

Qadesh 1300 BC Hittites vs Egyptians

Scale 200:1

Background:

In 1300BC the young Pharaoh Rameses II was marching to reclaim the town of Qadesh for the Egyptian empire, which had recently defected to the Hittites. Thinking that he had achieved the element of surprise, Rameses set up camp and waited for the rest of the Egyptian army to arrive. As was Egyptian custom, the army was marching in separate divisions, intending to join up at the target.

However Rameses had been misled and the main Hittite army was camped on the other side of Qadesh, just waiting for the chance to surprise the Egyptians. A force of 2,500 attacked the Re division in column of march and the Egyptians broke and ran toward the camp of the Amun division.

Rameses conducted a desperate defence of the camp, the presence of the tents hindering the Hittite chariots. In fact the Pharaoh was able to rally some of the survivors of Re and hold out until the divisions of Ptah and the Ne'arin arrived to drive off the Hittite chariots.

Note that a large force of Hittite infantry (perhaps 37,000) and a reserve force of chariots were on the other side of the river Orontes but not committed to the battle.

Winning the game:

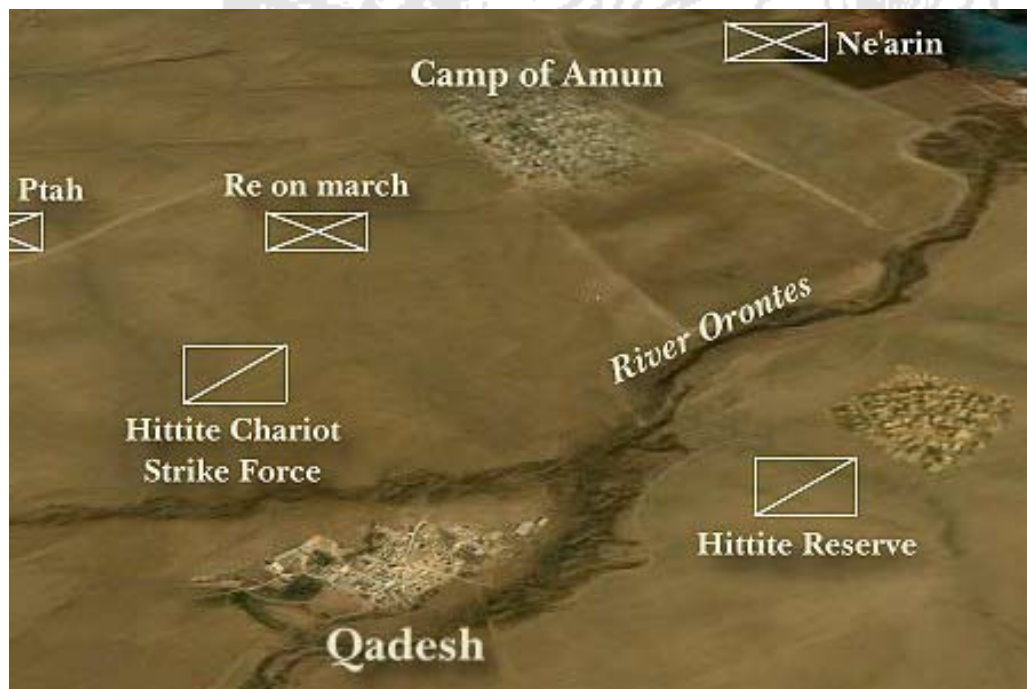
Hittites must destroy at least 3 Egyptian divisions, or 2 Egyptian divisions and the Pharaoh, to claim victory.

If the Hittites lose 20 chariots, then it is a defeat.

Deployment:

The Pharaoh and Amun in the camp. The Ne'arin and Ptah coming into the table (first units on rest of the divisions behind) and Re half way between Ptah and the camp.

Hittite strike force is 20 away from Re.



Armies:

Egyptians (all troops are Regular)

Each division of the army (Amun, Re, Ptah, Ne'arin) each have:

2 units; 8 archers MI, bow, sword, average, seasoned

2 units; 8 spearmen MI spear, shield, average, seasoned

2 units; 5 chariots LCh, bow, veteran, steady

Pharoah and Royal Guard (in camp with Amun)

Pharoah LCh, bow, spear, elite, guard 4/4

unit guard spears 8 spearmen HI, spear, shield, veteran, guard

Hittites (all troops are Warrior)

