DAY OF THE CHARIOT
KADESH

READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

Learning to Play the Game

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible – but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

Day of the Chariot: Kadesh is a game of the battle between the Egyptian army of Ramses II and the Hittite army of Muwatalli. The battle occurred on the 9th day of the month of Shemu, during the 5th year of Ramses' II reign. The battle took place in the Levant in the Orontes river valley near the fortress of Kadesh. The control of the fortress of Kadesh and the land of Kinza had been under dispute for many years. For both aspiring powers it was time to settle the matter. After much legal wrangling, it was decided that the fate of Kadesh would be decided on the plains of the Orontes.

Much is known about the battle of Kadesh. It is featured in the hieroglyphic record at numerous locations around ancient Egypt. One, however, must cull through the exaggerated claims of Ramses II to find out what truly happened. It appears that the battle of Kadesh was in largely caused by gross errors on both sides.

In the end, Ramses claimed a victory and left the field of battle. Kadesh would stay in the Hittite sphere of influence, however. After 15 years of war, a peace treaty was signed between the Egyptians and the Hittites, which permanently ceded Kadesh to the Hittites.

Day of the Chariot: Kadesh depicts the historical battle. Also included is a what if scenario that portrays how other historians have interpreted the battle of Kadesh. And finally, the game has a "what if" scenario on the set piece that had been agreed upon.

1.1 Game Scale

Each hexagon (hex) is 120 meters across. Each game turn covers 30 minutes. Chariot units represent 100 chariots and 200 to 300 charioteers. Chariot runner units represent 100 men. Infantry and archery units represent from 400 to 1000 man units. Commander and Leader units represent the Commander or Leader and his staff.

2.0 GAME COMPONENTS

Day of the Chariot: Kadesh includes the following components:

One 22" x 32" game-map

320 die-cut counters on two sheets

This rules booklet

Two 8.5" x 11" displays for off-map counters (please unstaple these from the magazine and cut down the middle to separate)

If any of these parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Day of the Chariot: Kadesh*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: support@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Day of the Chariot: Kadesh* discussion folders at www.consimworld.com.

2.1 The Game Map

The map portrays the plain of the Orontes River where the battle of Kadesh took place. The map has been stylized and overlaid by a hexagonal grid (hexes). The hexes facilitate the movement and placement of the playing pieces. Each hex or hex side contains a terrain type which has an effect on movement and combat. These effects are described on the Terrain Effects Chart. Each hex also has a four digit identification number which is used to facilitate game setup and Play By Mail games. Fractional hexes without numbers are unplayable and may not be entered.

2.1.1 Map Features Various types of terrain and certain manmade features are denoted on the game map. Their definition and effects on play are explained on the Terrain Effects Chart. These terrain types and manmade features are: Clear, Cultivation, Marsh, Slopes, Streams, the Orontes River, Bridges, Fords, Moats, Towns, the Camp of Amun, and of course the strategic Fortress of Kadesh. In addition, Roads run through many of the terrain features above.

2.1.2 Charts and Tables Printed on the map is the Turn Record Track. Also included in *Day of the Chariot: Kadesh* are non-map charts and tables. These are the Combat Results Table, the Missile Fire Combat Table, the Retreat Before Combat Table, the Slaughter Table, the Recovery Table, the Overrun Table, the Camp of Amun and Old Kadesh Alert boxes, the Ready Boxes, the Move to Map boxes, the and Terrain Effects Chart.

2.2 The Playing Pieces

The cardboard playing pieces (called counters) should be carefully separated before playing the game. The unit counters represent different types of combat units and Commanders or Leaders depending on the information presented on each. Also included are informational markers that keep track of game functions.

Some of the counters represent the actual combat units that fought in the battle. The front and back of each counter represents information that determines its combat capabilities. The front face of each counter shows the unit at full strength and in ordered formation. The back side of the counter represents the unit in disordered formation.

2.2.1 Unit Types The various combat unit types are listed on the Players' Aid Sheets.

Chariot Runners are considered Infantry (but see Case 4.2.1, third paragraph).

2.2.2 Unit Counter Information A diagram of the information on the two sides of the combat unit, Leader and Commander counters is provided on the Players' Aid Sheets.

Combat Strength This value is an abstract numerical rating that represents a unit's ability to both Attack and Defend based on unit equipment, manpower, and willingness to fight. This number is located in the lower left hand corner of the counter.

Missile Fire Strength An abstract value which represents a unit's missile weapon attack ability, (bows and the like). This value represents the use of ranged mass bow fire against massed targets or short ranged bow, spear, or javelin fire at individual targets. This value is located on the left hand side of the counter above the Combat Strength and below the Unit ID and is to the left of the dash separating it from the Missile Attack Range.

Missile Attack Range This is how far in hexes that units can fire their Missile Fire Strength at enemy targets. When determining Missile Attack Range do not count the hex the firing unit is in but do count the hex the target unit is in. This value is located on the left hand side of the counter above the Combat Strength and below the Unit ID and is to the right of the dash separating it from the Missile Fire Factor.

Unit Morale This is how effective a unit is during the chaos of combat. Unit morale will effect how well units recover from the effects of combat, and will provide a Die Roll Modifier to combat for the player whose Unit Morale is the highest. This number is located in the upper left hand corner of the counter.

Movement Allowances A unit's movement allowance is the measure of a unit's ability to move across the game map. The Movement Allowance (MA) is the maximum number of Movement Points (MP) a unit may expend in a single movement phase as it moves from hex to hex. There are three types of Movement Allowances represented on the playing pieces: Ordered, Charge and Disordered.

The Ordered MA represents units moving in rank and file formations. All units have an Ordered MA. This is the basic MA of all units. The Ordered MA is the larger number located in the lower right corner of the front side of the unit.

The Charge MA represents units moving at a faster rate so as to gain an advantage when they engage enemy units. In *Day of the Chariot: Kadesh,* this advantage comes in the form of positive Die Roll Modifiers to the Combat Die Roll. Charging units must attack adjacent enemy units at the end of their Charge or they may not Charge. The Charge MA, when present, appears as a smaller number to the left of the Ordered MA on the lower right front of the counter. Not all units have a Charge MA.

The Disordered MA represents movement when units have lost their rank and file order and have become more like a mob than ordered military units. Disordered units may not Charge and therefore gain no Die Roll Modifiers (DRM) in combat. The Disordered Movement Allowance only appears on the back of the unit counter in the lower right hand corner.

Line of Command Range This is how far a unit may trace a Line of Command to its Commander or Leader, displayed in the lower middle of the Leader or Commander counter's front side.

Leader and Commander Die Roll Modifiers When a Leader or Commander is in a hex with a unit and decides to assist the unit in combat he does so with a DRM. This DRM is a positive number added to the Combat Die Roll for attacking units only. The value is represented as a number to be added to the Combat Die Roll. This value is in the lower left hand corner on the front of the Leader or Commander counter.
Note When Leaders or Commanders use their DRM for combat they are susceptible to Combat Results.

