# CHARIOTS OF FIRE

**WARFARE IN THE BRONZE AGE**

## THE BATTLES OF

- **SUMER (ca. 2320)**, **SEKMEM (ca. 1870)**
- **MEGIDDO (ca. 1479)**, **SENZAR (ca. 1470)**
- **ASTARPA RIVER (ca. 1312)**, **KADESH (ca. 1300)**
- **NIHRIYA (ca. 1230)**, **BABLYON (1225)**
- **TROY (ca. 1200)**

## SCENARIO BOOK

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INTRODUCTION

The scenario battles are presented in chronological order. Their ease and length of play is discussed within each scenario. We are providing you with a series of battles that highlight the progression of weapons, tactics, and usage during the Bronze Age, culminating, of course, with the almost total supremacy of the chariot. Linear warfare is down the line, and the bow is the main weapon. No, there is not a great deal of specific information on individual battles, but there is on the types of armies of the various kingdoms, and these scenarios are our view of what could have happened.

A Note on Dates: All dates given below are, usually, one of several attributed to that battle.

Counters

The scenarios feature nine “nations” that each with a different background colors. The nations, their colors, and the scenarios where one or more of that nation’s units are present are:

- Egyptians: light yellow background; present at Sekmem, Megiddo, Senzar, and Kadesh.
- Hittites: light blue background; present at Astarpa River, Kadesh, and Nihiyria
- Mitanni: light green background; present at Megiddo, Kadesh, and Nihiyria
- Syrian/Canaanites: pink background; present at Sekmem, Megiddo, and Kadesh
- Akkadia: share the Mitanni counter mix; present at Sumer
- Sumer: share the Hittite counter mix; present at Sumer
- Arzawan: orange background; present at Astarpa River and Kadesh
- Assyrians: purple background; present at Nihiyria and Babylonia
- Kassites: green background; present at Babylonia
- Danaans: grey background; present at Troy
- Trojans: red background; present at Troy

A Note on Deployment and Units: In the Army Deployment section of the scenario rules, the side’s force is listed by Wing or Division. For each Wing/Division, the Wing/Division leader is given first followed by the combat units that will make up the Wing/Division for the battle. The combat units are listed by quantity and Type, with Type further categorized by TQ, Movement Allowance, and, in some cases, Missile type. For example, at Megiddo, the Egyptian 1st Division deployment is given as:

1st Division (#1)

Imhotep
2 CH-2 (6-9)
3 CH-2 (5-9)

The Egyptian player receives the Division leader Imhotep, 2 CH-2 combat units with a TQ of 6 and a MA of 9, and 3 CH-2 combat units with a TQ of 5 and a MA of 9, drawn from the Egyptian 1st Division units – indicated as such with a “1” in the upper left hand corner of the counter.

Overall Commanders who do not command a Division/Wing along with their Standards (where applicable) are listed separately.

Competitive Play

We have designed the following battles/scenarios to be as historically accurate (within the limits of available research materials) as possible. While this allows them to be excellent tools for study and solitaire play, some of the battles, because they were not balanced historically, will fall short in the area of game balance. To ameliorate, if not entirely remedy, this situation, we offer two suggestions for Competitive Play that players can use by mutual agreement. These methods will provide a more even balance; however, the “end result” may often not reflect “historical” objectives or realities.

Rout Point Bid Method: Each side secretly writes their bid (in Army rout point equivalents) down and then simultaneously reveal the amounts. The player with the higher amount is the winner of the bid plays the side of his choice and reduces his army withdrawal level by the bid amount.

Rule and Withdrawal Level Adjustments: In this method, we have provided changes to the rules and/or adjusted the army’s withdrawal levels in to balance the game. The Rout Point Bid Method may be used in conjunction with this method.

SUMER

The Unification of Sumer and Akkadia

The Akkadian King Sargon vs. the Sumerian King Lugal-zaggisi

Sumeria (Modern day Southern Iraq), ca. 2320 BCE

HISTORICAL BACKGROUND

We don’t have much information on warfare in the third millennium, BC. Whatever it was, it could not have been very sophisticated by our view. All units were on foot—the infamous battle wagons were reserved for the nobility, most of whom probably stayed in the rear, as these wagons had little use militarily.

Most of the men were “Shock” infantry, armed with short spears and, maybe, sickle-swords (a slashing, not a thrusting weapon). They had no armor, and may have carried shields; maybe not. Because of their weaponry, which required space to use, they did not fight in lines like we envision ancient infantry. It was more like two tribes or street gangs going at it in a wild melee which probably produced few casualties. There were archers, using the “self” bows. And, altogether, the armies numbered, at most, a few thousand men.

Whatever, this appears to be the first (or close to the first), organized warfare on more than a purely local, “That’s my irrigation ditch; no that’s mine,” level.

PRE-GAME NOTES

Map

Use the Blank Map. The battlefield, while unknown as to exact location, was flat and fairly featureless. The combatants probably avoided the canals and irrigation ditches that dotted the area.

Expertise Level

This small size introductory battle is a very good game to learn the basics of the system, albeit without chariots.

Play Balance

This is an even contest, though the Akkadians have Sargon who has an edge in heroic combat.

Game Length

This is a very small battle with few units and no chariots. It should take about an hour or so to finish.

INITIAL DEPLOYMENTS

Sumerian Army Deployment

The Sumerian player receives the following units from the Hittite counter mix. Any combat unit in the Hittite mix with the appropriate Type, TQ, and missile ability can be used.

Lugalzagessi (OC)

King’s Standard
1 BW (3-5)
The Sumerian player deploys his units first in any hexes in row 3200 or higher (3200, 3600, etc.) and between hexes in rows xx12 and xx32. The units may be faced in any direction.

**Akkadian Army Deployment**
The Akkadian player receives the following units from the Mitanni counter mix. Any combat unit in the Mitanni mix with the appropriate Type, TQ, and missile ability can be used.

**Sargon**
- King’s Standard
- 1 BW (3-5)
- 1 SI (6-4)
- 5 SI (5-4)
- 4 SI (4-4)
- 1 LI (3-5-B)
- 1 LI (2-5-S)
- 1 LI (2-5-J)

The Akkadian player deploys his units after the Sumerian player in any hexes in row 1700 or lower (1500, 1300, etc.) and between hexes in rows xx12 and xx32. The units may be faced in any direction.

**SCENARIO RULES**

**Leaders and Activation Markers**
Lugalzagessi is the Sumerian Overall Commander and Wing Commander. The Sumerian player receives the Hittite/Sumer AM (ignore the word “Infantry”) and the Hittite/Sumer Momentum AM for use in this scenario. All Sumerian units activate when the Hittite/Sumer AM is drawn.

Sargon is the Akkadian Overall Commander and Wing Commander. The Akkadian player receives the Mitanni/Akkadia AM (ignore the word “Infantry”) and the Mitanni/Akkadia Momentum AM for use in this scenario. All Akkadian units activate when the Mitanni/Akkadia AM is drawn.

**Heroic Combat**
The Heroes (10.0) rules are used in this scenario. King Sargon and King Lugalzagessi are both Commanders and Heroes. The Kings are on Battlewagons when mounted. Both can engage in Heroic Combat, though Sargon has the better chance of success.

**Victory**
The Sumerian Army withdraws when units with Rout Points totaling at least 20 have been eliminated. The Akkadian Army withdraws when units with Rout Points totaling at least 20 have been eliminated.

**Army Size and Troop Quality**

<table>
<thead>
<tr>
<th>Army</th>
<th>Units</th>
<th>Rout Points</th>
<th>Rout Ratio</th>
<th>Avg. TQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sumerians</td>
<td>14</td>
<td>57</td>
<td>35%</td>
<td>4.1</td>
</tr>
<tr>
<td>Akkadians</td>
<td>14</td>
<td>57</td>
<td>35%</td>
<td>4.1</td>
</tr>
</tbody>
</table>

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SIMPLE GBOH VERSION
SUMER (ca. 2320 BC)

Deploy both armies as indicated in the standard scenario.

Playing Time: About a ½ hour
Balance: Even

Sumerian Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lugalzagessi [OC] /2</td>
<td>All units</td>
</tr>
</tbody>
</table>

Sumerian Units with Reduced Side—None

Akkadian Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sargon [OC]/3</td>
<td>All Units</td>
</tr>
</tbody>
</table>

Akkadian Units with Reduced Side—None

Special Rules

Heroes: Both Overall Commanders have Heroic Charisma
First Player: By die roll
Leaders and Activation Markers: Use the Formation charts.
Heroic Combat: Ignore
Victory: Use the withdrawal levels given below.

Army Withdrawal Levels

Sumerians: 20 Rout Points
Akkadians: 20 Rout Points

SEKMEM

Egypt (XIth Dynasty), under Pharaoh Senusret III vs. the Canaanites
North Canaan (Retjenu), ca.1870 BCE

HISTORICAL BACKGROUND

This battle appears to be part of one of the few northern campaigns of Senusret III, considered to be perhaps the most powerful Egyptian ruler of this time (Middle Kingdom). Most of his military activity focused on subduing the Nubians, to the south. This time the Pharaoh marched north to seize the important trade route city of Sekmem (Shechem)—the site of what is now Nablus—in the valley between the Biblical mountains of Ebal and Gerizim. The region was then known as Retjenu. Not much is known about the battle, other than that it took place. The Egyptians say they were victorious, but various interpretations of the sources we do have seem to indicate it may not have been much of a victory.

PRE-GAME NOTES

This is the one battle in the game that has no chariots (in a military sense) or even battle wagons. Egypt did not “get” the chariot until the 17th century BCE, and the nearest neighbors of the Canaanites, the Hittites, didn’t start using it until somewhat after the date of the battle. It is also good to remember that what we consider “linear” warfare, Hellenic-style, is also far off.

We have treated this scenario as something of a meeting engagement, with the Canaanites deploying to meet the incoming Egyptians.

This should be a rather quick-playing scenario, as many of the units are quite vulnerable.

Map

Use the SEKMEM map. As most archaeologists and historians consider Sekmem to be where Nablus now is, it is fairly easy to see what the terrain of the battlefield was/is: a fairly narrow valley/pass between two distinctive mountains. There are many pictures of the area.

Expertise Level

This small size battle is a straightforward infantry fight with no chariots. The Egyptians have fewer units but a have a significant advantage in the number and quality of their shock troops. The Canaanites have twice as many missile units, but only a slight numerical advantage in the better self-bow armed units. The Canaanite player must deftly use his advantage in missile units, particularly his slingers, to weaken the Egyptian shock troops before engaging in shock himself. Both players should keep in mind that all missile units can fire over one unit, so shock units can be used as a screen to protect the more vulnerable missile units.

Play Balance

The Egyptians are the favorites here. For competitive play, use the either the Rout Point Bid method and/or give the Canaanites the win if both armies exceed their withdrawal levels.

Game Length

This battle can be played to conclusion in a little over an hour.

INITIAL DEPLOYMENTS

Egyptian Army Deployment

The Egyptian player receives the following units from the Egypt counter mix. Use the units from the Egyptian Pharaoh’s, 1st, 2nd, and 3rd Divisions as the source for the SI/LI units. Ignore any Wing/Division numbers on the counters.

Leaders and Standards

Pharaoh Senusret III (OC)
Sehek-Khu [a]
Pharaoh’s Standard

Shock Wing

6 SI (6-4)
8 SI (5-4)

Missile Wing

8 LI (3-5-B)
2 Nubian LI (3-5-B)

[a] = One of the few pieces of information we do have; this fellow was one of Senusret’s generals at this battle.

The Egyptian player assigns his leaders to the Shock Wing or the Missile Wing as he sees fit prior to the start of play. It matters not who commands which, as we don’t know anything, other than that the Pharaoh appears to have led the vanguard and Sehek the Reserve. There is a very remote chance that Senusret had a forerunner of the 2-wheeled chariot. He would have been the only one.

No Egyptian unit starts the game on the map. The Egyptian Army enters the map anywhere along the eastern edge of the game-map—hex row 36xx. A unit entering the map pays the terrain cost for the entry hex. More than unit may enter via the same entry hex. The 2nd unit to enter hex pays twice the cost of the hex in MP, the 3rd three times, etc. Eligible units may enter In Column.

Canaanite Army Deployment

The Canaanites at the time were a fairly nomadic people, organized in small city-states, of which Sekmem was one. According to the sources we have, their military units were mostly missile foot—self bows (no composites yet) and slingers—and loosely formed shock infantry with spears and axes. There is no evidence of any armor, but there is for some shields. And no chariots.
The Canaanite player receives the following units from the Canaan and Syrian counter mix. The units are identified by the word “Canaan” on the counter. Ignore any Wing/Division numbers on the counters.

**Shock Wing**
- Leader A
- 1 SI (6-4)
- 5 SI (5-4)
- 4 SI (4-4)

**Missile Wing**
- Labaya (OC) [a]
- 13 LI (3-5-B)
- 7 LI (2-5-S)

[a] = We have no names for leaders of the time. Labaya was a Lord of Sekmem; when, we’re not sure.

All the Canaanites units are placed in the city of Sekmem. The Canaanite player may place more than one combat unit in a city hex. They exit when activated. The SI are considered In Column as they exit the city.

**SCENARIO RULES**

**Leaders and Activation Markers**
Senusret III is the Egyptian Overall Commander as well as the Wing Commander for either the Shock or Missile Wing. Sehek-Khu is the Wing Commander for the other wing. The Egyptian player receives the Egyptian Pharaoh AM, the 1st Division AM, and Momentum AM for use in this scenario. Pharaoh and his chosen Wing activate with the Pharaoh AM; Sehek-Khu and his wing activate with the 1st Division AM. The Egyptian player also receives Pharaoh’s Standard.

Labaya is the Canaanite Overall Commander as well as Wing Commander for the Shock Wing. Leader A is the Wing Commander for the Missile Wing. Canaanite Setup Boundary

**Terrain**
All hexes above Level 1 (the valley) are Rough. The city of Sekmem is enterable through the gate hexside by Canaanite units only (the Egyptians have no siege equipment of any kind). It costs the Canaanite units 1 MP to enter a hex inside Sekmem. There is no cost in MP to cross a gate hexside.

**Canaan Standard**
The Canaanites use the city of Sekmem as their standard. If a Canaanite unit routs but does not flee, place the unit anywhere inside the city. Routed units may stack if necessary to fit in the city.

**Victory**
The Egyptian army withdraws when units with Rout Points totaling at least 40 have been eliminated. The Canaanite army withdraws when units with Rout Points totaling at least 40 have been eliminated. The Canaanites have been given a relatively high Rout ratio because they are defending their home territory and city.

**Army Size and Troop Quality**

<table>
<thead>
<tr>
<th>Army</th>
<th>Units</th>
<th>Rout Points</th>
<th>Rout Ratio</th>
<th>Avg. TQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Egyptians</td>
<td>24</td>
<td>106</td>
<td>35%</td>
<td>4.4</td>
</tr>
<tr>
<td>Canaanites</td>
<td>30</td>
<td>100</td>
<td>40%</td>
<td>3.3</td>
</tr>
</tbody>
</table>

**SIMPLE GBOH VERSION**

**SEKMEM (ca. 1870 BC)**

*Deploy both armies as indicated in the standard scenario.*

**Playing Time:** About ¾ of an hour

**Balance:** Favors the Egyptians

**Egyptian Formation Chart**

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senusret III [OC] /2</td>
<td>Selected Wing</td>
</tr>
<tr>
<td>Sehek-Khu</td>
<td>Selected Wing</td>
</tr>
</tbody>
</table>

**Egyptian Units with Reduced Side**—None

The Egyptian player may activate any or all of his Formations as a group. See 4.14 Multiple Formations. However, only one of the Formations may be placed In Command; all others are automatically Out of Command. This group activation cannot be used on a player turn won be Seizure.

**Canaanite Formation Chart**

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Labaya [OC] /2</td>
<td>Missile Wing</td>
</tr>
<tr>
<td>Leader A</td>
<td>Shock Wing</td>
</tr>
</tbody>
</table>

The Canaanite player may activate any or all of his Formations as a group. See 4.14 Multiple Formations. However, only one of the Formations may be placed In Command; all others are automatically Out of Command. This group activation cannot be used on a player turn won be Seizure.