Chariot Strike force

2 units; 5 LCh, bow, average, seasoned

2 units; 5 LCh, spear, average, seasoned

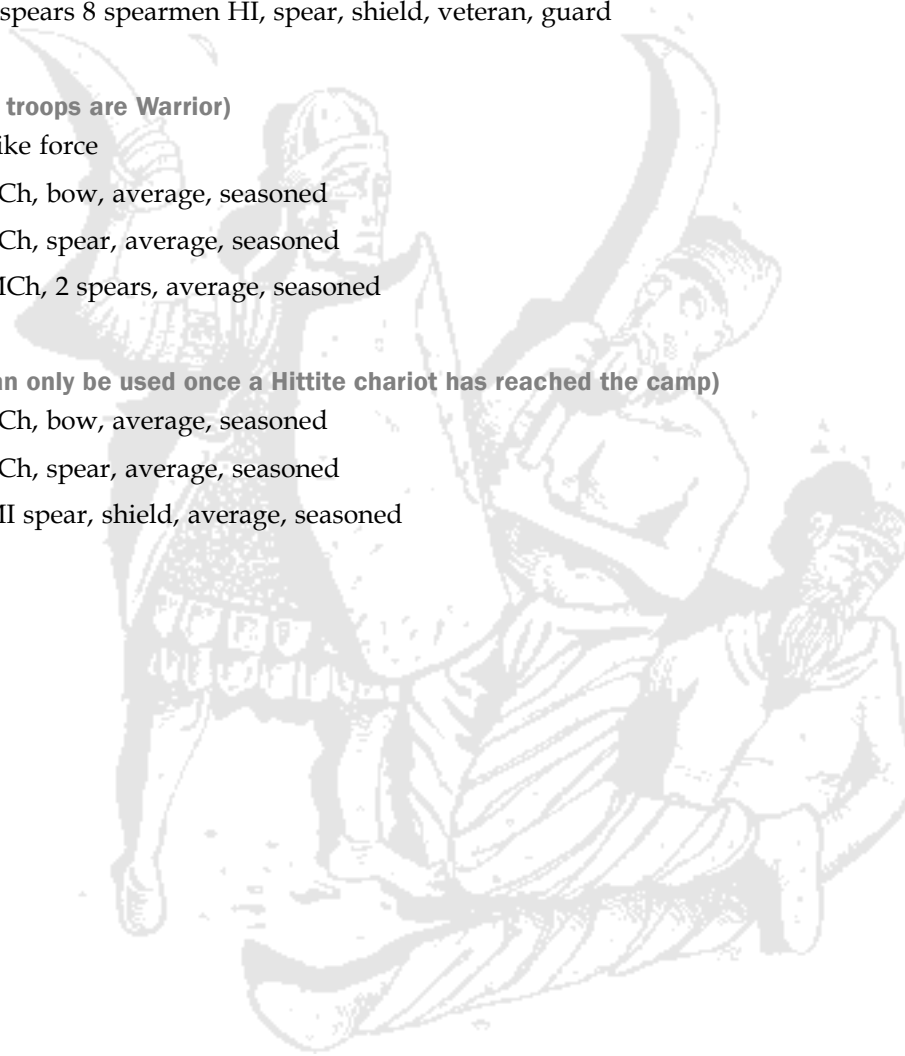
6 units; 5 MCh, 2 spears, average, seasoned

Reserve (can only be used once a Hittite chariot has reached the camp)

2 units; 5 LCh, bow, average, seasoned

2 units; 5 LCh, spear, average, seasoned

4 units; 8 MI spear, shield, average, seasoned



1. GENERAL

1.1 All distances

in these rules are in cm for 10mm or 15mm figures, double them for 25mm and halve them for 5mm.

Tables are assumed to be 6 feet by 4 feet for 10mm or 15mm figures. For 25mm figures tables should be at least 8 feet on the long edge if the same number of figures are being used, perhaps 12 feet by 5 feet would be ideal for this scale.

2. TROOP TYPES

2.1 Troops

are described by five characteristics

- *Training*
- *Role*
- *Morale rating*
- *Fighting ability*
- *Weapons carried.*

2.2. Training

Regulars:

Troops trained to operate as a unit under officers. These tend to be more reliable than warriors do and will perform drill manoeuvres better.

Warriors:

Operating as individuals or with no training. Sometimes fearless fighters, sometimes losing heart too soon, warriors are unpredictable but tend to be numerous.

2.3. Role:

Light:

Cavalry and infantry, with little or no armour, who fight in open formation, usually with some form of missile weapon. Highly mobile, light troops can surround and harass heavier troops.

Medium:

Cavalry and infantry, with some armour, fight in close formation. Because of their lack of armour medium troops are cheap and can be used in large numbers. Mainly for close combat or massed firepower.

Heavy:

Cavalry and infantry, normally with metal body armour, fight in close formation. The standard close combat troop type.

Light Medium:

A special type of infantry, intermediate between light and medium types. Because of a loose formation they are more effective in difficult terrain and faster than standard medium infantry.

Light Heavy:

A special type of infantry. As above except that they wear metal body armour.

Extra Heavy:

Cavalry and infantry, have metal body also extra protection for unshielded limbs. Cavalry may have armour for the front of the horse instead of extra armour for the rider.

Super Heavy:

Cavalry only, with full armour covering both horse and man. The ultimate shock troops.

Others:

Chariots, Elephants, Artillery and Camels *see chapter 19.*

2.4. Morale Classes:

The ability of troops to continue to obey orders despite the other factors of the battle around them.

<i>Raw</i>	<i>Troops with little experience, usually poorly motivated.</i>
<i>Average</i>	<i>The usual standard of most troops.</i>
<i>Steady</i>	<i>Troops with battle experience or very high standard of soldiering.</i>
<i>Guard</i>	<i>Troops of high confidence, usually protecting a general.</i>

2.5. Fighting Ability:

The effectiveness of the troops with their weapons, dependent on training and their experience.

<i>Poor</i>	<i>Very ineffective.</i>
<i>Seasoned</i>	<i>Standard.</i>
<i>Veteran</i>	<i>Troops of above average fighting ability.</i>
<i>Elite</i>	<i>Selected troops, well trained and experienced. Very rare.</i>

16.8 Abbreviations

SHC	super heavy cavalry
EHC	extra heavy cavalry
HC	heavy cavalry
MC	medium cavalry
LC	light cavalry
EHI	extra heavy infantry
HI	heavy infantry
LHI	light heavy infantry
MI	medium infantry
LMI	light medium infantry
LI	light infantry
LTS	long thrusting spear
LCh	light chariot
MCh	medium chariot