Commander Mode The Commanders of the Egyptians, the Hittites, and the Anatolian and Syrian Vassal States each can be in one of three modes. These are Combat Mode, Reserve Mode and March Mode. The Combat Mode is represented on the front of the Commander counter and is indicated by a bull's head graphic within the cartouche. The Reserve Mode is represented on the back of Commander counters and is indicated by an eye graphic within the cartouche. The March Mode is represented by placing a March Mode marker (walking legs graphic) on the Commander counter.

Leader Mode Ramses and Muwatalli can also be in Combat, Reserve or March Mode with the same restrictions that Commanders have.

Designers Note Both Ramses and Muwatalli knew what was going on and realized that they had lost control of the initial situation.

Hittite Army

Hittite and Vassal States: green (left wing) and orange (right wing) with blue

Anatolian and Syrian Allied States: purple and blue

Kadesh Garrison: light tan, purple and blue

See Section 7.3 for Hittite leader abilities.

Egyptian Army

Royal Infantry Division: light blue and tan

Royal Chariotry Reserve: teal and tan

P'Re Division: orange and tan

P'Tah Division: medium blue and tan

Amun Division: light green and tan

Set Division: dark green and tan

Marine Brigade: dark blue and tan

Egyptian Allies Division, the Na'Arun: purple and tan

Note The Formation name is given on the backs of the Divisional leader unit.

See Section 7.4 for Egyptian leader command abilities.

2.3 Markers

Markers help indicate game functions. They are used to indicate when units Charge, are Locked in Combat, are Not in Command, March Mode, and when units are Shaken or Routed. And finally, there is the ever present Game Turn Marker to mark the passage of time in the game as represented by Game Turns. See the game charts insert for a key to this game's markers.

3.0 GAME SET UP

There are three scenarios in *Day of the Chariot: Kadesh.* First, the players choose which scenario they will play. Then the players choose which side they will play during the game. You will be playing either as the Hit-

tites or the Egyptians depending on which side you chose. Then the players determine which units will be used for the scenario and place those units on the map or in the appropriate off map Alert Boxes in accordance with the scenario set up rules. Then sort the game markers and place them in a convenient place next to the map. Finally, locate the Game Turn Marker and place that on the Game Turn Record Track. You are now ready to play the game according to the following rules.

4.0 GAME CONCEPTS

Before starting the game, there are several important game concepts that you must familiarize yourself with. These rules affect many aspects of game play. As an example the Zone of Control rules affect both the movement and combat rules. These rules include: Friendly and Enemy, Attacker and Defender, Stacking, Facing, Zones of Control, Unit Effectiveness, Commander and Leader Modes, and Looting.

4.1 Friendly and Enemy, Attacker and Defender

The combat units of the side you have chosen to play are considered to be Friendly units while the combat units of the other player are considered to be Enemy units. Also, regardless of the overall situation during the game, the player whose turn it is is always considered to be the Attacker, while the other player is considered to be the Defender.

4.2 Stacking

When more than one military unit is occupying a hex the units are considered to be "stacking," i.e., in stacks.

4.2.1 Stacking Limits Stacking Limits only apply at the end of the Movement Phase. Units may freely pass through hexes occupied by friendly combat units during the Movement Phase. Friendly units may not pass through hexes occupied by enemy units unless they are doing a Chariot Overrun (See Section 8.9). Leader units and game markers do not count toward the stacking limit.

The regular Stacking Limit for combat units in *Day of the Chariot: Kadesh* is one unit per hex. The exceptions for stacking are as follows:

Egyptian and Hittite Syrian Allied chariots have units of chariot runners associated with them. Each chariot unit has a unique chariot runner attached to it. Both units may stack freely together. The chariot runner is considered part of the chariot unit and both may attack, defend, conduct Chariot Over-

runs and missile fire, and move together. The chariot unit need not stay with the chariot runner after the chariot runner has used all of its MA. The chariot unit can continue to move until it has used all of its MA. Chariot runners and their corresponding Chariot can have their CF added together (treated as one) in a Charge if they begin and end the Charge stacked together. Chariot runners and their corresponding Chariot may retreat together if stacked (treat as one unit).

Two Hittite or Hittite Anatolian Allied chariot units (ones without chariot runners) may stack together if they are stacked with or adjacent to a leader capable of commanding them at the beginning of the Hittite player's movement. To remain stacked the units would have to end movement stacked with or adjacent to a leader capable of commanding them (not necessarily the same one, however). Both units may attack, defend, conduct Chariot Overruns, and move together. Only the top combat unit in a Hittite Chariot Stack can conduct Missile Fire. *Designers Note The Hittites and their Anatolian allies were equipped with heavy assault chariots which they used for massed shock attacks, using a heavy spear, mostly against infantry. As reported by Ramses, the Hittite chariots attacked en masse in four groups. On the other hand the Egyptian and for the most part Hittite Syrian Allied chariots were used as platforms for missile fire. The above rules reflect these tactics.*

Up to three units may stack in a hex in the Camp of Amun. However, only the topmost unit can participate in combat and only that unit is affected by Disordered or Shaken Results. If the topmost unit must retreat or is routed, then all of the remaining units in the hex must retreat.

Up to four units may stack in the Fortress of Kadesh. Units in the Fortress of Kadesh may only make missile attacks against targets that are outside of the fortress and units outside of the fortress can only make missile attacks against units inside the fortress. The missile units attacking the fortress must have a missile attack range of 2 or 3. Chariot units in the fortress may not attack enemy units outside the fortress. Only the topmost unit in a stack in the Fortress of Kadesh is affected by Disordered or Shaken combat results. Units in the fortress ignore Retreat results. If a unit in the fortress is Routed, it becomes the bottommost unit in the hex and it does not have to Retreat or conduct Routed movement.

4.2.2 Over-stacking Over-stacking occurs at the end of the friendly movement phase when there are more combat units in the hex than Case 4.2.1 allows. Combat units may not over-stack voluntarily. A player has until

the end of their movement phase to correct any over-stacking. Whenever over-stacking occurs all units in the hex are immediately Disrupted. If any units are already disrupted they become Shaken. Shaken units do not Rout due to over-stacking, they remain Shaken. Also, only one unit may attack or defend when a hex is over-stacked during combat.

4.2.3 Stacking and Combat Those units who are stacked in accordance with and limited by Cases 4.2.1 and 4.2.2 can attack enemy units. If any unit in an over-stacked hex suffers an unfavorable combat or missile attack result, all units in the over-stacked hex suffer the same result.

4.3 Facing

Besides stacking, combat units must be placed in the hex they occupy so that they face a specific direction.
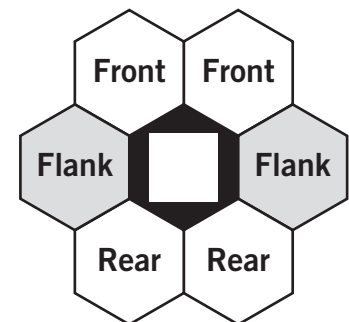
4.3.1 Facing Orientation Combat units must be placed in the hex they occupy so that the top of the unit, along the edge opposite that of the unit's formation/nationality color band, faces one of the six apexes of the hex.