**Special Rules**

**First Player:** The Canaanite player goes first. There is no die roll.

**Egyptian Command:** The Egyptian player assigns his leaders to the Shock Wing or the Missile Wing as he sees fit prior to the start of play.

**Leaders and Activation Markers:** Use the Formation charts.

**Terrain:** Use Standard game rule. Canaanite units cannot re-enter Sekmem once they leave the city.

**Canaan Standard:** Ignore

**Victory:** Use the withdrawal levels given below

**Army Withdrawal Levels**

<table>
<thead>
<tr>
<th>Eagles</th>
<th>Rout Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Egyptians</td>
<td>40 Rout Points</td>
</tr>
<tr>
<td>Canaanites</td>
<td>40 Rout Points</td>
</tr>
</tbody>
</table>
THE BATTLE OF MEGIDDO

Egypt (XVIII Dynasty) under Pharaoh Thutmose III vs. Coalition of Canaanites, Mitanni, and Syrian Kingdoms under the King of Kadesh

Canaan, ca. 1479 BCE

HISTORICAL BACKGROUND

One of the greatest accomplishments of the pharaoh was the defeat of a large group of Canaanites at the Battle of Megiddo (the key city from which we get the term Armageddon). After the death of Hatshepsut, the Canaanites decided it was a good point to free themselves of Egyptian influence. With the help of the kings of Kadesh and Megiddo, the Canaanites revolted. The main reason for keeping Egyptian control over the area was because of where Megiddo stood in terms of trade routes. Without Megiddo open to Egyptian trade, it would have been very damaging to Egyptian economy.

The Battle of Megiddo was fought between Egyptian forces under the command of Pharaoh Thutmose III and a large Canaanite coalition under Durusha, the King of Kadesh. It is the first battle to have been recorded in what is accepted as relatively reliable detail. Megiddo is also the first recorded use of the composite bow and the first body count. All details of the battle come from Egyptian sources—primarily the hieroglyphic writings on the Hall of Annals in the Temple of Amun at Karnak, Thebes.

There were three possible routes from Yehem to Megiddo. Both the northern route, via Zefti, and the southern route, by way of Taanach, gave safe access to the Jezreel Valley. The middle route, via Aruna, was more direct but risky; it followed a narrow ravine, and the troops could only travel single-file. If the enemy waited at the end of the ravine, the Egyptians would risk being cut down piecemeal. The army leaders pleaded with him not to take the difficult road but to take either of the two easier roads. Instead, with information from the scouts, Thutmose III decided to take the direct path to Megiddo. He believed that if his generals advise him the easy route, then his enemy would also, so he decided to do the unexpected.

The King of Kadesh had left large infantry detachments guarding the two more likely paths, and virtually ignored a narrow mountain pass coming in from the south. Ignoring the danger of spreading out his army in the mountains where leading elements might be subject to enemy ambush in narrow mountain passes and his main force still far behind at Aruna unable to come to their aid, Thutmose took the direct route through the Vadi Araha. Being able to achieve surprise and rout his opponent from the rear turned out to be worth it, but to reduce the risk, Thutmose himself led his men on a forced march to Aruna. With the city lightly guarded by the enemy; the Pharaoh led a quick assault, scattered the rebels and entered the valley unopposed. Now, the Egyptian army had a clear path to Megiddo, with large parts of the rebel army far away to the north and south.

Thutmose seized the opportunity. He set up camp and, during the night, arrayed his forces close to the enemy. The next morning, they attacked. It cannot be established if the surprised king of Kadesh had managed to invert his front lines in time, and prepare for battle. Even if he did that, it did not bring him much help. His rebel forces were on high ground adjacent to the fortress. The Egyptian line was arranged in a concave formation, consisting of three wings, that threatened both rebel flanks. Both the Egyptians and the rebels are estimated to have had around 1,000 chariots and 10,000 infantry. The Pharaoh led the attack from the center. The combination of position and numbers, superior maneuverability of their left wing along with an early, bold attack, broke the enemy’s will; their line immediately collapsed. Those near the city fled into it, closing the gates behind them.

PRE-GAME NOTES

Map

Use the MEGIDDO map. This is one of the rare battles where we pretty much know exactly where it took place, along with a knowledgeable estimate of what the battlefield looked like. Our game map is based on that of R.O. Faulkner in his article on the battle (which, in turn, is based on that of Nelson . . . which we didn’t have). We have left out the roads—Megiddo sits astride “The King’s Highway”, the main inland commercial road of the period—as their existence is guesswork (albeit good guesswork), and they are not useful at this scale.

Expertise Level

This medium size battle features both chariots and runner infantry so a thorough understanding of the rules around these types is a must for successful play. Although the Syrian player has the same number of chariots as his opponent, the Egyptians have nearly twice as many shock infantry. Furthermore, the Egyptian chariot corps is augmented with a good number of runner infantry which significantly increases the Egyptian shock capability. This coupled with the poor deployment in the Moving scenario makes for an uphill fight for the Syrian player.

The Fully Deployed scenario addresses the Syrian deployment, but the Egyptian qualitative advantage is such that the more experienced player should play the Syrians.

Play Balance

Megiddo was a smashing, total Egyptian victory (although they failed to follow it up by capturing the city; the usual looting reasons). Concomitantly, the scenarios greatly favor the Egyptians. For competitive play, go with the Fully Deployed Syrians scenario and use the Rout Point Bid Method.

Game Length

This battle is playable in under two and half hours.

INITIAL DEPLOYMENTS

Egyptian Army Deployment

The Egyptian army deployed, while the Syrians either dithered or simply watched them (leading to much speculation that this is one of those pre-arranged battles), into three wings facing Megiddo. We have no information of any kind as to where the Egyptian regular infantry stood, as it took no part in the battle. The sources that do discuss them tend to place them with the right wing, where the Egyptian camp was. The largest contingent of chariots was most likely in the center, with Thutmose. We have no names for leaders, other than Thutmose III. We have used names of the period we found scattered through the various sources.

The Egyptian player receives the following units from the Egypt counter mix. Use the units from the Egyptian Pharaoh (Ph), 1st, 2nd, and 3rd Divisions.

Pharaohs Division (Ph)

Thutmose III (OC)
Pharaoh’s Standard
1 CH-2 (7-9)
2 CH-2 (6-9)
7 CH-2 (5-9)
1 RI (5-6)
7 RI (4-6)
1 SI (7-4)
2 SI (6-4)
1 LI (3-5-B)

Deploy Thutmose III, the CH-2, and RI in hexes 1710-1719. The
RI units begin the game stacked with a CH-2 unit. Deploy the SI and LI in hex row 16xx adjacent to a CH-2 unit. Pharaoh’s Standard map deployed in any Egyptian occupied hex.
1st Division (#1)

Imhotep
2 CH-2 (6-9)
3 CH-2 (5-9)
Deploy in hexes 1806-2303

2nd Division (#2)

Ebana
2 CH-2 (6-9)
3 CH-2 (5-9)
Deploy in hexes 2830-3332

3rd Division (#3)

Kharis
6 SI (6-4)
4 SI (5-4)
2 LI (3-5-B)
Deploy in hexes 2831-3333, 2731-3234

The Egyptian player may face his units in any direction.

Syrian Coalition Army Deployment

Here’s where we run into problems. There is much disagreement as to whether the Syrians were fully deployed to face the Egyptians, or whether the Egyptian emergence through the Aruna Pass caught the Syrian Coalition, which supposedly had been guarding the roads/approach from the SE, off guard. While the Egyptian army had little problem deploying as they did, the Syrians supposedly had to rush to meet the threat.

The deploying-while-attacked theory is used to explain why the Syrians collapsed so quickly. Not so, say other sources. The Egyptians won because their chariot force greatly outnumbered the Syrians, and they simply were a better army.

So, for you gamers we have two deployments, one for each theory.

While we know the approximate numbers for the Coalition—the evidence is strong, and quite specific, that the Syrians had only about 1,200 chariots (to about 2,000 for the Egyptians)—and the city-kings that supplied troops (all Mitanni allies), we do not know who showed up with what. And, again, we have little information on the names of leaders . . . or who commanded what, other than that Durusha was in overall command.

Syrians Moving Scenario

The Syrian player receives the following units from the Syrian, Canaan, and Mitanni counter mixes.

Durusha (OC)

Megiddo Wing (#1)

King of Megiddo
2 Kadesh CH-2 (6-9)
5 Kadesh CH-2 (5-9)
1 Megiddo CH-2 (6-9)
2 Megiddo CH-2 (5-9)
2 Mitanni CH-2 (7-9) [a]
3 Mitanni CH-2 (6-9) [a]

[a] = The Mitanni were considered the finest charioteers at this point in time, considering they pretty much “invented” their military use. This is reflected in their high TQ.
Deploy Durusha and the King of Megiddo leaders and units in hexes 2508-2522. The units must be faced north-east as if they were moving in that direction.

Ugarit Wing (#5)
- King of Ugarit
- 3 Canaan CH-2 (5-9)
- 2 Ugarit CH-2 (4-9)
Deploy in hexes 3125-3527

Infantry Wing (*)
- King of Canaan
- 1 Canaan SI (6-4)
- 1 Canaan SI (5-4)
- 3 Canaan LI (3-5-B)
- 3 Megiddo SI (6-4)
- 2 Megiddo SI (5-4)
- 2 Megiddo LI (3-5-B)
Deploy in hexes 3323-3725 and 3224-3827

* = ignore any Wing identification/color coding on the counters

City Garrison
- 2 Megiddo LI (3-5)
Deploy in hexes 3005 and 3206. Unless noted otherwise, The Syrian player may face his units in any direction.

Fully Deployed Syrians Scenario
The Syrian Player may deploy his units as given above as he sees fit anywhere within the following boundaries:
- Row 2400 and east (inclusive)
- South of Megiddo
- North of Qina Brook
- The Egyptian Reserve rule is not used in this scenario.

SCENARIO RULES

Leaders and Activation Markers
Thutmose II is the Egyptian Overall Commander as well as the Wing Commander for Pharaoh’s Division. Imhotep, Ebana, and Kharis are Wing Commanders for the Egyptian 1st, 2nd, and 3rd Divisions respectively. The Egyptian player receives the corresponding AM for these four divisions and the Egyptian Momentum AM for use in this scenario. The Egyptian player also receives the Pharaoh’s Standard.

Durusha is the Syrian Coalition Overall Commander. The King of Megiddo, King of Ugarit, and the King of Canaan are the respective Wing Commanders for the Megiddo, Ugarit, and Infantry Wings. The Syrian Coalition player receives the Syria/Canaan Wing #1, Syria/Canaan #5, Syria Infantry Wing, and Syria/Canaan Momentum AMs for use in this scenario.

Megiddo
No units are allowed to enter Megiddo (the locals locked the gates and shut out their own men). There are two Missile units inside the city; they cannot move or leave the city. They can fire at any Egyptian unit in range during any Syrian player-turn. Egyptian Missile units may fire at these two units but must add two (+2) to all Missile Fire die rolls.

Egyptian Runner Infantry
As stated in the rules, it is our feeling that Megiddo may have been one of the first major uses of Runner Infantry. To that end, the Egyptians are the only player with Runner Infantry, here specialized with the Pharaoh’s own chariot wing. The Syrians, alas, do not.

Egyptian Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thutmose III [OC] /3</td>
<td>Pharaoh’s Division</td>
</tr>
<tr>
<td>Imhotep /1</td>
<td>1st Division</td>
</tr>
<tr>
<td>Ebana /1</td>
<td>2nd Division</td>
</tr>
<tr>
<td>Kharis</td>
<td>3rd Division</td>
</tr>
</tbody>
</table>

Egyptian Units with Reduced Side—None

The Egyptian player may activate any or all of his Formations as a group. See 4.14 Multiple Formations. However, only one of the Formations may be placed In Command; all others are automatically Out of Command. This group activation cannot be used on a player turn won be Seizure.

Syrian Coalition Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Durusha [OC] /3</td>
<td>None</td>
</tr>
<tr>
<td>King of Megiddo /1</td>
<td>Megiddo Wing</td>
</tr>
<tr>
<td>King of Ugarit /1</td>
<td>Ugarit Wing</td>
</tr>
<tr>
<td>King of Canaan</td>
<td>Infantry Wing</td>
</tr>
</tbody>
</table>

Syrian Coalition Units with Reduced Side—None

The Syrian Coalition player may activate any or all of his Formations as a group. See 4.14 Multiple Formations. However, only one of the Formations may be placed In Command; all others are automatically Out of Command. This group activation cannot be used on a player turn won be Seizure.

Special Rules

First Player: By die roll
Leaders and Activation Markers: Use the Formation charts
Megiddo: Ignore
Egyptian Runner Infantry: Ignore
Syrian Standard: Ignore
Egyptian Reserve: Use the standard rule but ignore the reference to the Momentum AM unless using the chit pull variant. Instead, the Egyptian player may attempt to bring a Division out of reserve as the sole action of the Player Turn. If successful, that division activates. If not, the Egyptian player has wasted his Player Turn.
Victory: Use the withdrawal levels given below. However, if the Egyptian player has lost more than 45 RP in eliminated Chariot units, the Syrian Coalition player instead gets the win.

Army Withdrawal Levels
Egyptians: 80 Rout Points
Syrian Allies: 60 Rout Points
Syrian Standard
The Syrians have no counter for their Standard. The city of Megiddo is their standard. If a Syrian unit Rout but does not Flee, place it anywhere inside the City. The unit survives but is out of the game and cannot be used for any purpose. Units that Rout into Megiddo do NOT count for Withdrawal purposes.

Egyptian Reserve
The Egyptian 2nd and 3rd Divisions begin the game In Reserve. They may not be activated until released from Reserve (one Division at a time) by Thutmose. In order to activate a Division in Reserve the Egyptian Player must use his Momentum AM to do so. He then rolls one die, comparing it to the Wing Commander’s Initiative Rating. However, if the leader is within Thutmose’s Command Range, subtract one from that die roll.
• if that adjusted DR is the same as or lower than the Wing Commander’s Initiative Rating, that Command is no longer in Reserve, but may not be used until it’s AM is placed into the game next turn.
• if that adjusted DR is the higher than the Wing Commander’s Initiative Rating, the attempt fails, and the Momentum AM has been “wasted”.

Victory
The Egyptian army withdraws when units with Rout Points totaling at least 80 have been eliminated. The Syrian Coalition army withdraws when units with Rout Points totaling at least 60 have been eliminated. If there are no units outside the City of Megiddo, the Syrian Coalition army immediately withdraws.

However, if the Egyptian player has either lost more than 45 RP in eliminated OR Routed Chariot units, the Syrian Coalition player instead gets the win.

Army Size and Troop Quality

<table>
<thead>
<tr>
<th>Army</th>
<th>Units</th>
<th>Rout Points</th>
<th>Rout Ratio</th>
<th>Avg. TQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Egyptians</td>
<td>44</td>
<td>225</td>
<td>35%</td>
<td>5.1</td>
</tr>
<tr>
<td>Syrian Coalition</td>
<td>34</td>
<td>168</td>
<td>35%</td>
<td>4.9</td>
</tr>
</tbody>
</table>

THE BATTLE OF SENZAR
Egypt (XVIIIth Dynasty), under Pharaoh Thutmose III vs. the Mitanni under King Barattarna
The Naharin Bend of the Upper Euphrates River, Mesopotamia, ca. 1470 BCE

HISTORICAL BACKGROUND
After Thutmose III had taken control of the Syrian cities, the obvious target for his eighth campaign was the state of Mitanni. However, to reach Mitanni, he had to cross the Euphrates river. Therefore, Thutmose III sailed directly to Byblos and then made boats which he took with him over land on what appeared to otherwise be just another tour of Syria. He proceeded with the usual raiding and pillaging as he moved north through the lands he had already taken. However, here he continued north through the territory belonging to the still unconquered cities of Aleppo and Carchemish, and then quickly crossed the Euphrates in his boats, taking the Mitannian king, Barattarna, entirely by surprise. It appears that Mitanni was not expecting an invasion, so they had no army of any kind ready to defend against Thutmose. The Egyptian victory was total, and Thutmose had extended Egypt’s empire to its farthest historical sphere.

