAL UGARITIC GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	3	3	3	1	4	1	8	10

Equipment: Hand weapon

May have light armour (+2), shield (+1).

May be *Stubborn* (+2) and *Veterans* (+2)

SYRIAN VASSAL SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	3	3	3	1	3	1	6	6

Equipment: Thrusting Spear, hand weapon

May have shield (+1) and javelins (+1)

Special Rules: *Light Infantry*

SYRIAN VASSAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon

Special Rules: *Light Infantry*

SHAASU OR SUTU BEDOUIN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	5	4

Equipment: Sling, hand weapon

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

ALLIES

After 1348BC: Mitanni Allies, I/19

WAB FORUM SUPPLEMENT

Battle of Kadesh 1274BC

ARMY LIST SAMPLES

<http://www.oldgloryminiatures.com/>
<http://wargamesfoundry.com/>

BATTLE REPORT

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