If there is more than one combat unit per hex, then all combat units in the hex must face the same direction.

The six hexes adjacent to the hex that the combat unit occupies are considered to face towards either of its Front, Flank or Rear hexes. For all combat units the two hexes adjacent to the top of the unit are called the Front hexes. The two hexes to either side of the hex the combat unit occupies are its Flank hexes. The two hexes adjacent to the bottom of the combat unit are called its Rear hexes as per the example.

Facing remains the same if the unit is Ordered, Disordered, Shaken or Routed. The facings are important as there are Die Roll Modifiers when friendly units attack enemy units from their Flank or Rear Facings. See Section 9.2 for Facing DRM.

Facing also affects Zones of Control (see below).

If a unit or stack is ambiguously oriented for facing, the opponent may readjust the facing by one hex-side (opponent's choice) so the facing rule is met.

4.4 Zones of Control

A Zone of Control (ZoC) is a representation of the psychological and physical reaction caused by the closeness of the enemy. Not all units in *Day of the Chariot: Kadesh* have a ZoC.

ZoC only extend into the Front facing hexes of Chariot, Infantry and Light Infantry combat units (see the example above). Leaders, Chariot Runners, Archers, Scouts and game markers do not have ZoC. There is no additional effect when more than one friendly unit exerts a zone of control into the same hex. If both enemy and friendly units exert a ZoC into the same hex, the ZoC coexist mutually in the same hex.

Certain terrain types block ZoC. ZoC do not enter Marsh, Woods, the Orontes River, Stream and Woods, Village, or the Fortress of Kadesh hexes. Nor do they cross the Camp of Amun Shield, Streams, or Moat hexsides. Zones of Control do extend into and across Clear, Cultivated, Towns, Bridges, and Ford hexes and hex-sides. Units in the Fortress of Kadesh do not have ZoC into hexes outside of the fortress.

4.4.1 Effects of Zones of Control When a Friendly unit enters an Enemy ZoC (EZoC) it must stop moving and cannot move any further during the current game turn. When a unit attempts to exit an EZoC it must make a successful morale check before it can move. It then must use half of its current MPs (rounded up) to move out of the EZoC. Units may not use their Charge MA to move out of EZoC. Units may not move into another EZoC during the same game turn that they just left any EZoC. If the unit fails its morale check it must remain next to the enemy unit, or it can make a Minimum Movement move (see 8.1.1) and is reduced one effectiveness level.

Regardless of mutual ZoC, Friendly combat units must attack all enemy units whose ZoC they occupy. These attacks may be either Missile Fire attacks or Combat attacks. If an Attacker's combat unit is positioned in a hex so that it cannot attack a Defender's combat unit due to its Facing, then the Attacker's combat unit is automatically retreated two hexes and is reduced one Effectiveness Level.

When a unit is forced to retreat through an EZoC it looses one step of unit effectiveness for each hex of EZoC it retreats through. Friendly units negate the effects of EZoC when friendly units are forced to retreat through them.

4.5 Unit Effectiveness

Units have four levels of effectiveness ranging from Ordered to Routed. These levels of effectiveness in order are: Ordered, Disordered, Shaken, and Routed. Every unit is in one of these states at all times. Unit effectiveness is reduced by combat or retreating through EZoC and is recovered during the Rally Phase.
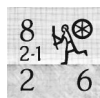
 4.5.1 Ordered The unit is in its rank and file formation and is a cohesive fighting force. An ordered unit operates with its full Combat factors and its Ordered or Charge MA and may freely initiate combat. Ordered status is represented by the front of the combat unit counter.
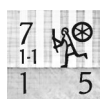
 4.5.2 Disordered The unit has lost its rank and file order and is more of an armed mob than a military unit. Disordered units may not charge, but they can operate freely like Ordered units Disordered unit status is represented by the back of the unit.

 4.5.3 Shaken The unit is no longer a cohesive military unit, and it has basically lost its willingness to fight. Shaken units are limited as follows:

> Can not move adjacent to enemy units regardless of EZoC

> May not initiate Combat nor can they conduct Attacker Missile Fire

> Defend with half their Disordered Defense or Combat Factors

> May conduct Defensive Missile Fire at half their Disordered Missile Fire Strength

> Have a Morale Value one less than their Disordered Morale Value

Shaken unit status is represented by placing a Shaken Marker on the unit's Disordered side.

4.5.4 Routed Routed units have given up the cause and are fleeing for their lives.

 Routed units suffer the same effects as Shaken units, except they must move away from enemy units at their Rout MA. The Rout MA for Infantry is 6 MPs, for Chariots it is 8 MPs, and for Scout Units it is 7 MPs. Also, Routed units have a morale value of two less than their Disordered Morale Value. Friendly units do not have to attack Routed Enemy units that they are adjacent to. How to move Routed units is covered by Movement Rule 8.7. Also, Routed units are subject to Slaughter which is covered by Combat Case 9.3.5. Routed

unit status is represented by placing a Routed Marker on the unit's Disordered side.

4.6 Commander and Leader Modes

The following are Commander and Leaders modes:

 4.6.1 Combat Mode This is represented by the front of the Commander or Leaders counter. combat units that are adjacent or that can trace a Line of Command to an appropriate Commander or Leader that is in Combat Mode can move, conduct Charges, attack enemy units by either Missile Fire or Combat, attempt to recover unit effectiveness, or enter into Reserve Mode. Commanders, Leaders, and combat units can enter Combat Mode at the beginning of the Movement Phase

 4.6.2 Reserve Mode This is represented by the back of Commander's or Leader's counter. Combat units that are adjacent or that can trace a Line of Command to an appropriate Commander or Leader can recover Unit Effectiveness or conduct Reaction Movement. Commanders, Leaders, and combat units can enter Reserve Mode at the end of the Movement Phase by expending half of their MA, rounded up.

 4.6.3 March Mode This is represented by placing a March Mode marker on the Commander or Leader's counter. Combat units can be placed in March Mode if they can trace a Line of Command of no more than 15 hexes to an appropriate Commander or Leader. Commanders, Leaders, and combat units can enter March Mode at the beginning of the Movement Phase. Units in March Mode can move along trails by adding 4 MPs to their current Ordered, Disordered, or Shaken MA. Routed units cannot enter March Mode.

4.7 Morale Checks

During various phases of the game combat units are required to make Morale Checks. To check unit Morale, roll two six sided dice and compare this to the unit's Current Morale. If the die roll result is equal to or less than the combat unit's Current Morale, the unit passes the Morale Check. If the die roll result is greater than the combat unit's Current Morale, the unit has failed the Morale Check and any penalties are applied immediately.

5.0 SEQUENCE OF PLAY

The game is divided into a number of Game Turns. Each Game Turn is divided into two

Player Turns. Each Player Turn is composed of a series of phases. All activity in one phase must be completed before the next phase can begin. Player order is determined by the scenario that is going to be played. The activities that can take place during each turn are listed below.