PRE-GAME NOTES
MAP
Use the Blank Map. We don’t know exactly where this battle took place. It occurred somewhere near the city of Senzar which is located to the east of the upper Euphrates in what is called the Naharin bend (NE Syria today). The Egyptians referred to the Mitanni as The Naharani. The terrain in that area is about as flat as one gets, no real natural impediments, ideal for chariot warfare.

Expertise Level
This medium size battle features two man chariots and runner infantry on both sides so a thorough understanding of the rules around these types is a must. The Mitanni player has a slight edge in the number of chariots and some great charioteers (reflected in their high TQ ratings), but the Egyptian player has more than twice as many of runner infantry. The player who best uses the chariot/runner infantry combination holds the keys to victory.
The players are further challenged with the decision of how to best deploy their armies. For players looking for help in this area, we have provided a sample deployment to get started.
3rd Division (#3)

Kharis
1 SI (6-4)
4 SI (5-4)
3 LI (3-5-B)

The Egyptian player deploys the units listed below after the Mitanni player in any hexes in row 1700 or lower (1500, 1440, etc.). The units may be faced in any direction.

Mitanni Army Deployment

There is no indication on the size or specific make-up of the Mitanni army, although, given their expertise, they—as did everyone else at this time—would most likely put heavy weight on their chariot corps, which was divided into an elite wing (with their maryannu warriors) and a militia wing (although they most likely also had a center). We have given the elite wing runner infantry, something the Mitanni would most likely have adopted from their presence at Megiddo.

The Mitanni player receives the following units from the Mitanni counter mix.

Barattarna Chariot Wing (#1)

Barattarna (OC)
King’s Standard
1 CH-2 (8-9)
4 CH-2 (7-9)
7 CH-2 (6-9)
6 RI (4-6)

Parshatar Chariot Wing (#2)

Parshatar [a]
3 CH-2 (5-9)
9 CH-2 (4-9)

Infantry Wing

Kikkuli [a]
1 SI (6-4)
5 SI (5-4)
4 SI (4-4)
5 LI (3-5-B)

[a] = Names of secondary leaders are not known, so we have used other Hurrian names of the era. Kikkuli was, historically, the author of a manual on training war horses. We felt he was appropriate.

The Mitanni player deploys his units first in any hexes in row 3500 or higher (3600, 3800, etc.). The units may be faced in any direction.

Alternate Deployment

Rather than the Mitanni player deploying all his units first, the Mitanni player instead starts by deploying just one of his wings where he wishes within the stated hex parameters. The Egyptian player follows by deploying one of his divisions. The Mitanni player then deploys another, the Egyptian player another, until both armies are fully deployed on the map.

SCENARIO RULES

Leaders and Activation Markers

Thutmose II is the Egyptian Overall Commander as well as the Wing Commander for Pharaoh’s Division. Imhotep, Ebana, and Kharis
are Wing Commanders for the Egyptian 1st, 2nd, and 3rd Divisions respectively. The Egyptian player receives the corresponding AM for these four divisions and the Egyptian Momentum AM for use in this scenario. The Egyptian player receives Pharaoh’s Standard.

Barattarna is the Mitanni Overall Commander as well as the Wing Commander his chariot wing. Parshatar is the Wing Commander for his chariot wing. Kikkuli is the Wing Commander for the Mitanni Infantry. The Mitanni player receives the Mitanni Wing #1, Mitanni Wing #2, Mitanni Infantry Wing, and Mitanni Momentum AMs for use in this scenario (ignore the word “Akkadia on the counters). The Mitanni player also receives the King’s Standard.

**VICTORY**
The Egyptian army withdraws when units with Rout Points totaling at least 80 have been eliminated. The Mitanni army withdraws when units with Rout Points totaling at least 75 have been eliminated.

**Army Size and Troop Quality**

<table>
<thead>
<tr>
<th>Army</th>
<th>Units</th>
<th>Rout Points</th>
<th>Rout Ratio</th>
<th>Avg. TQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Egyptians</td>
<td>47</td>
<td>226</td>
<td>35%</td>
<td>4.8</td>
</tr>
<tr>
<td>Mitanni</td>
<td>45</td>
<td>215</td>
<td>35%</td>
<td>4.9</td>
</tr>
</tbody>
</table>

**Mitanni Formation Chart**

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barattarna [OC]</td>
<td>Barattarna Chariot Wing</td>
</tr>
<tr>
<td>Parshatar</td>
<td>Parshatar Chariot Wing</td>
</tr>
<tr>
<td>Kikkuli</td>
<td>Infantry Wing</td>
</tr>
</tbody>
</table>

The Mitanni player may activate any or all of his Formations as a group. See 4.14 Multiple Formations. However, only one of the Formations may be placed In Command; all others are automatically Out of Command. This group activation cannot be used on a player turn won be Seizure.

**Special Rules**
- **First Player:** By die roll
- **Leaders and Activation Markers:** Use the Formation charts
- **Victory:** Use the withdrawal levels given below.

**Army Withdrawal Levels**
- Egyptians: 90 Rout Points
- Mitanni: 85 Rout Points

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**SIMPLE GBOH VERSION**

**SENZAR (ca. 1470 BC)**

*Deploy both armies as indicated in the standard scenario. The Alternate Deployment option may be used if both players agree.*

**Playing Time:** 1 1/2 hours

**Balance:** Slightly favors the Egyptians.

**Egyptian Formation Chart**

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thutmose III [OC]</td>
<td>Pharaoh’s Division</td>
</tr>
<tr>
<td>Imhotep</td>
<td>1st Division</td>
</tr>
<tr>
<td>Ebana</td>
<td>2nd Division</td>
</tr>
<tr>
<td>Kharis</td>
<td>3rd Division</td>
</tr>
</tbody>
</table>

**Egyptian Units with Reduced Side—None**

The Egyptian player may activate any or all of his Formations as a group. See 4.14 Multiple Formations. However, only one of the Formations may be placed In Command; all others are automatically Out of Command. This group activation cannot be used on a player turn won be Seizure.

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**THE BATTLE OF THE ASTARPA RIVER**

**The Hittites under Mursilis II vs. Arzawa under Prince Piyama-Kurunta**

Western Anatolia (Arzawa), ca. 1312 BCE

**HISTORICAL BACKGROUND**

There is very little information about this battle, other than that it was quite important in terms of The Hittites dealing with the ambitions of Arzawa and its Aegean allies. What we do know is that Ukha-zitish, the King of Arzawa, seeing that the new Hittite king, Mursilis II, appeared to be busy subduing the Kaskans, in northern Anatolia, decided to get frisky. Mursilis turned around, grabbed some help from his brother, the King of Carchemish, and headed west.

It then appears that Ukha-zitish was scared spineless by the appearance of a flaming meteor in the sky—some sources say it hit him … that’s good one; must be the Bronze Age version of “my dog ate it”—and, in his place, he sent his son, Prince Piyan-Kurunta to do battle with the advancing Hittites, taking a stand somewhat beyond the Astarpa River (see below). As obscure as the sources are, it does appear that the Hittites crushed the Arzawans, most of whom cut out for the Aegean like it was holiday time.

**Movie Note:** There is a full-length feature film, a docu-drama, about The Hittites, entitled The Hittites, from Ekip Films. Full costume stuff. www.ekipfilm.com.

**PRE-GAME NOTES**

**Map**

Use the Blank Map. This is yet another battle for which we have little information as to location. The Astarpa River is, apparently (but not without some disagreement) the Meander River in southwest Anatolia (Turkey), which corresponds with the extent of the Arzawa kingdom. For most of its length—and, it is where we get the word “meander” from, so you can guess what it looks like—it lies in flat, grassy valleys beneath the foothills of mountains. We have assumed that this battle took place in just such a region, there thus being no terrain for which we need an individual map. Those foothills would be somewhat behind the Hittites. They may have been near the town of Walma (which may also be Wallarima), which does not appear to have been a factor, as the Arzawans did not use it as a place to run to when they lost.

**Expertise Level**

This small size battle is a good introduction to the use of chariots. Both the two and three man chariot types are present but no runner infantry to add to the complexity. Although the armies are even in terms of units and quality, the Hittites have an advantage in chariots particularly in the heavy 3-man variety. The Arzawan player will have to rely on his more numerous and better quality shock troops to carry the day.
Play Balance
The Hittites are the favorites in this one. We’ve adjusted the Withdrawal Levels to help play balance, increasing that of the Arzawans for defending their homeland, thus giving them a bit more backbone than they showed in the actual battle, while decreasing that of the Hittites for fighting rather far from home. For competitive play, use the Rout Point Bid Method and either the Alternate Deployment approach described below or have the Hittites deploy first.

Game Length
This battle can be played to conclusion in about two hours.

INITIAL DEPLOYMENTS
Arzawan Army Deployment
We do not have information as to the specific make-up of the Arzawan army, although we do have a decent idea of the type of troops they used—very similar to their neighboring Hittites, et al. They did have use of units from their Ahhiyawa allies, which appear to be an Aegean kingdom, perhaps even Mycenaean.

The Arzawan player receives the following units from the Arzawan counter mix. Ignore the Wing ID# on the counters; it is not used in this battle. The Arzawan wings are identified by the unit type.

Heavy Chariots
- Piyama-Kurunta (OC)
- King’s Standard
  - 3 CH-3 (7-7)
  - 2 CH-3 (6-7)

Light Chariots
- Tapalazunaulis
  - 1 CH-2 (6-9)
  - 2 CH-2 (5-9)
  - 2 CH-2 (4-9)
  - 2 Millwanda CH-2 (5-9)
  - 1 Millwanda CH-2 (4-9)

Shock Infantry
- Leader A
  - 1 SI (6-4)
  - 3 SI (5-4)
  - 4 SI (4-4)
  - 1 Millwanda SI (5-4)
  - 1 Millwanda SI (4-4)
  - 1 Ahhhwaya SI (6-4)
  - 2 Ahhhwaya SI (5-4)
  - 2 Ahhhwaya SI (4-4)

Missile Infantry
- Leader B
  - 2 LI (4-5)
  - 1 LI (3-5-B)
  - 2 Millwanda LI (3-5-B)

The Arzawan player places his units in any hexes in row 3200 or higher (3200, 3600, etc.) He deploys first, and may deploy as he wishes.
Hittite Army Deployment

For most of the Hittite units we will use the counters that we have for Kadesh (which took place very shortly after this battle). The Hittites have been reinforced by troops from the kingdom of Carchemish, ruled by Mursili’s brother, Sari-Kuruh. It also appears that some units from Mira, which had just suffered an attack by the Arzawans, joined in the festivities.

The Hittite player receives the following units from the Hittite counter mix. Ignore the Wing ID# on the counters; it is not used in this battle. The Hittite wings are identified by the unit type.

Mursilis II (OC) [a]
King’s Standard

Heavy Chariots
Sari-Kuruh [b]
2 CH-3 (8-7)
2 CH-3 (7-7)
2 CH-3 (6-7)
2 Hatti CH-3 (7-7)
4 Hatti CH-3 (6-7)
1 Hatti CH-3 (5-7)

Light Chariots
Gulla [c]
2 Crc CH-2 (5-9)
1 Crc CH-2 (4-9)
3 Mas CH-2 (5-9)

Shock Infantry
Malaziti [c]
1 Hatti SI (6-4)
2 Hatti SI (5-4)
2 Hatti SI (4-4)
2 Crc SI (4-4)
1 Kar SI (4-4)
1 Ksk SI (4-4)
1 Ksk SI (3-4)

Missile Infantry
Kupunta-Kurunta [d]
1 Kdy LI (3-5-B)
1 Klb LI (3-5-B)
1 Ugr LI (3-5-B)
1 Crc LI (3-5-B)

[a] = The son of the great Hittite king, Suppulliliuma
[b] = Brother of Mursilis
[c] = These are not made-up names!! They were generals under Mursili. Originally we thought Malaziti was early Italian for bad pasta.
[d] = Not the same man as the supposed original king of Arzawa. He was king of Mira.

The Hittite player deploys his units after the Arzawan player. They may be placed in any hex in row 1700 or lower (e.g., 1400, et al.)

Alternate Deployment

Rather than the Arzawan player deploying all his units first, that player instead starts by deploying just one of his wings where he wishes within the stated hex parameters. The Hittite player follows by deploying one of his wings. The Arzawan player then deploys another, the Hittite player another, until both armies are fully deployed on the map.

SCENARIO RULES

Leaders and Activation Markers
Piyama-Kurunta is the Arzawan Overall Commander and Wing Commander for the Heavy Chariots. His brother, Tapalazunaulis (try putting that on a uniform), is the Wing Commander for the Light Chariots. Leader A is the Wing Commander for the Shock Infantry and Leader B is the Wing Commander for the Missile Infantry. The Arzawan player receives the Heavy Chariot, Light Chariot, Shock Infantry, Missile Infantry, and Momentum AMs for use in this scenario. The Arzawan player also receives the King’s Standard.

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Mursilis II is the Hittite Overall Commander. Sari-Kuruh is the Wing Commander for the Heavy Chariots. Gulla is the Wing Commander for the Light Chariots. Malaziti is the Wing Commander for the Shock Infantry and Kupunta-Kurunta is the Wing Commander for the Missile Infantry. The Hittite player receives the four Hittite AMs marked with the wing type (HC, LC, SI, and LI) and Hittite Momentum AMs for use in this scenario. Ignore the Division numbers and color coding on the AMs. The Hittite player also receives the King’s Standard.

THE BATTLE OF KADESH

Egypt under Pharaoh Ramses II vs. the Hittites under Muwatalli II

Syria, 1300 BCE

HISTORICAL BACKGROUND

The region of the world which is now Lebanon and Northern Syria was the border between the Egyptian and Hittite empires from around 1500 to 1250 BCE. The actual border shifted north and south based on various agreements, border skirmishes, and significant campaigns. The western portion of the Orontes River was the major identifiable terrain feature of this border, where it emptied into the Mediterranean Sea and became harder to ascertain further inland once the river headed due south toward Kadesh. The strategic importance of the city was that it lay at the eastern end of the Eleutheroeus Valley which is the main strategic route that cuts through the Lebanon Mountains from West to East connecting the coastal plain with the interior.

Under Thutmose IV the border was set just north of Kadesh, but a subsequent treaty under Ramses I, ceded this territory to the Hittites. When Ramses II ascended the throne in 1304 he desired to reset the boundary to its historical maximum under Seti I, and that included all of what is now northern Syria. To that goal, he prepared to launch a major campaign.

The Egyptian army was organized into four corps of approximately 5,000 men each composed of 4,000 mixed bow and spear armed infantry and 1,000 charioteers (500 chariots). The four corps, named after various gods, were: the Amun “Mighty of Bows” (raised in Thebes), P’ Re “Plentiful of Valor (Heliopolis), the Pth (Memphis), and the newly organized Sutekh or Set “Strong of Bows” (NE Delta, possibly Tanis). There also appears to have been a Chariot reserve, possibly a royal bodyguard, of an unknown number of chariots.

His target was the Kingdom of Hatti, the Hittites, who ruled all of what we now call Turkey down to northern Syria. They were, at the time, ruled by King Muwatalli II, the second son of Mursilis II, who had been Seti’s opponent in the earlier conflict. He came to the Hittite throne approximately four years before Ramses II (1308 BCE) and was apparently an able leader who had recently reorganized his empire enabling him to field a very sizeable army of 3700 chariots and 40,000 infantry. This effectively gave the Hittites a two to one advantage in the upcoming campaign.

The battlefield centers on the city of Kadesh which sits atop a hill that dominates the area. It lies at the apex of a fork of the Orontes where it is fed by a tributary (the Al-Mukadiyah). It appears that a light wood had grown up along the tributary with cultivated fields lying around and between the banks of the two rivers. From the evidence it appears that the hill and the woods blocked line of sight in an east-west direction. This will become significant as one tries to understand what happened during the day of battle.