5.1 First Player Turn

1) Activation Phase

The Attacker attempts to activate Friendly units from Alert Boxes.

2) Command Phase

The Attacker checks the command status of his units and marks those units that are Not in Command.

3) Movement Phase

Charge Phase The Attacker moves those units that will conduct Charges and marks them with a Charge marker.

Chariot Overrun Phase Charging Attacker Chariot units can attempt to Overrun eligible Defending units.

Movement Phase The Attacker may move any remaining units that did not Charge or fail to clear the Defender from the hex during an Overrun.

Defender Reaction Movement Phase The Defender can move Chariot units during this phase that started in Reserve Mode.

Plunder Phase Attacking combat units that have moved into a Village, Camp of Amun, or a Fortress of Kadesh hex must check for plundering.

4) Combat Phase

Attacker Archery Phase The Attacker can conduct Missile Attacks. Only units with a 2 or 3 hex missile range may attack.

Defender Archery Phase The Defender can conduct Missile Attacks against adjacent enemy targets.

Retreat before Combat Phase The Defender can attempt to retreat before combat.

Attacker Javelin Phase The Attacker can conduct Missile Attacks with units with a missile range of 1.

Assault Phase The Attacker must attack (including Charges) adjacent enemy units whose ZoC they occupy.
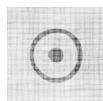
Rally Phase The Attacker can attempt to rally Disordered, Shaken, or Routed friendly units.

Recovery Phase The Attacker can attempt to return eliminated units to play. Units that have been Slaughtered may not be returned to play.

5.2 Second Player Turn

The Defending Player now becomes the Attacker and completes phases 1 through 4 above.

5.3 Game Turn Record Phase

 After all phases of both player turns are completed the game turn marker is advanced to the next game turn box. The game turn sequence is repeated until the last game turn is completed.

6.0 ACTIVATIONS

During this phase, the Attacker may attempt to activate units from his Alert Box, move alerted units to their Ready Box, and place units that start in Ready Boxes so that they can enter the map.

6.1 Hittite Activation

When the Hittite Player is the Attacker he can attempt to activate units. Any Hittite units that start in the Hittite Ready Box can move onto the Move to Map Box.

6.1.1 Hittite Old Kadesh Alert The Hittite Player can attempt to activate units from the Hittite Alert Box when/if the following occur:

The game turn following the one in which a Hittite, or Hittite Ally, enters or moves adjacent to a Camp of Amun hex, *or*

Game turn six, *or*

Game turn three and the Egytian P'Re Division did **not** scatter on turn one (Case 13.1.3).

The number of Hittite combat units and leaders from the Old Kadesh Alert Box that can activate is equal to a DR made per the scenario rules (Case 13.1.7). The units that are chosen to be activated by the Hittite player are immediately placed in the Move to Map box of the Hittite Player's Aid Chart. During a subsequent Hittite Movement Phase (it doesn't have to be the same turn if so desired) the activated units enter play on the east map edge between hexes 3901 and 3910 inclusive.

6.2 Egyptian Activation

When the Egyptian Player is the Attacker he performs the following procedures:

1) Any Egyptian units that start in the Egyptian Ready Box are moved to any space of the Camp of Amun that is not adjacent to an enemy unit. These units may temporarily over-stack but must conform to the stacking rules by the end of the movement phase.

2) Next, the Egyptian Player attempts to activate units from the Egyptian Alert box. The Egyptian Player rolls a die and compares the result on the Egyptian Alert Table, cross-referencing the current game turn to the table. The result is the number of individual Egyptian combat units and Leaders that are Alerted. The Egyptian Player chooses which combat units and Leaders will be Alerted and places them in the Egyptian Ready Box (see Case 13.1.5).

3) Finally, the Egyptian Player checks for Reinforcements. He checks the scenario rules to see what Egyptian Divisions are available. The Egyptian Player then rolls a die and compares the die roll to the span of numbers next to the division. If the die roll equals or falls within the span of numbers indicated on the Game Turn Track, that division is available. Place all of the divisions units in the appropriate Egyptian Move to Map box. (see Case 13.1.6) The following Egyptian Divisions arrive at the following Egyptian Move to Map boxes:

Na'Arun	Western Move to Map box
P'Tah	Southern Move to Map box
Set	Either the Southern *or* Western Move to Map boxes
Marines	Western Move to Map box

This completes the Egyptian Activation Phase.

7.0 COMMAND PHASE

The current Attacker determines which combat units are in Command and which combat units are Not in Command.

7.1 Command Determination

Egyptian, Hittite, or Anatolian and Syrian Allied combat units are in Command if they are stacked with or adjacent to their appropriate Leaders or Commanders.

7.1.1 Line of Command Combat units that are not stacked with or adjacent to their respective Leaders or Commanders can also trace a Line of Command through an unbroken chain of adjacent friendly combat units to their appropriate Leaders or Commanders. Also, any number of Lines of Command can be traced to a Leader or Commander so long as that Leader or Commander can provide Command to those units according to Sec-

tions 7.3 and 7.4 below. When tracing a Line of Command do not count the hex the Leader or Commander is in, but, do count the hex the combat unit is in.

Designers Note *The rule for the Line of Command has a basis in fact. Every Egyptian company had a company standard and the Hittites had clan standards. These standards were not only for morale but were used for command control. Also, drums and horns were used to control troop movements. As units near their Leaders and Commanders were given their orders the standards, drums and horns would pass this information down the line to other units.*

Combat units cannot trace a Line of Command through Shaken or Routed units regardless of which Leader or Commander they are tracing to. Shaken or Routed combat units can be in Command if they can trace a Line of Command or are adjacent or stacked with an appropriate Leader or Commander.

7.1.2 Light Infantry Egyptian, Hittite, or Anatolian or Syrian Allied Light Infantry and Chariot Runner combat units are not required to be in Command.

7.2 Out of Command

If a combat unit is not stacked with or adjacent to, or cannot trace a Line of Command back to an appropriate Leader or Commander, and the combat units are not Light Infantry, then those combat units are Not in Command. Place a Not in Command marker on all affected units. Units that are Not in Command cannot Charge, and have their current MA and Unit Morale reduced by one. Shaken combat units that are Not in Command must make a Morale check or they will Rout. Routed units Not in Command continue to Rout.

7.3 Egyptian Commands

Egyptian combat units can trace Command to the following Leaders and Commanders:

Ramses is the Egyptian Army Leader. Ramses can provide Command to any number of combat units from any of the Egyptian Divisions. When tracing a Line of Command to Ramses, the line can be traced through any number of Egyptian combat units and through any number of Egyptian Divisions. Ramses is also the Commander of the Royal Army Corps.

The Chariot Reserve Commander (Mer Tj-net hetry) can provide Command to the Chariot Reserve plus an additional 10 Chariot units (and their Runners) from the other Egyptian Divisions, except those for

the Na'Arun Division (this leader has an "x" over its cartouche in the Na'Arun division's colors). This leader cannot command any Infantry combat units. When tracing a Line of Command, the length cannot exceed 10 hexes to the Chariot Reserve Commander.