Victory

The Arzawan army withdraws when units with Rout Points totaling at least 65 have been eliminated. The Hittite army withdraws when units with Rout Points totaling at least 50 have been eliminated.

Army Size and Troop Quality

<table>
<thead>
<tr>
<th>Army</th>
<th>Units</th>
<th>Rout Points</th>
<th>Rout Ratio</th>
<th>Avg. TQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arzawans</td>
<td>33</td>
<td>158</td>
<td>40%</td>
<td>4.8</td>
</tr>
<tr>
<td>Hittites</td>
<td>33</td>
<td>169</td>
<td>30%</td>
<td>5.1</td>
</tr>
</tbody>
</table>

What seems to be consistent across all of the views—and the primary source is Ramses’ personal, and detailed, accounts of the battle—is that the two armies arrived in the vicinity of Kadesh at about the same time, with the Egyptians moving up from the south along the west bank of the Orontes while the Hittites came from the North along the eastern bank of the river. The Hittites appear to have arrived somewhat earlier than the Egyptians and were able to make camp—slightly off the north eastern edge of the map, near Lake Homs—and rest and prepare for battle.

Pharaoh, with the lead Amun Division and the chariot reserve, were the first Egyptians to arrive on the scene. As stated earlier the Egyptians could see the city on top of the hill but could not see to the east as their line of sight was blocked. Apparently, the Egyptians had done a very poor job in reconnoitering the area, relying heavily on two locals, who were Hittite plants who told them that Muwatalli had yet to arrive. Essentially Pharaoh’s initial division is unsupported with a major enemy army in the vicinity.

Assuming the Hittites to be marching in and, like him, not ready for battle, Ramses set up a loosely fortified camp to the northwest of the city. It was then that Pharaoh was informed by two newly captured locals that the Hittites were already on the scene, and ready for battle. Ramses immediately sent word to his three remaining divisions that were still on the march—each about 6 miles from the others—to proceed with all haste to Kadesh.

The P’Re division was the lead corps as the Egyptian army approached from the south. It was in an open march formation as it advanced along the west bank of the Orontes river when a Hittite chariot force of indeterminate size erupted from the cover of the tributary and smashed into the right flank of the column and shattered the formation. Then the Hittites, having passed through the column, veered north and attacked the Egyptian camp. At this point the narrative gets confused, but what appears to have happened is that Pharaoh managed to escape the clutches of his enemies, and rally some chariots in a sharp counter-attack. Serendipitously, he also received timely reinforcements from the northwest—the contested Amurru region—from a hitherto unknown formation called the Ne’Arin, or “newly raised”. These two factors along with an unfortunate tendency of too many Hittites to loot the locals that the Hittites were already on the scene, and ready for battle.

Ramses immediately sent word to his three remaining divisions that were still on the march—each about 6 miles from the others—to proceed with all haste to Kadesh.

While the Hittites regrouped in and around the city, Ramses, considering the difficulties of his extended supply line, gathered up his army and headed back to Egypt. Both sides declared victory, Ramses far louder and more visual than Muwatalli.

Things that are unanswerable include: did Pharaoh single-handedly (as it is written) personally lead the rout of the Hittites chariot force? Possibly, as he appears to have been a most courageous leader throughout his long reign.

Who are the Ne’Arin (literally new men)? The best guess is that these were Canaanite allies, sent off to Sumur, capital of the key coastal/
trade route province of Amurru on the coast, which was the actual goal of Ramses in terms of capture and control. The Hittites and Egyptians had been contesting this area for years. Whoever they were, they had a major effect on the outcome, as the third division, Ptah, arrived too late. There is no indication of when the Sutekh Division arrived.

Was there a second day of battle or was it just Pharaoh executing the cowards from the P'Re who ran away?

Why didn’t Muwatalli use his infantry? Failure to do so reduced his supposed, and great, numerical superiority to a decided disadvantage!

And lastly and most importantly, if it was such a great victory, why did the Egyptians withdraw to the south after the battle and in a subsequent treaty cede the contested territory to the Hittites? The slim Hittite records treat the battle as a major victory for Hatti, as they did control the field. We do note that in later campaigns, Ramses II did succeed in taking much of this disputed territory back from the Hittites, although the martial disputes over the area were constant.

On top of all of these questions is the one that cannot be answered other than through heroic assumptions: how many chariots fought in the battle? The total troop estimates a number from 20,000 to 40,000, but there is an agreement that the Hittites appear to have had more troops than the Egyptians, but there is no indication that the Hittite foot participated in any way in the battle. On the other hand, Egyptian infantry, and especially the Pharaoh’s personal guard of Sherden (Sea People), heavily-armored infantry, played a major role.

What also appears to have happened is that the more mobile, missile-armed 2-man Egyptian chariots got the better of the slower, shock-oriented three-man, javelin-armed chariot corps of the Hittites and their dozen allies (although their army did have many two-man chariots).

Note on Dates: Dating these events is tricky. While many sources give 1300 BCE as the year of the battle, others go with 1274 and other years in that area.

PRE-GAME NOTES

Map
Use the KADEXH game map. The site of this battle is well established. The Egyptians and the Hittites, possibly by mutual agreement are approaching the city of Kadesh (Qadesh) from opposite directions (Egyptians advancing from the south, the Hittites from the north) and engage each other on the plain just to the west of Kadesh. Modern pictures of the site, if consistent with how it was back then, clearly show how the hill and the vegetation along the tributary block the line of sight, so we have shown it this way. The interesting question is how deep was the tributary, as a large chariot force could not have crossed a ford quickly to launch the kind of attack described in the battle descriptions. Consequently either the Hittite chariot force was small (reconnaissance in force scenario) or the tributary was not much of an obstacle, allowing it to be crossed easily at numerous points.

Another issue is the location of Pharaoh’s camp. Most maps do not show any source of water near the camp, but chariots are drawn by horses and horses need water. It is believed that Ramses used the same location for his camp that Pharaoh Seti had used for his camp many years before, and there is mention of a water source. Relying on a water source from a nearby hostile city would be far too sporting, so there must have been another source of water at or near the camp. We show a small irrigation ditch or stream that existed in Roman times that flows from the Orontes, but there is no way to know if this was the case during this earlier battle.
Expertise Level
The battle is the largest and most complex in the package with over two hundred units with a veritable host of chariots and runner infantry, several special rules, and terrain challenges—no featureless battlefield here. This battle is recommended for players with experience with the system particularly in the effective use of chariots. The Meeting Engagement scenarios make maneuver decisions paramount.

Play Balance
Kadesh is a curious battle as the declared winner withdraws and concedes the territory that was the cause of the conflict. The Hittites initial advantage lasts for a few turns and then the Egyptian chariot force and the Ne’Arin reinforcements start to turn the battle the other way. The Hittite numerical superiority is misleading, as none of her infantry seem to have been engaged, which meant that the Hittites had only about 10,000+ men involved, at the most, in combat, all charioteers and support. Egyptian maximum strength involved is probably about the same, perhaps more (considering the Ne’Arin) as two of her divisions never arrived. This all changes if you play the Set-Piece battle.

The Hittites have the edge in all three scenarios. For competitive play, use the Rout Point Bid Method.

Game Length
The Meeting Engagement battles take about two and half hours to play. The Set Piece will take about twice that to play to a conclusion.

THE SCENARIOS
What we have chosen to do is to offer you two “historical” scenarios and one “what-if.” The first “historical” scenario treats the Hittite chariot attack as a reconnaissance in force that happens to emerge into the midst of an Egyptian column, manages to create havoc, then withdraws under pressure. The second scenario treats the initial Hittite attack as a carefully orchestrated ambush that just misses the mark due to the commander losing control of his troops when they see all the cool stuff in Pharaoh’s camp that they can loot. The third is a what-if scenario whereby both sides meet as supposedly planned for a classic set piece battle on the plains of Kadesh. This is not entirely fantasy, as it was very common in this era for the opposing sides to agree on the time and place for a given battle, and the fact that both armies appear to have arrived at the same point at the same time lends much credence to that possibility.

MEETING ENGAGEMENT SCENARIOS
The Amun Division and Pharaoh’s Reserve are establishing their camp while the second division, the P’Re, is approaching. The first two divisions of Hittites, hidden behind the woods below Kadesh and hills surrounding the city, are just about to break across the Al- Mukadiyah stream. The remaining Hittites are still “hidden” and in Reserve, and the last two Egyptian divisions are way off map (some 10 kilometers away at best).

The first Meeting Engagement scenario uses the theory that the initial Hittite attack was only a Reconnaissance in Force with two chariot divisions, the rest being held in reserve. The second scenario proposes a full-scale Ambush using all 4 major Hittite chariot divisions.

Egyptian Army Deployment
The Egyptian player receives the following units from the Egypt counter mix. Use the units from the Pharaoh (Ph), 1st, 2nd, 3rd, 4th Divisions as well as the leader for the 5th Division. A few units in the 4th Division and all the units in the 5th Division are from the Canaan counter mix.

Pharaoh’s Guard (Ph)
- Ramses II (OC) [d]
- Pharaoh’s Standard
- 2 CH-2 (8-9)
- 2 CH-2 (7-9)
- 2 Sherden HI (7-4)

1st Amun Division (#1)
- Amun
  - 1 CH-2 (7-9)
  - 2 CH-2 (6-9)
  - 7 CH-2 (5-9)
  - 1 RI (5-6)
  - 4 RI (4-6)
  - 1 SI (6-4)
  - 2 SI (5-4)
  - 1 Libya BI (4-4) [c]
  - 2 LI (3-5-B)
  - 2 Nubia LI (4-5) [c]

2nd P’Re Division (#2)
- P’Re
  - 1 CH-2 (7-9)
  - 2 CH-2 (6-9)
  - 7 CH-2 (5-9)
  - 1 RI (5-6)
  - 4 RI (4-6)
  - 1 SI (6-4)
  - 2 SI (5-4)
  - 1 Libya BI (4-4) [c]
  - 2 LI (3-5)
  - 2 Nubia LI (4-5) [c]

3rd Ptah Division (#3)
- Ptah
  - 1 CH-2 (7-9)
  - 2 CH-2 (6-9)
  - 7 CH-2 (5-9),
  - 1 RI (5-6)
  - 4 RI (4-6)
  - 1 SI (6-4)
  - 2 SI (5-4)
The unit entering the map pays the terrain cost for the entry hex. More than unit may be placed in same entry hex in the same Orders Phase. The 2nd unit to be placed on the same hex pays twice the cost of the hex in MP, the 3rd three times, etc. Eligible units may enter In Column.

[a] = The 4th Egyptian division, the Sutekh, arrived way after the battle was over and was never a factor (neither was the Ptah Division, for that matter).

[b] = One of the mysteries—and points of disagreement—among scholars is exactly who these troops were ... and how they got to show up at such a propitious time. Some sources insist this is really the Sutekh division, although there is little evidence for such, and they were last in line of march. The best guess—and it is just that, a guess—is that these were newly-raised (as the name suggests) troops from Canaan that had been sent to occupy the key “province” of Amurra. How they got to the battlefield is open to a wide range of speculation, but arrive they did.

c] = The Libyans sword-wielding foot with little, if any, armor (or clothes) of any kind. The Nubians are Nubian archers.

d] = One often finds this spelled Ramesses, or Rameses. Think Yul Brynner.

Egyptian Leaders and Activation Markers
Rameses is the Egyptian Overall Commander as well as the Wing Commander for the Pharaoh’s Guard. The Amun Cmdr, P’Re Cmdr, Ptah Cmdr, and Ne’Arin Cmdr are Wing Commanders for the Egyptian 1st, 2nd, 3rd, and 5th Divisions respectively. The AMs for the Pharaoh’s Guard, the 1st Division, 2nd Division, and the Momentum AM are available at the start of the two scenarios. The AM for the 5th Division is added to the pool at the start of Game Turn 6; the 3rd Division AM is added at the start of Game Turn 21. The Egyptian player also receives the Pharaoh’s Standard.

The Egyptian Camp
The Egyptian camp is just that, a camp, not a major fortification. There are actually two camps, one for the Amun Division and one for the Pharaoh’s Guard. As the game starts, all units in Camp hexes are considered In Reserve and may not be moved until activated. The Egyptian player may stack two CH-2 (plus RI) in any Camp hex or 2 infantry in any Camp hex until these units are activated. At such time they must un-stack, and they may move through stacked camp hexes to do so.

If units In Reserve in Camp hexes are attacked by Shock, the attacker is automatically Attack Superior. Stacked units are treated as one unit when determining Numerical Superiority.

The Egyptian player may activate his two divisions when their AM is drawn. To do so, he states the activation, un-stacks any over stacked units by moving them one hex, if necessary, and that is all they may do that AM.

Any Hittite unit that attacks into a camp hex occupied by an activated unit, even if the Hittite is itself in a camp hex, subtracts 2 from their combat die roll for unfamiliarity with the layout of the camp. See the rules on Looting, below.

Hittite Army Deployment
As per the source indications, we have divided the Hittite chariot corps into 6 divisions. The main force is composed of chariots from Hatti, as well as from their allies in Arzawa, Masa and Pitassa. There was also a reserve of chariots from a wide variety of locations (many of them mercenaries), plus the king’s Personal Bodyguard. We have the names of several of Muwatalli’s commanders, all of whom appear to have been family members, including his ambitious brother Hatusilli, who led the Bodyguard. Unfortunately, many of these names are not—or have not yet been—translated from the reduced alliteration you see them in. (Cf., Hmtrm)
**Designation Notes:** The Hittites are from the Kingdom of Hatti, formerly centered in the city of Hattusa. The seat of government had just been moved to northern Syria by Muwatalli.

The other designations, for the Hittite allies and mercenaries are:

- Arw ....... Arwen (Somewhere in Anatolia)
- Arz ....... Arzawa, Central Anatolia and key allies.
- Crc........... Carchemish, major city on the Euphrates in Syria
- Drd .......... Dardany (NW Anatolia)
- Kad ......... Kadesh
- Kar ........ Karkisha
- Kdy ......... Kedy, northern Syria
- Klb .......... Khaleb, or Aleppo, in Syria
- Ksk ......... Keskesh (or the Kaska)
- Kzw ....... Kizzuawtna
- Luk........... Lukka (infamous pirates, later the Lycians)
- Mas ......... Masa
- Nuk .......... Nukhashshe, or Nuhassi
- Pts.......... Pitassa
- Ugr .......... Ugarit, major city on Syrian coast

We’ve left out the several groups whose locations are unknown.

The Hittite player receives the Divisions 1 through 4, Division 6 combat units plus the majority of the infantry from the Hittite counter mix. The 5th Division combat units are and one unit in the Royal Bodyguard Division are drawn from the Arzawan counter mix. In addition, the Mitanni contribute a few foot units to the Hittite cause.

**Muwatalli (OC) [a]**

King’s Standard [c]

**Royal Bodyguard Division (#1)**

- Hatusilli
  - 2 CH-3 (8-7)
  - 2 CH-3 (7-7)
  - 4 CH-3 (6-7), 2 CH-3 (5-7)

**Reserve Chariot Division (#2)**

- Uri-Tshb [b]
  - 1 Arzawa CH-2 (5-9)
  - 7 CH-2 (5-9)
  - 7 CH-2 (4-9)

**Hatti Chariot Division (#3)**

- Hmtrm
  - 2 CH-3 (7-7)
  - 4 CH-3 (6-7)
  - 4 CH-3 (5-7)
  - 2 CH-2 (5-9)

All are from the Hatti contingent

**Masa Chariot Division (#4)**

- Sptr
  - 1 CH-3 (7-7)
  - 4 CH-3 (6-7)
  - 4 CH-3 (5-7)
  - 3 CH-2 (5-9)

All are from the Masa contingent

**Arzawa Chariot Division (#5)**

- Arzawa
  - 1 Arzawa CH-3 (7-7)

- 4 Arzawa CH-3 (6-7)
- 4 Arzawa CH-3 (5-7)
- 3 Arzawa CH-2 (5-9)

The Arzawa combat units are drawn from that nation’s counter mix.