The Divisional Commanders (named on the back of each leader unit) can provide Command only to combat units of their respective Divisions. The Egyptian Divisions are Amun, Set (Sutekh). P'Re, P'Tah, and the Na'Arun Allies. When tracing a Line of Command, the length cannot exceed 10 hexes from the friendly combat units to the Army Commander.

The Infantry Assault Officers (Mar Sek) of the Divisons of Amun, Set, P'Re, P'Tah, and the Na'Arun Allies can only provide Command to Infantry combat units of their respective Divisions. When tracing a Line of Command, the length cannot exceed 5 hexes from the friendly combat units to the Infantry Assault Officer.

The Chariot Commander (Mar Tj-net-hetry) of the Armies of Amun, Set, P'Re, P'Tah, and the Allies can only provide Command Control to Chariot combat units of their respective Divisions. When tracing a Line of Command, the length cannot exceed 5 hexes from the friendly combat units to the Chariot Commander.

The Commander of the Marines (Khenyt) can only command the Marines of his Brigade. When tracing a Line of Command, the length cannot exceed 2 hexes between the leader and his subordinate units.

7.4 Hittite Commands

Hittite, and Anatolian or Syrian Allied combat units can trace Command to the following Leaders and Commanders:

Muwatalli (Muwat), the Great King, can provide Command to any Hittite combat unit (blue with orange or green). This does not include Anatolian Allied or Syrian Allied combat units. When tracing a Line of Command, the length cannot be longer than 3 hexes to Muwatalli.

Hattusilli (Hattu) can provide Command to any Hittite or Anatolian and Syrian Allied combat unit (blue with purple). When tracing a Line of Command, the length cannot be longer than 10 hexes to Hattusilli.

Septer can provide Command to any Hittite, or Anatolian or Syrian Allied Chariot combat unit and its appropriate Chariot Runners (any nationality). When tracing a Line of Command, the length cannot be longer than 5 hexes to Septer.

Saharunuwa (Saharn) or Talmi-Sarruma (Talmi) can provide Command to any Syrian or Anatolian Allied combat unit. When tracing a Line of Command, the length cannot be longer than 10 hexes to Saharunuwa or Talmi-Sarruma.

The Chiefs of the Army, Right or Left Wings (Gal.Uku) can provide Command to any Hittite, Anatolian, or Syrian Allied Infantry and Scout units. When tracing a Line of Command, the length cannot be longer than 7 hexes to the Chief of the Army, Right or Left.

The Chief of Chariot Fighters, Right or Left Wings (Gal Im) can provide Command to any Hittite, or Anatolian or Syrian Allied Chariot or Chariot Runner unit. When tracing a Line of Command, the length cannot be longer than 7 hexes to the Chief of Chariot Fighters, Right or Left.

Nikmaddu II (Nikmad) can only provide Command to combat units of Kadesh. When tracing a Line of Command, the length cannot be longer than 3 hexes to Nikmaddu. ***Note*** *The units of the Kadesh garrison can be commanded by any other Hittite or Syrian/ Anatolian Allied leader, with the exception of Muwatalli, should Nikkimadu be killed or captured. Otherwise, these units must remain in command and within 3 hexes of Nikkimadu.*

8.0 MOVEMENT PHASE

Movement is an act of traversing the map, hex by hex, by expending Movement Points, of the unit's Movement Allowance, to move into or across various hexes and hex-side terrain.

8.1 General Movement Rules

Every combat unit, Commander and Leader counter in the game has a Movement Allowance (MA). The MA is the number of Movement Points (MP) available for each unit to expend while traversing the map. The Attacker expends MP during his respective movement phases each game turn. Combat units, Commanders, and Leaders must move from hex to adjacent hex, without skipping hexes, paying various terrain costs to do so depending on the terrain type in the hexes entered or the hex-sides crossed. Units can move in any direction or combination of directions. MP cannot be saved from turn to turn, nor can they be loaned or given from one unit to another. The Attacker may move friendly units that have not Charged (Section 8.8) or conducted Overrun (Section 8.9). Units that are placed in reserve (Case 4.6.2) cannot expend more than half their MA during the movement phase. Combat units, Commanders, and Leaders may only

move once per game turn. When moving units, they can expend all, some, or none of their MP. MP may be used by their respective combat units, Commanders, and Leaders, but a unit cannot expend more MP than is printed on its counter. Any number of Friendly combat units can move through a friendly occupied hex. Friendly units cannot move into or through a hex occupied by enemy units, unless they are making a Chariot Overrun, and if they enter an EZoC they must immediately cease moving.

8.1.1 Minimum Movement Units that cannot otherwise move can expend all of their MP to move one hex. Units cannot move into or cross prohibited terrain. Also, while units can move out of EZoC using Minimum Movement, they cannot enter an EZoC or move from one EZoC to another EZoC.

8.2 Terrain Effects on Movement

Examples of the terrain types, the costs for movement and combat effects are listed on the Terrain Effects Chart (TEC, see the players' aid charts).

8.3 March Mode Movement

Units that are In Command and are not Routed may conduct movement using March Mode. Add 4 MP to the units' current Ordered, Disordered or Shaken MA for the units' March Mode MA. Combat units cannot use their Charge MA when determining March Mode MA. Units in March Mode must form a single file of units, one leading the next. Units in March Mode can only conduct March Mode along Trails or across Clear Terrain. Units in March Mode cannot conduct March Mode Movement across or through any other type of Terrain. Units in March Mode cannot move adjacent to enemy units. Units using March Mode cannot attack using either Missile Fire or Combat and cannot Charge. Mark the unit's Leader or Commander with a March Mode marker. Hittite combat units can enter the map in March Mode that do not have a Leader or Commander. Mark the lead Hittite Combat with a March Mode marker instead. Hittite combat units cannot move to the west side of the Orontes River in March Mode without being In Command.

8.4 Quick Time

Units that are In Command and are not Shaken or Routed may conduct Quick Time. Add 2 MPs to the units' current Ordered or Disordered MA for the units' Quick Time MA. No formation is needed to conduct Quick Time. Combat units cannot use their Charge MA when conducting Quick Time.

Units conducting Quick Time can enter or pass through Clear, Trail, Fords, Stream Hex sides, and Bridges. Units cannot conduct Quick Time through or across any other type of Terrain, nor enter a hex adjacent to an enemy unit (regardless of enemy Zone of Control). Combat units conducting Quick Time must complete a Morale Check when they complete moving. If the unit fails the Morale Check, it is reduced one level of effectiveness.

8.5 Reserve Mode

Units can enter Reserve Mode during the Movement Phase. To enter Reserve Mode, combat units must be stacked with or adjacent to their Commander or Leader or be able to trace a Line of Command. Combat units can enter Reserve Mode after moving so long as they did not Charge. Combat units may enter Reserve Mode regardless of their current level of Unit Effectiveness. Mark the units by turning the appropriate Commander or Leader over to its Reserve side. Units in Reserve Mode move up to half of the printed MP allowance (round-up any fraction).

8.6 Exiting Enemy Zones of Control

Combat units can exit EZoC during the Movement Phase. To move from an EZoC, make a Morale Check. If the combat unit passed the Morale Check it may exit the EZoC and can move using one half of its MPs rounded up. If the combat unit failed the Morale Check, it can move from the EZoC but can only make a Minimum Movement move and is reduced one effectiveness level. Leaders and Commanders are always free to exit EZoC.

8.7 Routed Combat Unit Movement

Routed movement only occurs during each Friendly Movement Phase. When initially Routed, combat units retreat 2 hexes. Then, Routed combat units must move during each Friendly Movement Phase until they Rally, a Commander or Leader Rallies the combat units, or they move off the map. Routed combat units must use their full Routed MA each Friendly Movement Phase or they are destroyed. Routed combat units do not have to move if they have been placed in Reserve Mode by their Commander. Routed combat units cannot move adjacent to enemy units while Routing. The following are the MAs of Routed combat units:

Infantry: 5 MP	

Chariot and Scout: 8 MP	

Combat units must Rout move in as straight a line as possible in the following directions:

Egyptian Combat Units must Rout toward either hexes 0954 to 1954 on the southern map edge or hexes 0101 to 0110 on the western map edge. If Egyptian combat units reach either of the hex groups mentioned and are still Routing, then those combat units must exit the map immediately and cannot be returned to play.

Hittite Combat Units must rout towards hexes 3905 to 3930 on the eastern map edge. If Hittite combat units reach the above mentioned hexes and are still Routing, then those combat units must exit the map immediately and cannot be returned to play.

8.8 Charge

The Attacker may conduct Charges if the following are met:

The Attacker can move those combat units that are Ordered and in Command and have them Charge using Charge MA.

Charging combat units must end their movement next to the Defender's combat unit(s) and attack those units during the Attacker's Combat Phase. Mark any Charging units with a Charge marker.

Exception Chariot Runners may Charge, but only when attacking and stacked with their designated Chariot unit (see Case 4.2.1, third paragraph).

8.9 Overrun

The Attacker can attempt Overruns as follows:

Egyptian or Hittite Chariots can attempt to Overrun enemy units during the Attacker's Movement Phase.

Overrunning Chariot combat units ignore EZoC when when conducting an Overrun.

If the Egyptian player is the Attacker and has moved his Chariot combat units 5 MPs or less while Charging, then he can conduct Chariot Overruns.

If the Hittite player is the Attacker and has moved his Chariot combat units 4 MPs or less while Charging, then he can conduct Chariot Overruns.

Chariot combat units can only Overrun the following unit types:

Disordered Light Infantry, Archers, and Chariot Runners

Combat units in March Mode

Any Shaken or Routed combat units

To conduct an Overrun, roll two dice and modify the die roll as follows:

+2 against combat units in March Mode

+2 against Shaken combat units

+3 against Routed combat units

+1 if there are more attacking/overrunning units than defending

+1 if the Attacker's Chariot combat units have a greater Morale Rating than the Defender's combat units

Cross reference the DR with any DRM on the Overrun Table with the Results Column applying the results immediately. If the Defending unit vacates the hex then Egyptian Chariot units can move another 3 hexes or Hittite Chariot units can move another 2 hexes during the Movement Phase.

Chariot units that successfully participated in Chariot Overruns, whether they continue to move or not, may also conduct Missile Fire or Combat during the Combat Phase.

8.10 Movement Phase

The Attacker can move his units as follows:

Any Attacker units that did not Charge or conduct Overruns can now move. Units can also conduct March Movement, Quick Time, or enter Reserve Mode during the Movement Phase.

Routed Attacker combat units must move during this phase unless they have been placed in Reserve by their Commander or Leader.

Any Egyptian Chariot combat units that have moved 5 MPs or less and completed a successful Overrun can now move an additional 3 MPs. Any Hittite Chariot combat units that have moved 4 MPs or less can and completed a successful overrun can now move an additional 2 MPs.

8.10.1 Defender Reaction Movement Phase

The Defender can move any Chariot combat units and Commanders that are in Reserve.

The Egyptian player can move their Chariots up to 5 MP while the Hittite player can move their Chariots up to 4 MP.

If these units move next to an Enemy combat unit and exert a ZoC into the hex the Enemy combat unit occupies, then the Attacker must attack these Defending combat units as well.

8.11 Plundering

A player checks for Plundering when a Hittite combat unit ends it movement in any hex of the Camp of Amun, or if an Egyptian combat unit ends its movement in either one of the Towns or the Fortress of Kadesh.

At the beginning of the player's turn any Hittite unit that is within 10 hexes of an unoccupied Egyptian Camp hex and can trace a line of hexes free of/not adjacent to un-routed Egyptian units (or Egyptian Allies) must roll a DR10. If stacked with a Hittite leader add the leader's Command Rating to the DR. If the modified DR result is less than or equal to the number of hexes to the unoccupied Egyptian Camp hex the unit is immediately reduced to Shaken effectiveness level. If the unit is already Shaken it is eliminated.

The Egyptian player rolls per the above for any Egyptian or Egyptian-allied unit that is in a Town or Kadesh hex. The DR is modified by a leader's command rating if an Egyptian leader is present in the hex.

9.0 COMBAT

There are two different types of attacks the Attacker can make during his game turn; these are Missile Fire and Combat. During the Combat Phase the Attacker can conduct Missile or Javelin Fire and Combat or Charges while the Defender can conduct Defensive Missile Fire. Combat is mandatory when an Attacker's combat units end their Movement Phase in an EZoC. Combat is voluntary when an Attacker's combat units are not in an EZoC. The mandatory combat requirement can be fulfilled by either Missile Fire or Combat. However, if a unit was attacked by Missile Fire at a range of 2 or 3 hexes, the Missile Fire does not count towards the mandatory combat requirement.

9.1 Missile Fire

Missile Fire can be conducted during either the Attacker's Missile Fire or Javelin Phases, or during the Defender's Defensive Fire Phase depending on the Missile Fire Range of the Attacking or Defending combat unit.

Shaken and Routed units cannot conduct Attacker Missile Fire. Ordered, Disordered, and Shaken combat units can conduct Defensive Missile Fire. Only one hex may be the target of an attack at one time. A target hex can only be attacked once per Missile Fire phase, so that a target hex could be attacked once during the Missile Fire phase and then again during the Attacker Javelin Fire phase. Any combat unit within range of a target hex with an unblocked Line of Sight can attack that target hex.

The Attacker can resolve their Missile Fire attacks in any order he chooses during the appropriate Missile Fire phases. The Defender can resolve any Defensive Missile Fire in any order they he chooses. If an Attacker's combat unit conducted Missile Fire during the Missile Fire phase, then these combat units cannot conduct Combat. If an Attacker's combat unit conducted Javelin Fire during the Javelin Fire phase, then these units must conduct Combat.