**Pitassa Chariot Division (#6)**

- Pitassa
  - 1 CH-3 (7-7)
  - 4 CH-3 (6-7)
  - 4 CH-3 (5-7)
  - 3 CH-2 (5-9)

**Infantry**

- Kmyt
  - 1 Mitanni [d] SI (5-4)
  - 4 Mitanni [d] SI (4-4)
  - 1 SI (6-4)
  - 6 SI (5-4)
  - 13 SI (4-4)
  - 15 SI (3-4)
  - 5 LI (3-5-B)

\[a\] = Sometimes seen spelled as Muwatallish
\[b\] = Son of Muwatalli and next king, to be followed shortly by Hatusilli
\[c\] = The Hittite player should treat both hexes of Kadesh as the Hittite standard
\[d\] = Naharin (formerly the Mitanni), key allies.

The Hittite set up for the Reconnaissance in Force scenario is as follows:

- Place the Hatti and Masa Chariot Divisions in hexes 2730-1, 2830-32, 2929-2932, 3029-3033.
- Chariots may stack two to a hex to start, but may not remain stacked once they move.
- Place the Arzawa and Pitassa Chariot Divisions within 3 hexes of 3326. The units in these divisions begin the scenario In Reserve.
- Place the Royal Bodyguard, Reserve Chariot Division, and Muwatalli within 4 hexes of 3132. The units in these divisions start the scenario In Reserve.
- The Hittite Infantry begin the game In Reserve off the east map edge.
- Place the King’s Standard in Kadesh.

The Hittite set up for the Ambush scenario is as follows:

- Place the Hatti, Masa, Arzawa, and Pitassa Chariot Divisions within 4 hexes of 3132.
- Chariots may stack two to a hex to start, but may not remain stacked once they move.
- Place the Royal Bodyguard, Reserve Chariot Division, and Muwatalli within 4 hexes of 3132 and east of the Orontes River. The units in these divisions start the scenario In Reserve.
- The Hittite Infantry begin the game In Reserve off the east map edge.
- Place the King’s Standard in Kadesh.

**Hittite Leaders and Activation Markers**

Muwatalli is the Hittite Overall Commander. Hatusilli, Uri-Tshb, Hmtrm, Sptr, Arzawa, and Pitassa are Division Commanders for the 1st Division (Royal Bodyguard), 2nd Division (Reserve Chariot) 3rd Division (Hatti Chariot), 4th Division (Masa Chariot), 5th Division (Arzawa Chariot), and the 6th Division (Pitassa Chariot). Kmyt is the Division Commander for the Hittite Infantry.
In the Reconnaissance in Force scenario, the Hittite begins the scenario with the AMs for the 3rd and 4th Divisions (Hatti and Masa) as well as the Hittite Momentum AM. The 1st Division (Royal Bodyguard), 2nd Division (Reserve Chariot), 5th Division (Arzawa), 6th Division (Pitassi), and Infantry AMs are added to the pool when the respective Division leaves Reserve status per the Hittite Reserve Division special rule below.

In the Ambush scenario, the Hittite player receives the 5th and 6th Division AMs (Arzawa and Pitassi) at start in addition to those of the 3rd and 4th Divisions. The 1st Division (Royal Bodyguard), 2nd Division (Reserve Chariot), and Infantry AMs are added to the pool when the respective Division leaves Reserve status per the Hittite Reserve Division special rule below.

**Hittite Reserve Divisions**

In the Meeting Engagement scenarios, several of the Hittite Divisions begin the battle in Reserve.

The divisions that are In Reserve must be first activated in order to do anything. In order to activate an In Reserve division, the Hittite player must use his Momentum AM. He simply states that he is using that Momentum AM to do so and conducts an Orders Phase with the newly activated division. The activated division’s AM is then available and may be placed into the pool on the next and all subsequent game turns. The order and timing in which the Hittite player can bring his In Reserve divisions into play is as follows:

- The Arzawa and Pitassi may be activated beginning on Game Turn 1 (Reconnaissance in Force scenario)
- The Reserve Chariot Division may not be activated until the Hatti, Masa, Arzawa, and Pitassi Chariot Divisions are active and across the Al-Mukadiyah tributary.
- The Royal Bodyguard may not be activated until the Reserve Chariot Division has been activated and crossed the Al-Mukadiyah.
- Muwatalli may move only when/if the Royal Bodyguard has been activated.
- The Hittite infantry may be activated after the Hatti, Masa, Arzawa, and Pitassi Chariot divisions are activated. The Hittite infantry enter the map along the east edge between 4208 and 4217 inclusive. A unit entering the map pays the terrain cost for the entry hex. More than unit may enter via the same entry hex in the same Orders Phase. The 2nd unit to enter hex pays twice the cost of the hex in MP, the 3rd three times, etc. Eligible units may enter In Column.

**Surprise**

The Hittite attack came as a major surprise to the marching P’Re Division. To reflect this, the Hittites have the following “Surprise” benefits:

- On the first activation of the game (only), the non-In Reserve Divisions double their MA
- Not only do they have the Initiative for the first game-turn, but they also may select specifically which two AM to use to start the game.
- When attacking using these two “initial” AM (only), all such attacks are considered Attack Superior.

**Looting**

Any Hittite units that, when activated, are in an Egyptian Camp hex, may start Looting (always a problem with mercenaries and any non-standing army). Roll one die. If that die roll is the same as or higher than the unit’s TQ, that unit incurs Hits equal to the difference between the die roll and its TQ (printed) with a minimum of one hit. There is no limit to how many times a Hittite unit may undergo Looting.

**SET PIECE SCENARIO (WHAT-IF)**

This scenario assumes that Ramses II is aware of the presence of the Hittites on the other side of the river and by the aforementioned mutual agreement with Muwatalli the two sides line up and have at it, winner take all.

The Hittites start deploying first, setting up one division where they wish (within the stated hex parameters below). The Egyptians follow up by setting up one of their divisions. The Hittites then set up another, the Egyptians another, until both armies are fully deployed on the map. The Egyptian Camp hexes are ignored; they do not exist. They are Clear.

The Hittites have all 4 regular chariot divisions, the reserve chariots, the Royal Bodyguard, and the Infantry division in this scenario. The Hittites deploy anywhere east of the line marked by the hex row 2800-2827. All seven division AMs and the Momentum AM are available at the start of play.

The Egyptians have 5 Divisions available for this scenario: Pharaoh’s Reserve, Amun, P’Re, Pth, and Sutekh. The Ne’Arin Division is not used. The Egyptians deploy anywhere west of the line marked by the hex row 1800-1827. The five Division AMs and the Momentum AM are available at the start of play.

**SPECIAL TERRAIN EFFECTS**

The following rules are applicable for all scenarios.

- The Orontes: This important river is crossable only by Infantry, or by chariots using bridges. Bridges negate the cost/presence of the river. This also applies to the moat/canal just south of Kadesh, except that infantry cannot cross that unless by bridge
- Roads: Roads negate the cost of the terrain they are in as long as the unit using them travels from a connected road hex to another. SI/HI infantry may use road hex costs only if In Column.
- Kadesh: No units are allowed to enter Kadesh. Muwatalli is considered stacked with the standard for rally (9.51) if he is in any hex adjacent to Kadesh.
- Design Note: The Kadesh prohibition is a pure game mechanic to keep things relatively simple. Kadesh, historically, was important because it could support a large army inside. Exactly how is not discussed.

**Victory**

**Meeting Engagement Scenarios:** The Egyptian army withdraws when units with Rout Points totaling at least 120 have been eliminated. The Egyptians army withdraws when units with Rout Points totaling at least 110 have been eliminated. However, when counting RP, subtract 3 from the accumulated Hittite RP total for every Egyptian Camp hex occupied by a Hittite unit.

**Set Piece Battle:** The Egyptian army withdraws when units with Rout Points totaling at least 175 have been eliminated. The Hittites army withdraws when units with Rout Points totaling at least 170 have been eliminated.

<table>
<thead>
<tr>
<th>Army</th>
<th>Units</th>
<th>Rout Points</th>
<th>Rout Ratio</th>
<th>Avg. TQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Egyptians</td>
<td>87</td>
<td>425</td>
<td>30%/35% [a]</td>
<td>4.8</td>
</tr>
<tr>
<td>Hittites</td>
<td>118</td>
<td>570</td>
<td>20%/30% [a]</td>
<td>4.8</td>
</tr>
</tbody>
</table>

[a] = The low overall Rout Ratios are misleading in that both sides have forces that will engage late in the battle if at all. The higher ratios are based on the forces that will see the most action.

**Set Piece Battle: Army Size and Troop Quality**

<table>
<thead>
<tr>
<th>Army</th>
<th>Units</th>
<th>Rout Points</th>
<th>Rout Ratio</th>
<th>Avg. TQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Egyptians</td>
<td>98</td>
<td>523</td>
<td>35%</td>
<td>4.8</td>
</tr>
<tr>
<td>Hittites</td>
<td>118</td>
<td>570</td>
<td>30%</td>
<td>4.8</td>
</tr>
</tbody>
</table>
SIMPLE GBOH VERSION
KADESH (1300 BC)

Deploy both armies as indicated in the three standard scenarios.

Playing Time: About 2 ½ hours

Balance: Slightly favors the Hittites

Egyptian Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ramses II [OC]</td>
<td>Pharaoh’s Guard</td>
</tr>
<tr>
<td>Amun</td>
<td>Amun Division</td>
</tr>
<tr>
<td>P’Re</td>
<td>P’Re Division</td>
</tr>
<tr>
<td>Ne’Arin</td>
<td>Ne’Arin Division</td>
</tr>
<tr>
<td>Ptah</td>
<td>Ptah Division</td>
</tr>
<tr>
<td>Sutekh</td>
<td>Sutekh Division</td>
</tr>
</tbody>
</table>

Egyptian Units with Reduced Side—None

The Egyptian player may activate any or all of his non- Reserve Formations as a group. See 4.14 Multiple Formations. However, only one of the Formations may be placed In Command; all others are automatically Out of Command. This group activation cannot be used on a player turn won be Seizure. As part of an activation, the Egyptian player may also bring one Formation out of Reserve; the Formation does not activate, but does lose its Reserve status (and see the Egyptian Camp rule below).

Hitite Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Muwatalli [OC]</td>
<td>Royal Bodyguard</td>
</tr>
<tr>
<td>Hatsulli</td>
<td>Reserve Chariot Division</td>
</tr>
<tr>
<td>Hmtrm</td>
<td>Hatti Chariot Division</td>
</tr>
<tr>
<td>Sprt</td>
<td>Masa Chariot Division</td>
</tr>
<tr>
<td>Arzawa</td>
<td>Arzawa Chariot Division</td>
</tr>
<tr>
<td>Pitassa</td>
<td>Pitassa Chariot Division</td>
</tr>
<tr>
<td>Kmyt</td>
<td>Hitite Infantry</td>
</tr>
</tbody>
</table>

Hitite Units with Reduced Side—None

The Hitite player may activate any or all of his non- Reserve Formations as a group. See 4.14 Multiple Formations. However, only one of the Formations may be placed In Command; all others are automatically Out of Command. This group activation cannot be used on a player turn won be Seizure. As part of an activation, the Hitite player may also bring one eligible Formation out of Reserve; the Formation does not activate, but does lose its Reserve status (and see the Hitite Reserve rule below).

Special Rules

First Player: The Hitite Player goes first; there is no die roll.

Egyptian Reinforcements: Use the standard rule. The Ne’Arin Division enters on the 3rd Egyptian player turn. The Ptah Division enters on the 12th Egyptian. Player turns won by Seizure do not count.

Egyptian Leaders and Activation Markers: Use the Formation chart.

Egyptian Camp: The Egyptian player places his units in the Camp per the standard rule. The Egyptian Divisions are In Reserve until brought out of Reserve status. When brought out of Reserve status, the Egyptian player may un-stack any over stacked units by moving them one hex, if necessary, and that is all they may do that player turn. Hitite Shock attacks against In Reserve units gain a +1 DRM, however, any Hitite Shock attack into Camp hex against an enemy unit not In Reserve, garners a -1 DRM. Leaders In Reserve cannot make Seizure attempts.

Hitite Leaders and Activation Markers: Use the Formation chart.

Hitite Reserve Divisions: Beginning with the 3rd Hitite player turn, excluding turns won by Seizure, the Hitite player may to bring one division out of Reserve. Which division is up to the Hitite player with the exception that the Reserve Chariot Division, the Royal Bodyguard (including Muwatalli), and the infantry divisions cannot be brought out of Reserve until the Arzawa, and Pitassi divisions are out of Reserve. Leaders In Reserve cannot make Seizure attempts. The Hitite infantry enter the map along the east edge between 4208 and 4217 inclusive. A unit entering the map pays the terrain cost for the entry hex. More than unit may enter via the same entry hex in the same player turn. The 2nd unit to enter hex pays twice the cost of the hex in MP, the 3rd three times, etc. Eligible units may enter In Column.

Surprise: The Hitite Formations that are not In Reserve at the start of the game double their MA the first time they are activated in the game. During the first Hitite player turn, Shock attacks by Hitite units earn a +1 DRM.

Looting: Whenever a Hitite activates in an Egyptian Camp hex, roll one die. If that die roll is the same as or higher than the unit’s TQ, that unit incurs 1 Hit. There is no limit to how many times a Hitite unit may undergo Looting.

Special Terrain Effects: Use the standard rule.

Victory: Use the withdrawal levels given below. When counting RP, subtract 3 from the Hitite total for every Egyptian Camp hex occupied by a Hitite unit.

Army Withdrawal Levels—Meeting Engagement Scenarios

Egyptians: 120 Rout Points
Hitites: 110 Rout Points

When counting RP, subtract 3 for every Egyptian Camp hex occupied by a Hitite unit.

Army Withdrawal Levels—Set Piece Scenario

Egyptians: 175 Rout Points
Hitites: 170 Rout Points

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THE BATTLE OF NIHRIYA

The Assyrians, under King Tukulti-Ninurta I vs. The Hittites, under King Tudhaliya IV

The Naira region of the Upper Balikh/Tigris Rivers, Northern Mesopotamia, ca. 1230 BCE

HISTORICAL BACKGROUND

The Battle of Nihriya was the culminating point of the hostilities between Hittites and Assyrians for control over the remnants of the former empire of Mitanni. The Assyrian expansion into Syria continued under the command of king Tukulti-Ninurta I and precipitated a crisis between Hatti which controlled the Nairi lands which Assyria coveted. The Hittites considered the Assyrian advance to be a clear attack on the frontiers of their empire and went into battle under their king: Tudhaliya IV, Hattusili’s son and successor. The exact date of the conflict is not certain.

The conflict between both great powers took place in the neighborhood of Nihriya in the upper Tigris/Euphrates region, the southernmost borders of the Hittites (actually the old Mitanni kingdom), with the Assyrians gaining a decisive victory that allowed Assyria to annex the local Nairi region into their Empire and oust 40 native rulers who had resisted their advance into this territory. Then again, some say the fracas was nothing but a minor border clash.

The remaining Hittite empire would exist relatively peacefully until its final collapse under the onslaught of the “Peoples of the Sea” at the end of the 13th century, beginning of the 12th.

PRE-GAME NOTES

Map

Use the Blank Map. There is much disagreement as to where this battle took place, or even as to where Nihriya was. We go with the position that it seems to have been in the area between the Upper Balikh and Euphrates rivers, probably in the foothills, and the valley beneath, just north of the modern town of Savur. There has to have been some flat ground, as Tukulti-Ninurta talks about charging with his chariot.

Wherever, it appears to have taken place in relatively flat, valley terrain, so we go with the blank map.

Expertise Level

This medium size battle features combined arms forces of heavy and light chariots along with the usual compliment of shock and missile infantry for each player. The Hittites have more chariots, but the Assyrian light chariots are accompanied by runner infantry. The Assyrians have the edge in infantry including composite bow armed missile units. To win, the Hittite must use his numerical superiority in chariots to his advantage before the Assyrians can bring their foot into the fray.

Play Balance

The Assyrians have the better and bigger army and are favored but not overly so. The Rout Point Bid Method can be used for competitive play, and if you still find the Assyrians too tough, either have them deploy first or use the Alternate Deployment approach described below.

Game Length

The battle should take about two hours to play to a conclusion.

INITIAL DEPLOYMENTS

The Hittite Army Deployment

The Hittite player receives the following units from the Hittite counter mix. Use units from the 1st, 2nd, and 3rd Divisions for the Royal Chariot, Light Chariot, and Heavy Chariot divisions respectively. For the Infantry, use any Hittite SI/LI unit—ignore the contingent designations on the counters.

Royal Chariot Division (#1)

<table>
<thead>
<tr>
<th>Leader</th>
<th>Chariots</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tudhaliya IV (OC)</td>
<td>2 CH-3 (8-7)</td>
</tr>
<tr>
<td>King’s Standard</td>
<td>2 CH-3 (7-7)</td>
</tr>
<tr>
<td>4 CH-3 (6-7)</td>
<td></td>
</tr>
<tr>
<td>2 CH-3 (5-7)</td>
<td></td>
</tr>
</tbody>
</table>

Heavy Chariot Division (#3)

<table>
<thead>
<tr>
<th>Leader</th>
<th>Chariots</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leader A</td>
<td>4 CH-3 (6-7)</td>
</tr>
<tr>
<td>4 CH-3 (5-7)</td>
<td></td>
</tr>
</tbody>
</table>

Light Chariot Division (#2)

<table>
<thead>
<tr>
<th>Leader</th>
<th>Chariots</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leader B</td>
<td>6 CH-2 (5-9)</td>
</tr>
<tr>
<td>2 CH-2 (4-9)</td>
<td></td>
</tr>
</tbody>
</table>

Infantry

Kmyt

<table>
<thead>
<tr>
<th>Unit</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 SI (5-4)</td>
<td></td>
</tr>
<tr>
<td>5 SI (4-4)</td>
<td></td>
</tr>
<tr>
<td>2 SI (3-4)</td>
<td></td>
</tr>
<tr>
<td>5 LI (3-5-B)</td>
<td></td>
</tr>
</tbody>
</table>

The Hittites deploy first. Place them in any hexes in row 3200 or higher (3200, 3600, etc.)

The Assyrian Army Deployment

We have very little information on how the Assyrians deployed, especially in the years of The Middle Empire. In later years the used “wings”, much depending on the presence of the king. We do know that the Assyrian army of this period was pretty much like its Mesopotamian neighbors, although it may have been evolving somewhat to its heavy use of archers, who had composite bows. Its infantry was most likely still spear/lance foot, with minimal armor, unlike the much heavier foot of the Neo-Assyrian Empire.

Assyrians used “field marshals”—Turtans. We have the names of many from the era of the great Assyrian empire, but none we could find for the Middle Kingdom. So we go with those house favorites, A, B and C.

The Assyrian player receives the following units from the Assyrian counter mix.

Royal Guard (RG)

<table>
<thead>
<tr>
<th>Leader</th>
<th>Chariots</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tukulti-Ninurta I</td>
<td>1 CH-3 (8-7)</td>
</tr>
<tr>
<td>King’s Standard</td>
<td>4 CH-3 (7-7)</td>
</tr>
<tr>
<td>2 SI (7-4)</td>
<td></td>
</tr>
</tbody>
</table>
Heavy Chariot Wing (#1)
- Turtan A
  - 8 CH-3 (6-7)
  - 2 CH-3 (5-7)

Light Chariot Wing (#2)
- Turtan B
  - 1 CH-2 (6-9)
  - 5 CH-2 (5-9)
  - 1 RI (5-6)
  - 5 RI (4-6)

Infantry
- Turtan C
  - 1 SI (6-4)
  - 4 SI (5-4)
  - 5 SI (4-4)
  - 2 LI (5-5-C)
  - 8 LI (4-5-C)

The Assyrians deploy after the Hittites. They may be placed in any hex in row 1700 or lower (e.g., 1400, et al.)

A Historical Note on Assyrian Chariots
The Assyrians, at the height of their power, 1st Millennium BCE, were famous for their heavy chariots: four-horsed, four passenger, shock-oriented weapon systems. However, these did not develop until, perhaps, the 9th century, when they could be supported by a cavalry arm. At the time of this battle, it appears the Assyrians, like most of their neighbors, still used the missile-oriented 2-man chariots with runners, plus 3-man chariots similar to that of the Hittites.

Alternate Deployment
Rather than the Hittite player deploying all his units first, that player instead starts by deploying just one of his divisions where he wishes within the stated hex parameters. The Assyrian player follows by deploying one of his wings. The Hittite player then deploys another, the Assyrian player another, until both armies are fully deployed on the map.

SCENARIO RULES
Leaders and Activation Markers
Tudhaliya IV is the Hittite Overall Commander and Wing Commander for the Royal Chariot Division. Leader A and B are Wing Commanders for the Heavy and Light Chariot divisions respectively. Kmyt is the Wing Commander for the Hittite infantry. The Hittite player receives the Hittite 1st, 2nd, and 3rd Division AMs (ignore the other letter designations on the counter), the Infantry AM, and Momentum AM for use in this scenario. The Hittite player receives the King’s Standard.

Tukulti-Ninurta is the Assyrian Overall Commander and Wing Commander for the Royal Guard. Turtan A, B, and C are Wing Commanders for the Heavy Chariot, Light Chariot, and Infantry Wings respectively. The Assyrian player receives the Assyrian RG, Wing 1, Wing 2, Infantry, and Momentum AMs for use in this scenario. The Assyrian player also receives the King’s Standard.

Initiative
The Assyrians have the Initiative on the first game turn.
Victory
The Hittite army withdraws when units with Rout Points totaling at least 75 have been eliminated. The Assyrian army withdraws when units with Rout Points totaling at least 80 have been eliminated. The Hittites have been given a higher Rout Ratio for defending their home turf.

Army Size and Troop Quality

<table>
<thead>
<tr>
<th>Army</th>
<th>Units</th>
<th>Rout Points</th>
<th>Rout Ratio</th>
<th>Avg. TQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hittite</td>
<td>39</td>
<td>192</td>
<td>40%</td>
<td>4.9</td>
</tr>
<tr>
<td>Assyrian</td>
<td>49</td>
<td>252</td>
<td>35%</td>
<td>5.1</td>
</tr>
</tbody>
</table>

SIMPLE GBOH VERSION
NIHRIYA (ca. 1230 BCE)
Deploy both armies as indicated in the standard scenario. The Alternate Deployment option may be used if both players agree.

Playing Time: About 1 hour
Balance: Fairly even with perhaps a slight edge to the Assyrians

Hittite Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tudhaliya IV [OC]</td>
<td>Royal Chariot Division</td>
</tr>
<tr>
<td>Leader A</td>
<td>Heavy Chariot Division</td>
</tr>
<tr>
<td>Leader B</td>
<td>Light Chariot Division</td>
</tr>
<tr>
<td>Kmyt</td>
<td>Infantry</td>
</tr>
</tbody>
</table>

Hittite Units with Reduced Side—None

The Hittite player may activate any or all of his Formations as a group. See 4.14 Multiple Formations. However, only one of the Formations may be placed In Command; all others are automatically Out of Command. This group activation cannot be used on a player turn won be Seizure.

Assyrian Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tukulti-Ninurta [OC]</td>
<td>Royal Guard</td>
</tr>
<tr>
<td>Turtan A</td>
<td>Heavy Chariot Wing</td>
</tr>
<tr>
<td>Turtan B</td>
<td>Light Chariot Wing</td>
</tr>
<tr>
<td>Turtan C</td>
<td>Infantry</td>
</tr>
</tbody>
</table>

Assyrian Units with Reduced Side—None

The Assyrian player may activate any or all of his Formations as a group. See 4.14 Multiple Formations. However, only one of the Formations may be placed In Command; all others are automatically Out of Command. This group activation cannot be used on a player turn won be Seizure.

Special Rules
First Player: The Assyrian player goes first; there is no die roll
Leaders and Activation Markers: Use the Formation charts
Victory: Use the withdrawal levels given below.

Army Withdrawal Levels
Hittite: 75 Rout Points
Assyrian: 85 Rout Points

BABYLON
The Assyrians, under King Tukulti-Ninurta I
vs. The Kassite Babylonians under King Kashtiliash IV
Southern Mesopotamia/Babylon, 1225 BCE

HISTORICAL BACKGROUND
Having “pacified” his northern neighbors, Tukulti-Ninurta turned his aggressive attention south, sending a large army to pretty much put an end to Kassite Babylon, smashing Kashtiliash’s force north of Babylon and installing an Assyrian ruler. Exactly what happened is lost in the mists of time.

PRE-GAME NOTES
Map
Use the Blank Map. The location of this battle is unknown, but almost all the land between Assyria and Babylonia is flat, occasionally broken up by rivers. This was quintessential chariot terrain, so we go with the blank map.

Expertise Level
This medium size battle features combined arms forces of heavy and light chariots along with the usual compliment of shock and missile infantry for each player. The Assyrians have a slight edge in chariots and their light chariots are accompanied by runner infantry. The Kassites have more foot and twice as many missile units, armed like the Assyrians with composite bows.

Play Balance
The two armies are fairly evenly matched though the Assyrians have an edge in leadership. The Rout Point Bid Method can be used for competitive play, or you can either have the Assyrians deploy first or use the Alternate Deployment approach described below.

Game Length
The battle should take about two and half hours to play to a conclusion.

INITIAL DEPLOYMENTS
The Kassite Babylonian Army Deployment
The Kassite player receives the following units from the Kassite counter mix.

Kashtiliash IV (OC)
King’s Standard

Heavy Chariot Wing (#1)
Burnaburiash [a]
2 CH-3 (7-7)
5 CH-3 (6-7)

Light Chariot Wing (#2)
Kurigalzu [a]
1 CH-2 (7-9)
3 CH-2 (6-9)
12 CH-2 (5-9)

Infantry
Shagarakti-Shuriash [a]
1 SI (7-4)
3 SI (6-4)
6 SI (5-4)
2 LI (6-5-C)
2 LI (5-5-C)
6 LI (4-5-C)
2 LI (3-5-C)
The Babylonians deploy first. They may be placed in any hex in row 3200 or higher (3200, 3600, etc.)

[a] = We couldn’t find the names of any Kassite generals, so we used names of prior kings

The Assyrian Army Deployment

Royal Guard (RG)
- Tukulti-Ninurta I (OC)
- King’s Standard
- 1 CH-3 (8-7)
- 4 CH-3 (7-7)
- 2 SI (7-4)

Heavy Chariot Wing (#1)
- Turtan A
  - 8 CH-3 (6-7)
  - 4 CH-3 (5-7)

Light Chariot Wing (#2)
- Turtan B
  - 1 CH-2 (7-9)
  - 3 CH-2 (6-9)
  - 6 CH-2 (5-9)
  - 1 RI (6-6), 4 RI (5-6), 5 RI (4-6);

Infantry
- Turtan C
  - 1 SI (6-4)
  - 4 SI (5-4)

The Assyrians deploy after the Kassites. They may be placed in any hex in row 1700 or lower (e.g., 1400, et al.).

Alternate Deployment

Rather than the Kassite player deploying all his units first, that player instead starts by deploying just one of his wings where he wishes within the stated hex parameters. The Assyrian player follows by deploying one of his wings. The Kassite player then deploys another, the Assyrian player another, until both armies are fully deployed on the map.

SCENARIO RULES

Leaders and Activation Markers

Tukulti-Ninurta is the Assyrian Overall Commander and Wing Commander for the Royal Guard. Turtan A, B, and C are Wing Commanders for the Heavy Chariot, Light Chariot, and Infantry Wings respectively. The Assyrian player receives the Assyrian RG, Wing 1, Wing 2, Infantry, and Momentum AMs for use in this scenario. The Assyrian player also receives the King’s Standard.

Kashtiliash IV is the Kassite Overall Commander. Burnaburiash, Kurigalzu, Shagarakti-Shuriash are Wing Commanders for the Heavy Chariots, Light Chariots, and Infantry Wings respectively. The Kassite player receives the Assyrian RG, Wing 1, Wing 2, Infantry, and Momentum AMs for use in this scenario. The Kassite player also receives the King’s Standard.

Initiative

The Kassites have the Initiative on the first game turn; there is no die roll.
Victory
The Kassite army withdraws when units with Rout Points totaling at least 90 have been eliminated. The Assyrian army withdraws when units with Rout Points totaling at least 95 have been eliminated. The Kassites have been given a higher Rout Ratio for defending their home turf.

Army Size and Troop Quality

<table>
<thead>
<tr>
<th>Army</th>
<th>Units</th>
<th>Rout Points</th>
<th>Rout Ratio</th>
<th>Avg. TQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kassite</td>
<td>45</td>
<td>236</td>
<td>40%</td>
<td>5.2</td>
</tr>
<tr>
<td>Assyrian</td>
<td>52</td>
<td>279</td>
<td>35%</td>
<td>5.4</td>
</tr>
</tbody>
</table>

SIMPLE GBOH VERSION
BABYLON (ca. 1225 BCE)

Deploy both armies as indicated in the standard scenario. The Alternate Deployment option may be used if both players agree.

Playing Time: 1 hour
Balance: Fairly even

Kassite Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kashtiliash IV [OC] /4</td>
<td>None</td>
</tr>
<tr>
<td>Burnaburiash /1</td>
<td>Heavy Chariot Wing</td>
</tr>
<tr>
<td>Kurigalzu /1</td>
<td>Light Chariot Wing</td>
</tr>
<tr>
<td>Shagarakti-Shuriah</td>
<td>Infantry</td>
</tr>
</tbody>
</table>

Kassite Units with Reduced Side—None

The Kassite player may activate any or all of his Formations as a group. See 4.14 Multiple Formations. However, only one of the Formations may be placed In Command; all others are automatically Out of Command. This group activation cannot be used on a player turn won by Seizure.

Assyrian Formation Chart

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tukulti-Ninurta [OC] /4</td>
<td>Royal Guard</td>
</tr>
<tr>
<td>Turtan A /1</td>
<td>Heavy Chariot Wing</td>
</tr>
<tr>
<td>Turtan B /1</td>
<td>Light Chariot Wing</td>
</tr>
<tr>
<td>Turtan C</td>
<td>Infantry</td>
</tr>
</tbody>
</table>

Assyrian Units with Reduced Side—None

The Assyrian player may activate any or all of his Formations as a group. See 4.14 Multiple Formations. However, only one of the Formations may be placed In Command; all others are automatically Out of Command. This group activation cannot be used on a player turn won by Seizure.

Special Rules
First Player: The Kassite player foes first; there is no die roll.
Leaders and Activation Markers: Use the Formation charts
Victory: Use the withdrawal levels given below.

Army Withdrawal Levels
Kassite: 90 Rout Points
Assyrian: 95 Rout Points

TROY
The Danaans, under Agamemnon, King of Mycenae
vs. The Trojans and their Anatolian Allies, under Hector, Prince of Troy
North West Anatolia (Turkey), ca. 1200 BCE

HISTORICAL BACKGROUND
OK, folks, here is where we have a bit of fun while staying within the boundaries established by what this game wants to do. There appears to be little doubt that the war/campaign under treatment here took place. What exactly happened is open to question, but many scholars feel that enough of Homer’s great tale, “The Iliad”, is historical so that it can be used as a source.

What many say did happen was not just a 10-year siege of Troy (probably Troy VII, the archaeological label for the city in existence at the time) but a sort of invasion by what we call The Danaans (they were not yet “Greeks”), probably a confederation of city-states and locals invading the western Anatolian lands formerly under the sway of The Hittites, who were, at this time, fading. While the key trading city of Troy (or Ilium) was a key target, it wasn’t the only target of this invading force.

NOMENCLATURE NOTE: We have used the term Danaans to describe what most people today call the Greeks. There is much disagreement about who these people were, and when they became that way. However, Homer refers to them several hundred times as Danaans, although he also uses Achaeans, a term we have opted to cover only a specific group (led by Achilles) within the Danaans.

PRE-GAME NOTES
Map
Use the TROY game map. It is based on the most recent geographical picture of the area as it would have been at the time (if you want to see what’s available, “Google” Troy).