9.1.1 Line of Sight Combat units with a Missile Fire Strength must be able to trace a Line of Sight to enemy units. Combat units with a Missile Fire Strength can fire into but not through:

Woods hexes

Orontes River

Stream and Woods hexes

Village and Kadesh Fortress hexes

Hexes bordered by Slopes unless the firing unit is adjacent to the Slope

Hexes bordered by the wall of the Camp of Amun, unless firing unit is adjacent to or inside the Camp hex

Enemy units

Combat units with a Missile Fire Strength and a Missile Fire Range of 1 cannot attack the Fortress of Kadesh. Combat units with a Missile Fire Strength and a Missile Range of 2 or 3 can attack the Fortress of Kadesh, fire over friendly units, or across Fords or Bridges. All combat units with a Missile Fire Strength can attack into and through Clear, Cultivated, or Marsh Terrain.

9.1.2 Missile Fire Dire Roll Modifiers The following are the Missile Fire Die Roll Modifiers:

No DRM when 51% or more of the firing combat factors are attacking at 1 hex range

-1 when 51% or more of the firing combat factors are attacking at a 2 hex range

-2 when 51% or more of the firing combat factors are attacking at a 3 hex range

Note If there are an equal number of firing combat factors attacking at various ranges, use the least favorable DRM from above.

-1 when firing into Woods, Woods and Stream, Orontes River, upslope, through a Camp of Amun wall hex side, and over friendly units.

-2 when firing through Village Wall hex-side

-3 when firing through the Fortress of Kadesh Wall hex-side

+1 when firing into Rear hexes of combat units

+2 when firing into Flank hexes of combat units

Note All DRM are cumulative, but the total DRM for Missile and Javelin Fire cannot be greater than ±4 DRM.

9.2 Assault Combat Rules

Combat can only take place between adjacent units. The Attacker can only attack enemy units in his frontal hexes. All enemy units whose EZoC extends into hexes occupied by the Attacker's combat units must be attacked. The Defender's combat units can be attacked in one of three ways: either by Missile Fire, Javelin Fire, or Combat to include Charges. Ordered and Disordered units can conduct Combat. Shaken and Routed combat units cannot conduct Combat. Only Ordered combat units can complete Charge Combat. Charging units cannot combine in assault or fire combat with non-charging units against the same defender(s).

Combat and Charges are resolved separately. Only one hex can be the target of a Combat attack at one time. All of the Defender's combat units in a single hex must be attacked as a single combat strength. The Attacker's combat units can attack from multiple hexes while attacking the units of a single hex. However, a single combat unit can always attack all enemy units in its Frontal hexes/ ZoC. The Attacker can resolve Combat and Charges in any order he chooses during the Combat Phase. Any number of the different types of attacks can take place during the Attacker's Combat Phase so long as each target is only attacked once by each type of attack per turn. Again, if the Attacker's combat units conducted Javelin Fire, they must attack during the Combat Phase.

9.2.1 Terrain Die Roll Modifiers (DRM)
The following Terrain types modify the Combat DR:

-1 when attacking in Woods, Woods and Stream, or across Stream, Ford, the Wall of the Camp of Amun, and Upslope hex-sides, or from Marsh, Ford or Bridge hexes.

-2 when attacking into or from the Orontes River or across a Village Wall or Gate, or a Moat hex-side.

-3 when attacking through a Gate hex-side of the Fortress of Kadesh.

Note All DRM are cumulative for Terrain.

9.2.2 Commander and Leader DR Modifiers
Attacking Commanders or Leaders can add their DRM to any Combat they participate in. Only one of the Attacker's Commanders or Leader can participate in any given Combat.

Defending Commanders or Leaders add a -1 DRM to any Combat in which they participate. Only one of the Defender's Commanders or Leaders can participate in any given Combat.

There is a +1 DRM when the Attacker's combat units have a Morale Rating higher than any of the Defender's combat units. There can only be one bonus per Combat.

Note All DRM are cumulative for Commanders, Leaders or combat units.

9.2.3 Facing DR Modifiers
The following DR modifiers apply for facing:

+1 when the Attacker's combat units attack the Defender's combat units from the Defenders Rear hexes.

+2 when the Attacker's combat units attack the Defender's combat units from the Defender's Flank hexes.

+3 when the Attacker's combat units attack the Defender's combat units from the Defender's Front and Flank hexes or from the Defender's Flank and Rear hexes.

+4 when the Attacker's combat units attack the Defender's combat units from both Flank hexes

Note The total DRM for Assault Combat cannot be greater than +4 DRM or less than -4 DRM.

9.3 Assault Combat Resolution

The Attacker decides the order of attacks. There is no requirement to designate Missile or Javelin Fire, or Combat and Charges before resolution, but all attacks against one hex must be completed in its specific phase before any other combat can take place.

9.3.1 Attacker Missile Fire Phase
The Attacker can attempt Missile Fire.

The Attacker decides which combat units that have a Missile Fire value and a range of 2 or 3 hexes will attack a designated target hex. Missile Fire attacks during this phase can be made against targets at 1, 2, or 3 hex range.

Add all the Missile Fire values together and determine the Total Missile Fire Value.

To determine the outcome of Missile Fire, Roll two dice and apply any DRM. Then read down the Die Roll column and find the Die Roll results. Then cross reference the row of the Die Roll result with the column of the Total Missile Fire Value determined above. This gives the results of the Missile Fire. Apply the results immediately to the target unit(s):

r1	Retreat one hex.
r2	Retreat two hexes.
L	Lose one Effectiveness Level.
S	Unit(s) become Shaken. If the target units are already Shaken they Rout.
Rt	Unit(s) Rout. If the target units are already Routed they continue to Rout.

If a Leader or Commander is present in the target hex, check for Leader or Commander Casualties (see Case 9.3.9).

Apply Unit Effectiveness results first. Then apply any Retreat results next according to Section 9.4.

This procedure is followed until the Attacker has completed all of his Missile Fire attacks.

Note Combat units that conduct Missile Fire during this phase cannot conduct Combat during the Combat Phase.

9.3.2 Defender Missile Phase
Following the rules for Attacker Missile Fire (Case 9.3.1) the Defender can use his combat units that have a Missile Fire value and that have a range 2 or 3 to attack adjacent enemy units at 1 hex Range.

9.3.3 Retreat Before Combat Phase
The Defender can attempt to Retreat before Combat.

Determine the posture of the Attacking units: Attacking Infantry, Charging Infantry, Attacking or Charging Chariots.

Then determine the posture of the Defending units: Infantry or Chariots.

To determine if the Defender gets to Retreat Before Combat, cross reference the Attacker posture with the Defender's posture on the Retreat Before Combat Table.

Roll one die and compare to the number or span of numbers indicated by the Attacker and Defender's postures. If the DR equals or falls within the span of numbers indicated, the Defending combat unit can Retreat Before Combat. If the DR result is not equal or fall within the span of numbers the Defending combat unit cannot Retreat Before Combat. If successful with a Retreat Before Combat DR check, Infantry combat units can retreat 1 hex; Chariot and Scout (cavalry) can retreat 1 or 2 hexes.