Expertise Level
This medium size battle features a predominately shock orientated infantry fight foreshadowing the battles of the classical era. The Hero Combat rules add another dimension not present in the other battles in the box with a corresponding increase in complexity. This is offset somewhat by the presence of fewer chariots. The armies are about equal in numbers and quality, but their compositions differ. The Danaans have quantitative and qualitative edge in Shock infantry while the Trojans counter with a few more missile units than their opponents. The Danaans on average have better Heroes, but the Trojans have the two quick killing Heroic Archers.

Play Balance
The Danaans are favored but not overly so. For competitive play, use the Rout Point Bid Method.

Game Length
The battle should take about four hours to play to a conclusion.

INITIAL DEPLOYMENTS
Trojan Army Deployment
The Trojan player deploys his units first. The units may be faced in any direction and deployed In Column if applicable to the unit types.

The following units are placed in the city of Troy (they have the word “Troy” on the counter). The Trojan player may place more than one combat unit in a city hex.
Hector (OC)
1 CH-2 (6-9-J)
1 CH-2 (5-9-C)
1 BI (6-5)
3 SI (7-4)
1 SI (6-4)
2 LI (4-5-B)
Heroes: Paris, Deiphobos, Euphorbus

The following units are placed on any Level 2 area hex, Batieia:
Aeneus
Sarpedon
Acamas
Anatolian Standard
1 CH-2 (6-9-J)
1 CH-2 (5-9-C)
1 CH-2 (5-9-J)
1 CH-3 (6-7)
5 BI (7-5)
9 BI (6-5)
3 SI (7-4)
7 SI (6-4)
5 SI (5-4)
1 LI (4-5-B)
2 LI (3-5-B)
Heroes: Glaucus, Asius, Pandarus

Danaan Army Deployment
The Danaan player has the following units available:

Agamemnon (OC)
Menelaus
Nestor
Idomeneus
1 CH-2 (6-9-J)
1 CH-2 (5-9-C)
2 CH-2 (4-9-J)
5 BI (7-5)
7 BI (6-5)
3 BI (5-5)
1 SI (8-4)
8 SI (7-4)
10 SI (6-4)
7 SI (5-4)
1 LI (3-5-B)
Heroes: Achilles, Odysseus, Patroclus, Diomedes, Ajax Tlmn, Ajax Oil

No Danaan units start on the map. The Danaan player brings in his units through any land hex along the western edge of the game-map (1844-4244). The unit entering the map pays the terrain cost for the entry hex. More than one unit may be placed in same entry hex in the same Orders Phase. The 2nd unit to be placed on the same hex pays twice the cost of the hex in MP, the 3rd three times the cost, etc. The Danaan units may enter In Column.
Prior to the start of play, the Danaan player evenly divides his 46 combat units among his three Wing Commanders with the extra unit assigned as that player sees fit. The combat units enter play when their Wing Commander’s AM is drawn. Once on the map, the Danaan player activates his combat units per the special rule below. This initial combat unit assignment to a Wing Commander is used only for bringing the combat units onto the map.

Agamemnon and the Heroes enter play when the Momentum AM is drawn. All units must enter on Game Turn 1.

Alternate Deployment
If both mutually agree, the players may dispense with the initial maneuvering and deploy their forces ready for battle. Both players have the entire forces available top them. The Trojans set up first anywhere east of the Scamander River. The Danaans setup second west of the Scamander River but no closer than 10 hexes from a Trojan unit. The units may be faced in any direction.

SCENARIO RULES

Initiative
The Danaan Player automatically has the Initiative on the first Game Turn. There is no die roll.

Leaders and Activation Markers
Leaders, be they Heroes or Commanders, on Foot or in Chariots, may always stack with any combat unit. However, only one leader is allowed per hex.

The Overall Commander of the Trojans is Hector. Troy is ruled by King Priam, but he does not command the army on the field. Note that Hector is also a Hero. The Trojans have three Wing Commanders: Aeneus, Sarpedon, and Acamas.

The Trojan player receives the Aeneus, Sarpedon, and Acamas, and Momentum AMs for use in this scenario.

HISTORICAL NOTE: In the Iliad there is some confusion—at least to our eyes— as to who actually leads the Trojan allies from the Dardanelles (the Hellenic troops), Asius or Acamas. Unless someone from one of their families can provide proof otherwise, we have made our choice.

The Overall Commander of the Danaans is Agamemnon. The Danaans have three Wing Commanders: Menelaus, Nestor, and Idomeneus. Note that Idomeneus is also a Hero.

The Danaan player receives the Menelaus, Nestor, and Idomeneus, and Momentum AMs for use in this scenario.

Leader Replacements
Wing Commanders that are killed are not returned to play during the End Turn Phase per 4.25. Instead, the owning player designates any Hero in play as a Wing Commander. The newly appointed Commander has a Range of 4 and a Capability Rating of 2. They are still Heroes but cannot Challenge other leaders.

Activation
Who commanded what and when is an issue which, given the different unit origins and types becomes problematic in game terms. With that in mind, we opted for a different approach.

Each player has three Wing Commanders, and each of these may “command” any units in that army. When a Wing Commander’s AM is drawn, he may activate and lead any combat units in his Command Range at the time the AM is drawn, even ones that have previously “gone” that game turn. Units outside his Range may not be activated. All Engaged units within the Commander’s range must Shock attack unless they successfully Disengage.

The Trojan player may activate the Trojan contingent units within the city of Troy on any Trojan Wing Commanders AM regardless of Command Range. Once the units leave the city, the units must be within Command Range of Wing Commander to activate.

Hector and Agamemnon are Overall Commanders and thus move per 5.46 bullet #1. They do not directly command troops. Now see the additional Momentum Capabilities rule, below.

Momentum Capabilities
When a Player draws his Momentum AM, instead of activating one of his Commanders, as per 5.25, he may, instead, move any/all of his Chariot mounted Commanders (including his OC) and Heroes, regardless of where they are on the map. CommandersHeroes on Foot cannot participate in this move

Play Note: This provides players with a most interesting tactical decision.

Standards
The Trojan contingent—the 9 units with Troy designation—use Troy as their Standard, while the remaining Trojan combat units use the Anatolian Standard. Aeneus, Sarpedon, and Acamas (and only those three) may use the Anatolian Standard to rally units.

The Danaans use the on map portion of the Danaan camp as their Standard. Routed Danaan units are placed in any vacant camp hex. If all the camp hexes are occupied, the routed unit instead Flee and is eliminated (the troops head for a less congested area of the camp off map). Any Danaan leader in a camp hex is considered stacked with the Standard for Rally purposes.

Troy
As noted, above Troy is the Standard for Trojan contingent units. Only these units may enter Troy (through the gate, or simply “Routing” there—Sorry, no Trojan Horse here). Units may overstack inside Troy. Troy is considered to have a built-in Leader for Rallying: King Priam. King Priam is treated as an Overall Commander for purposes of 9.51.

Danaan Camp
As noted, above the Danaan camp is the Standard for the Danaan units. Units of either side may enter the camp by paying the applicable movement point costs as noted on the Movement Cost Chart. In Shock Combat, if all defending units inside the camp are behind a berm hexside, there is a one column (1) shift to the left on the Shock Combat Results table.

Achilles and Iliad
Those of you seeking some Homeric realism we offer a couple of options to the use of Achilles:

• Achilles Sulks: The Danaan player does not use Achilles, Patroclus, and the 1/Mrym SI unit. The Danaan withdrawal level is reduced to 100 Rout Points.

• Patroclus’ Big Day: The Danaan player deploys his entire force except for Achilles. Achilles, however, will enter play if Patroclus’ is killed. On the Danaan AM pull after the demise of Patroclus, place Achilles in any hex on the western map edge.

Victory
Ignore the Rout Point loss in 11.0 for killing Overall Commanders. Instead, players incur RP for the death of any Leader—Hero or Commander—as follows

• 5 RP for the Overall Commander

• 4 RP for any Wing Commander

• 3 RP for any Hero
The Danaan army withdraws when units with Rout Points totaling at least 120 have been eliminated. The Trojan army withdraws when units with Rout Points totaling at least 115 have been eliminated.

**SIMPLE GBOH VERSION**

**TROY (ca. 1200 BC)**

Deploy both armies as indicated in the standard scenario. The Alternate Deployment option may be used if both players agree. Heroes are not used.

**Playing Time:** 2 hours

**Balance:** Favors the Danaans

**Danaan Formation Chart**

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Agamemnon [OC] /3</td>
<td>Any Danaan unit in Command Range</td>
</tr>
<tr>
<td>Menelaus /1</td>
<td>Any Danaan unit in Command Range</td>
</tr>
<tr>
<td>Nestor /1</td>
<td>Any Danaan unit in Command Range</td>
</tr>
<tr>
<td>Idomeneus /1</td>
<td>Any Danaan unit in Command Range</td>
</tr>
</tbody>
</table>

**Danaan Units with Reduced Side**—None

The units that will compose the activated Formation are determined at the start of the player turn. Only those units within the selected Formation Commander’s Command Range are part of the Formation and thus may activate. Units within range that have enemy units in their ZOC must be selected.

**Trojan Formation Chart**

<table>
<thead>
<tr>
<th>Commander</th>
<th>Formation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hector [OC] /4</td>
<td>Any Trojan unit in Command Range</td>
</tr>
<tr>
<td>Aeneas /1</td>
<td>Any Trojan unit in Command Range</td>
</tr>
<tr>
<td>Sarpedon /1</td>
<td>Any Trojan unit in Command Range</td>
</tr>
<tr>
<td>Acamas /1</td>
<td>Any Trojan unit in Command Range</td>
</tr>
</tbody>
</table>

**Trojan Units with Reduced Side**—None

The units that will compose the activated Formation are determined at the start of the player turn. Only those units within the selected Formation Commander’s Command Range are part of the Formation and thus may activate. Units within range that have enemy units in their ZOC must be selected.

**Army Size and Troop Quality**

<table>
<thead>
<tr>
<th>Army</th>
<th>Units</th>
<th>Rout Points</th>
<th>Rout Ratio</th>
<th>Avg. TQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Danaans</td>
<td>46</td>
<td>273</td>
<td>45%</td>
<td>5.9</td>
</tr>
<tr>
<td>Trojans</td>
<td>45</td>
<td>261</td>
<td>45%</td>
<td>5.8</td>
</tr>
</tbody>
</table>

Special Rules

- **Heroes:** Commanders that are also Heroes have Heroic Charisma
- **Initiative:** The Danaan player is the first player. There is no die roll.
- **Danaan Entry:** Entry groups are defined as in the standard rules. The Danaan player enters one group in each of the first three Danaan activations. On the second and third Danaan player turns excluding a turn won by Seizure, the Danaan player may activate one on map leader in addition to the group that enters play. Agamemnon enters with the third group.
- **Alternate Deployment:** Use the standard rule.
- **Leaders and Activation Markers:** Use the Formation charts
- **Leader Replacement:** Use the standard game rule. Replacement leaders cannot attempt Turn Seizure.
- **Activation:** Use the Formation charts.
- **Momentum Capabilities:** Ignore
- **Standards:** Ignore
- **Troy:** No units may enter the city. There is no cost to cross the gate hexside when leaving the city.
- **Danaan Camp:** Ignore. The effects are noted on the Terrain Effects Chart.
- **Achilles and the Iliad:** Ignore.
- **Victory:** Use the standard game rule.

**Army Withdrawal Levels**

- **Danaans:** 120 Rout Points
- **Trojans:** 115 Rout Points

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SIMPLE GBOH RULES

Simple GBOH Chariots of Fire Rules Changes
The following Simple GBoH rules modifications are applicable to all battles in Chariots of Fire (CoF). Due to the types of units present in the CoF battles, many of the Simple GBoH rules are not required. For the most part, the differences are obvious. For example, there are no Cavalry units in CoF. References to cavalry and any rules related to cavalry are ignored. Moreover, Simple CoF has its own set of Charts and Tables. Those from the original game are not used. Considering this, all other Simple GBoH rules apply unless specifically adjusted below or in a scenario special rule.

(2.0) GAME COMPONENTS AND TERMINOLOGY

(2.2) CoF has its set of unique set unit Types that are not present in the other games in the series. The combat units in CoF have ratings for TQ, Movement Allowance, and where applicable a Missile Indicator. Size is not used. Refer to section 2.5 of the standard rules for a description of the unit Types.

(2.3) CoF has its own set of Charts & Tables; those included with the Simple GBoH rules are not used

(2.5) The game scale is the same as given in the standard game rules.

(3.0) THE SEQUENCE OF PLAY

(3.2) THE PLAYER TURN

Play Note: No units in CoF have a Reduced side. Out of Command units can be indicated as such by flipping the unit to its reverse side.

(4.0) LEADERS AND COMMAND

(4.1) FORMATIONS

(4.11) Ignore the last sentence; the chain must be traced through a friendly unit belonging to the Formation. Units in enemy ZOC that are outside their leader’s Command Range are Out of Command.

(4.12) Out of Command CH units may not use Hit & Run tactics or conduct Pass-Through attacks.

(4.13) This rule is not used

(4.14) When more than one Formation is activated in a single player turn, each Formation must complete its movement and fire attacks before units in another eligible Formation may move and fire.

(4.2) LEADERS

(4.21) For Wing/Division Commanders, the Capability Rating is used whenever an Initiative die roll is required. Leaders with Heroic Charsisma are noted in the scenario special rules.

(4.3) LEADER MOVEMENT AND COMBAT

(4.37) Replacement Leaders: There are no replacement leaders for Overall Commanders. The replacements for the Wing/Division Commanders are on the reverse side of the counter.

(4.4) TURN SEIZURE

(4.42) A group of Formations may never be activated in a player turn won by Seizure.

(5.0) MOVEMENT

Use the Simple GBoH Terrain Effects Chart included with this game.

(5.12) During Movement, the stacked CH-2+RI units may move together, or they may separate at any time during movement with each unit continuing to move up to its individual MA. It costs no MP to separate, nor does it cost any MP to stack.

(5.16) An active, moving CH unit or CH-2+RI stack may pass through (enter and leave, but not stop, or change facing) a hex containing an enemy CH unit or a CH-2+RI stack. There is no cost in MP to do so. See 5.4 for further details.

(5.2) DOUBLE-SIZED UNIT MOVEMENT

This rule is not used

(5.3) STACKING

(5.32) One RI may stack and move with one CH-2 unit as if they were “one” unit. There is no MP cost to enter a hex to stack. A CH-2+RI stack is treated as one unit for Size purposes. The CH and RI units, however, make separate TQ checks with the results applied to each unit separately.

(5.33) This rule is not used

(5.36) This rule is not used

(5.4) CHARIOT PASS-THROUGH

(5.41) An active CH or CH-2+RI unit may pass through (enter and leave, but not stop) in a hex containing an enemy CH or CH-2+RI unit. There is no cost in MP to do so, other than the cost to enter the terrain in that hex. The unit(s) can continue to move up to the limits of their MA. Enemy ZOC are ignored for purposes of stopping movement in the hex immediately before entry, the occupied hex, and the exit, however, the moving unit(s) cannot change facing in any of these hexes if in an enemy ZOC. All other ZOC restrictions apply. A CH or CH-2+RI stack that starts its movement in an enemy ZOC may use Pass-Through if it is eligible to leave the ZOC per 6.22, however it may not change facing in that hex (or the occupied/egress hex). The CH may Missile Fire per 7.19.

(5.42) An active CH or CH-2+RI unit may always Pass-Through an enemy CH. However, an enemy CH-2+RI stack may block Pass-Through. To do that, the non-active player rolls one die and compares it to the printed TQ rating of his CH unit:

- if the die roll is lower than the TQ, Pass-Through is blocked and the moving unit stops where it is, adjacent to the non-active unit.
- if the die roll is the same as or higher than the TQ, Pass-Through is allowed

(5.43) CH or CH-2+RI units may not use Pass-Through if they cannot leave the target hex.

(5.44) A CH unit or CH-2+RI stack may attempt Pass-Through more than one enemy CH or CH-2+RI occupied hex, even if such hexes are adjacent to each other. However, if, as per 5.42, Pass-Through into any hex beyond the first hex entered is blocked, the moving CH and/or CH-2+RI unit is eliminated. A CH unit may still only Missile Fire once per activation per 7.11.

(6.0) POSITION

(6.12) Infantry units pay a cost of one movement point for each vertex shifted, but they may reface any number of vertices without leaving the hex. Chariots pay one MP to reface, but they may reface only two vertices without leaving the hex. They must leave the hex to change their facing any more. Battle Wagons pay one MP to reface, but they may reface only one vertex without leaving the hex. They must leave the hex to change their facing any more

(6.13) This rule is not used.
(6.15) Battle Wagons cannot Reaction Facing Change. Chariots may automatically make the change—no die roll necessary.

(6.2) ZONES OF CONTROL (ZOC)
(6.21) Combat units exert a ZOC into their Front hexes only.
(6.22) Chariots do not have to cease movement when entering any ZOC, if the Chariot will use Pass-Through against one of the adjacent units.

(7.0) COMBAT
(7.1) MISSILE FIRE
Use the Simple GBoH Missile Range and Results Table included with this game.

(7.11) The restriction prohibiting fire after moving away from the target unit does not apply to CH units.

Ignore the ZOC fire restrictions on Javelin armed units; they may fire if they begin activation in an enemy ZOC.

(7.12) CH units may fire through their Front, Flank, and Rear hexes.

(7.13) A missile unit can fire only at an enemy target unit to which it has an unobstructed Line Of Sight (LOS). A LOS is calculated by tracing a path of hexes between the center of the hex the missile unit is in and the same for the target unit. LOS is blocked by woods, towns, and combat units unless they are in hexes at a lower elevation than both the firing unit and the target. LOS is also blocked if any part of a hex of higher elevation is between the two units. If the firing unit and target unit are on different levels, the basic premises are:

• if firing unit higher than target, LOS is blocked when blocking terrain is closer to target
• if firing unit lower than target, LOS is blocked when blocking terrain is closer to firer.

Exactly “halfway” is treated as blocking.

Combat units block LOS except that LOS is never blocked by just one combat unit (friendly or enemy). A missile unit of any type may always fire “over” one combat unit; it may not fire over more than one.

If the LOS is blocked, missiles may not be fired. However, Missile Units may always fire into adjacent hexes.

(7.14) If the target is a CH-2+RI stack, the firing player must select one of the two units as the target. Only that unit is affected. Under some circumstances, a target may receive more than one Hit as noted on the Missile Range and Results Table.

(7.16) “J” and “S” missile armed LI may use Hit & Run against infantry units; “B” and “C” missile armed LI units cannot

(7.17) CH units with missile capability that start movement within (3) hexes from an infantry target may fire at that target as if it were at a range of one hex. The firing unit may not be in an enemy ZOC, nor have an enemy unit in its ZOC, and the intervening hexes must be vacant. The target unit cannot be in the ZOC of a friendly unit. Using Hit and Run tactics takes the unit’s entire Movement Allowance for that activation. CH units must be In Command to use Hit & Run tactics.

(7.18) This rule is not used
(7.19) CH that use Pass-Through (5.4) may fire at the enemy CH that it is passing through as its Fire for that Movement. Use the Pass-Thru column in the chart. All standard Fire rules apply. The target, non-moving CH may use Entry Reaction Fire to fire at the moving Chariot when either the moving Chariot enters its ZOC per 7.22 or prior to entering the target unit’s hex. The range of the Entry reaction fire is one hex in either case. The target unit cannot use Return Fire.

(7.2) REACTION FIRE
(7.21) This type of reaction fire may be used at a unit leaving a hex adjacent to and within firing arc of enemy missile unit with a range of at least two.

(7.22) This type of reaction fire may be used at a unit moving adjacent to and within firing arc of enemy missile unit or at an enemy unit when it enters its hex (range is one hex). See 7.19

(7.23) The target of Pass-Through cannot use Return Fire.

(7.24) This rule is not used

(7.3) SHOCK REQUIREMENTS
Add: “A defending unit must be in the Zone of Control of the attacking unit(s) to be attacked.” The exceptions to the “must Shock” requirement are noted on the Weapons System Matrix.

(7.35) Add: “If more than one attacker is attacking more than one defender, all defenders must be in the ZOC of all attackers.”

(7.37) This rule is not used

(7.4) SHOCK RESOLUTION
Use the Simple GBoH Weapons System Matrix included with this game.

(7.41) CH, LI, and RI may use Retreat Before Shock. The units in a CH+RI stack each retreat separately. If the unit is not able to leave the hex, there is no retreat and the unit must receive the attack.

(7.45) LI and RI units must make this TQ check

(7.5) SHOCK ATTACK RESOLUTION
(7.52) Die Roll modifiers changes are noted below. All other DRMs are used as written.

• Size Ratio: All units are considered to have the same Size. Therefore, in a Shock attack, if the attacker has more units than the defender, the Shock DRM is +2. If the defender has more units than the attacker, the Shock DRM is -2. A CH-2+RI stack is treated as one unit.

• Moving Attack: This DRM applies only to Chariots and CH-2+RI stacks that have moved adjacent to the target hex and are attacking from a Clear hex into a Clear hex across a clear hexside. For a CH-2+RI stack to qualify, both units must have moved together into a vacant hex adjacent to the target unit.

(7.53) A CH-2+RI is treated as a single unit when determining the hit distribution. Hits to the CH-2+RI stack must be divided evenly between the two units with any odd hit assigned by the owning player. A single DR is made for the CH-2+RI stack, but the result is determined separately for each unit.

Note that no units in CoF have a Reduced side.

(7.6) CAVALRY PURSUIT
This rule is not used.

(7.7) ADVANCE AFTER SHOCK
(7.72) Advancing Chariots and Battle Wagons may not change facing.

(7.8) THE COMBAT TABLES
Use the Simple GBoH tables provided in CoF.

(8.0) THE EFFECTS OF COMBAT
(8.5) ELEPHANT RAMPAGE
This rule is not used.
**(9.0) ARMY WITHDRAWAL**
A combat unit is worth RPs equal to its TQ. The Overall Commander is worth five times (5x) his Initiative Rating in RP. All other Leaders are worth 0 RP.

**(10.0) SPECIAL UNITS CAPABILITIES**
This entire section is not used.

**(11.0) SPECIAL RULES**

**(11.1) FORTIFICATIONS**
This rule is not used.

**(11.2) COLUMN MOVEMENT**
Shock and Heavy Infantry (SI or HI) are the only units that can use Column Movement.

**SCENARIOS**
The individual Simple GBoH scenario descriptions follow the same format: Deployment, the Formation Charts, Seizure Ratings, and Reduced Side availability for each side, Army Withdrawal levels, and the Scenario special rule modifications.

**Deployment**
Simple GBoH uses the standard rules deployments in all scenarios.

**Formation Charts**
Both players have a Formation Chart that describes the overall organizational capabilities of that army. Each row of the chart lists the units in the Formation(s) and the leader that is eligible for activation in a single Player Turn. Some Formations may be led by the same Commander but are not Multiple Formations and cannot be activated simultaneously. See the individual scenario instructions for Multiple Formation eligibility and restrictions.

Leaders eligible to use Turn Seizure are listed in the Formation Chart with a number to the right of the slash (/) indicating the number of attempts that that Commander may make per game. Although some leaders may command more than one Formation, each has one Turn Seizure rating applicable for the entire game, regardless of which Formation they choose to activate after seizing the turn.

**Reduced Side**
No units in CoF have a Reduced side.

**Army Withdrawal Levels**
Simple GBoH generally retains the same withdrawal levels as the standard game. They are repeated for the players’ convenience.

**Special Rules**
Some scenarios have a unique set of Special Rules.

**SIMPLE GBOH CHIT PULL VARIANT**
This variant allows the Simple GBoH player to experience the flow of the standard game while utilizing the Simple GBoH movement and combat rules. The playing times tend to be marginally longer than using the entire Simple GBoH rules, but this variant provides more player tension with most games being decided on the final turn.

For this variant, Simple GBoH rules sections 3.0 and 4.0 are replaced and/or modified as follows. All other Simple GBoH rules (as modified above for CoF) are in force.

Modifications to the Simple GBoH scenario rules applicable to this variant are noted at the end of this section.

**(3.0) THE SEQUENCE OF PLAY**
Section 3.0 of the Simple GBoH rules is not used and his replaced in its entirety by the following rules.

The game consists of an indeterminate number of Game Turns, as below. The players activate their Formations and Commanders when the respective Activation Marker (AM) is drawn or selected. The player owning the active Formation is the active player. That player can move and conduct combat with the units belonging to that Formation. After all AMs have been used, each player checks for Army Withdrawal. If neither player’s army withdraws, the game turn is concluded and another game turn begins. The battle continues until one side’s army withdraws.

The following is the Sequence of Play for each Turn.

**(A) INITIATIVE DETERMINATION PHASE**
Both players roll a die to see which player has the Initiative per 4.4. The player with the Initiative chooses which of his commands will start the turn, holding out the Wing AM which will be used for the first Activation. All other AM are placed in The Pool, as per 4.5. If neither player wins the Initiative, all AM go into the Pool.

**(B) ACTIVATION PHASE**
One Player draws an AM from the Pool. No draw is made if an AM is selected in Phase A, that AM is used instead. The player owning the AM either activates the Wing listed on the AM. If the AM was drawn from the Pool (not selected), the opposing player has the option to Seize the activation per 4.6. If there are no more AM in the Pool, proceed to Phase D.

All units in the Formation, including the Formation Commander, are activated regardless of their location on the map. The player uses the Formation Commander to determine which units in the activated Formation are In Command (4.11). Either mark Out of Command units with a spare marker (rout/Rally will do) or flip the unit to its reverse side.

The owning player may instead pass and not activate the Formation. Steps C and D are skipped. Proceed back to B to draw another AM or Step D if there are no more AMs in the Pool.

**(C) MOVEMENT AND/OR MISSILE FIRE PHASE**
Activated units may Move and/or conduct Missile Fire. See 6.2 and 4.12 for restrictions.

**(D) SHOCK COMBAT PHASE**
Activated units conduct Shock Combat, regardless of their Command status. Shock Combat is mandatory for activated units that are in an enemy ZOC (6.2).

**(E) ARMY WITHDRAWAL CHECK**
See 9.0. If neither player’s army withdraws, the game turn is concluded and another game turn begins. There is no set number of game-turns. The battle continues until one side’s army withdraws.

**LEADERS AND COMMAND**
Section 4.1 and 4.4 of the Simple GBoH rules are not used and are replaced in their entirety by the rules below. Simple GBoH rules 4.2 and 4.3 are used unless noted otherwise. Two additional sections 4.5 and 4.6 have been added.

**(4.1) FORMATIONS**
General Rule: Each Player’s army is divided into individual Formations. A Formation consists of combat units that can be activated together in a single player turn. Every scenario has a Formation Chart for each side that lists the allowable Formations and their assigned units. Each Formation has one or more Commanders. When a player activates a Formation, he must also activate its Commander (player’s choice if there is more than one eligible Commander). Which Formation is activated is determined by drawing/ Selecting an AM.
When a Formation is activated, the player must determine the Command status of the units in the Formation. Units are either In Command or Out of Command. To be In Command, a unit must either be within its Formation Commander’s Command Range or be adjacent to another friendly unit in that Formation that is In Command. Note that this rule allows a chain of units to be In Command as long as one unit in the chain is within the leaders Command Range. However, units in enemy ZOC that are outside their leader’s Command Range are Out of Command.

In Command units may move and fight without restriction. Units that are Out of Command may not move adjacent to an enemy unit, nor may they expend Movement Points if they are in an enemy ZOC or if they have an enemy in their ZOC. Out of Command CH units may not use Hit & Run tactics or conduct Pass-Through attacks.

Each Formation has its own AM. Ignore all references to activating more than one Formation. Multiple Formation activations are not used in this variant.

Leaders

For Wing/Division Commanders, the Capability Rating is used whenever an Initiative die roll is required. Leaders with Heroic Charisma are noted in the scenario special rules. Ignore the section on Seizure Ratings and any Seizure Ratings on the Formation Charts; Seizure is handled differently in this variant as described in Section 4.6 below.

Ignore the last sentence

Leader Movement and Combat

Overall Commanders who do not command a Formation move when that player’s Momentum AM is drawn, even if the Momentum attempt fails (4.55).

This rule is not used

Replacement Leaders: There are no replacement leaders for Overall Commanders. The replacements for the Wing/Division Commanders are on the reverse side of the counter.

Each turn, one player has the Initiative which gives him the opportunity to go first and to specifically select which command he wishes to use. Each OC has an Initiative Rating. To determine which player has the Initiative for the turn, each player rolls one die, to which he adds his OC’s Initiative Rating. The player with the higher modified die roll has the Initiative. If the players tie, neither player gets the Initiative; who starts the turn is then determined randomly (4.53). Note that in some battles one of the players starts the game with the Initiative.

Each player gets one AM for each Formation in his army, as defined in each scenario setup. He also gets one Momentum AM.

At the start of each turn, the player with the Initiative gets to place his Momentum marker back into the Pool if it has already been used, or place it back in after later use that game turn.

In the Activation Phase of the turn, a player—it matters little which—draws, blindly and randomly, one AM from the Pool.

When a Formation AM is drawn, that Formation is now active and conducts Step C and D of the Sequence of Play.

When a Momentum AM is drawn, that player may designate one of his Formations that he will try to use, possibly for the second time, possibly before its actual AM appears. The player may choose any Formation; however, its commander must be either the OC, or if a WC, within the Command Range of the OC. The player then rolls one die:

- if the die roll is the same as or lower than that Formation Commander’s Capability Rating (Initiative Rating if the commander is the OC), that Formation is now active and conducts Step C and D of the Sequence of Play
- if the die roll is higher, nothing happens. Draw another AM.

If none of the player’s Formation meet the above criteria, the Momentum opportunity is lost. Draw another AM.

When all AM have been drawn from the Pool, proceed to Step E. If neither player’s army withdraws, start another game turn.

Leaders may move under the following conditions:

- OC, except those who also command a Wing/Division, move when that side’s Momentum AM is drawn, even if the Momentum attempt fails or there are no eligible Formations.
- WCs and those OCs who command a Wing/Division may move when their Wing/Division is active.

Seizure

Seizure is a play mechanic wherein one player attempts to cancel the use of his opponent’s AM, and instead, substitute a friendly Formation of his choice. Each player has the ability to attempt one (1) Seizure per game turn.

A player may attempt to Seize his opponents AM—whether a Formation AM or a Momentum AM—after it is drawn from the Pool. He announces the Seizure attempt and rolls one die, comparing it to his OC’s Initiative Rating:

- if the die roll is the same as or lower than the OC’s Initiative Rating, the AM just drawn is set aside and is not used this game turn. The seizing player may now select (he does not need an AM), one of his Formations to activate. The commander of the selected Formation must be the either the OC or a WC within the Command Range of the OC. This activation is in addition to any other it may have undertaken, or may undertake, that game turn. The player does not have to activate a Formation, nor does the lack of eligible Formation to activate prevent a successful Seizure. The Seized player’s AM is still set aside even if the Seizing player does not or cannot activate a Formation.
- if the die roll is higher, the Seizure attempt fails and the opposing player gets to place his Momentum marker back into the Pool if it has already been used, or place it back in after later use that game turn.

An AM selected by Initiative (4.52) cannot be Seized.

The OC must be on the map to make a Seizure attempt.

Scenario Changes

- Ignore all references and to Multiple Formations and activations.
- Ignore the Seizure ratings on the Formation Charts.
- When determining the entry of reinforcements or other player turn/game turn effects, ignore the Simple GBoH player turn adjustments and use the standard rules Game Turns instead.
- If the scenario specifies a First Player, that player starts the game with the Initiative.
- For Kadesh, adjust the Egyptian reinforcement game turn entry as follows: the 5th [Ne’Arin] Division arrives starting with Game Turn 3 and the 3rd [Ptah] Division arrives starting with Game Turn 10.