Continue this process until the Defender has attempted to retreat as many units as he sees fit.

9.3.4 Attacker Javelin Phase
Following the rules for Attacker Missile Fire (Case 9.3.1) the Attacker can use his combat units that have a Missile Fire value and that have a range 1 to attack adjacent enemy units at 1 hex range.

Note Units that Attack using their Missile Fire value during this phase must conduct Combat during the Combat Phase.

9.3.5 Slaughter Phase
If the Attacker is attacking any enemy that is Routed from its rear facing, the attacker must check for Slaughter. Check the posture of the Attack-

er's combat unit and cross references this with the posture of the Defender's combat unit on the Slaughter Table. Roll one die. If the die roll is equal to or falls within the span of numbers indicated, then the Defender's unit has been Slaughtered. The Slaughtered combat unit is removed from play and cannot be returned to play. If the die roll is not equal to or does not fall within the span of numbers indicated for Slaughter on the Slaughter Table, then the Attacker must attack the Defender's combat unit using regular combat during the next phase, the Combat Phase.

9.3.6 Melee Combat Phase The Attacker must Melee Attack (including any Charges) adjacent enemy units whose EZoC they occupy. In any situation where the attacker is not in an EZoC, but is adjacent to an enemy combat unit, Melee Combat is voluntary. Combat and Charges are resolved separately.

The Attacker decides which combat units will attack the designated Combat hex that the Defender's units occupy. All of the Attacker's combat units must attack the Defender's combat units whose EZoC that they occupy.

Add all of the Attacker's Attack Factors (AF) and determine the Total Attack Value.

Add all of the Defender's Defense Factors (DF) and determine the Total Defense Value.

Compute the Odds Ratios as follows:

If the Attacker has more AF than the Defender has AF then divide the Defender's DF into the Attacker's AF. A fraction result is rounded down in favor of the defender. The rounded result is then expressed as an Odds Ratio which compares the number of attackers to defenders, i.e. 4 to 1.

Example *The Attacker has 26 AF while the Defender has 7 DF. The Attacker's 26 factors are divided by the Defender's 7 factors resulting in a dividend of 3.71. This is rounded to the nearest whole number which is 4. This is then expressed as 4 to 1 that correspond to the 4/1 Column on the Combat Results Table.*

If the Defender has more DF than the Attacker has AF then divide the Attacker's AF into the Defender's DF. The result is rounded to the nearest whole number. The rounded result is then expressed as an Odds Ratio that compares the number of defenders to attackers, i.e. 1 to 2.

Example *The Attacker has 5 AF while the Defender has 11DF. The Defender's 11 DF are divided by the Attacker's 5 AF resulting in a dividend of 2.2. This is then expressed as 1 to 2 which corresponds to the 1/2 Column on the Combat Results Table.*

To determine the outcome of combat roll two dice and apply any DRM.

For Charges only, apply the following DRM:

+1 if there are more attacking/overrunning units than defending

+1 if the Attacker's Chariot combat units have a greater Morale Rating than the Defender's combat units

Read down the DR column and find the DR Result. Then cross reference the row of the DR result with the column of the Odds Ratio determined above. This gives the results of the Combat. Apply the results immediately as follows:

A	Attacker Results
D	Defender Results
E	One combat unit is Eliminated, any remaining combat unit in the hex Routs and is retreated 2 hexes.
Rt	All combat units in the hex are Routed and are retreated 2 hexes.
S	All combat units in the hex are Shaken and are retreated two hexes. If a combat unit is already Shaken, it Routs instead and is retreated 2 hexes.
r1	All combat units retreat 1 hex.
r2	All combat units retreat 2 hexes.
L	One combat unit is reduced 1 Effectiveness Level.
C	If a Leader or Commander is present in the affected hex, check for Leader or Commander Casualties (see Case 9.3.9).
B	Locked in Battle. The combat must continue during the next Combat Phase when the Defender has his turn as the Attacker.

Note Units in the Fortress of Kadesh ignore Retreat results.

9.3.7 Retreat after Missile Fire and Combat When a Missile Fire result or a Combat result requires that the Defender or Attacker retreat after combat, the affected units must retreat the number of hexes indicated by the appropriate results table. Retreat results are applied immediately upon completion of a Missile Fire or Combat before the next Missile Fire or Combat takes place. Retreating is not movement and terrain costs are ignored, however, movement restrictions do apply to retreating units according to the TEC.

The direction of the retreat is determined by the owning player. When conducting the retreat, retreating units must be moved as far away from all enemy units as possible the

number of hexes indicated by the appropriate results table. Also, combat units must retreat into hexes with the lowest MP cost. The path of the retreat must first be traced through unoccupied hexes. If the retreating combat unit cannot retreat through empty hexes then it can retreat through friendly occupied hexes. If the retreating combat unit cannot retreat through empty or friendly occupied hexes then it can retreat through friendly occupied hexes with EZoC present. Finally, if a retreating combat unit cannot retreat according the conditions above then it can retreat through hexes with only EZoC present. Combat units cannot retreat through enemy occupied hexes or through or into impassable terrain. If a friendly combat unit cannot retreat due to the presence of enemy units or it is already Routed and must retreat through an EZoC, the unit is eliminated.

If at any time a friendly combat unit must retreat exclusively through an EZoC, it is reduced an effectiveness level for each EZoC it must retreat through. If a friendly combat unit retreats through a hex with a friendly combat unit already in the hex and an EZoC is present, the retreating friendly combat unit is not reduced an Effectiveness Level.

If at the end of a retreat where friendly combat units would be in violation of stacking limits, sufficient combat units that did not take part in the retreat must be moved up to 2 hexes so that the stacking limits are adhered to. If, however, the stacking limits cannot be met at the end of the retreat and over-stacking occurs, then all units in the affected hex are reduced one effectiveness level.

9.3.8 Advance after Combat If the Defender's combat units have vacated the hex that they were in due to combat unit Elimination or retreats due to Combat, and not Missile Fire, one of the Attacker's combat units that is adjacent to the vacated hex can advance after Combat and occupy the vacated hex. The stacking limit must be observed when the Attacker's combat units advance after Combat. Archery and Scout combat units cannot advance after Combat.

9.3.9 Leader Casualties Whenever a leader is in a hex that suffers a reduction in Effectiveness Level, Elimination or Rout result there is the possibility of the leader becoming a casualty. For each leader roll two dice.

2 = Leader unit is killed and immediately removed from the game.

3 or 4 = Leader unit is captured if the hex was vacated by friendly units.

Any other DR result is No Effect and the leader unit is not affected by the combat result.

Leaders units that are killed or captured are placed on the Turn Record Track 2 turns after the turn of their "demise" (For example, a leader eliminated on turn 6 would be placed on the Turn 9 space). The leader unit can be put in the owning player's Activation Box of the Player Aid Sheet for return to play during the owning player's portion of the game turn. Remember, the elimination or capture of leaders results in the award of VP each time it occurs. *Note This represents lower-level staff taking charge, not the leader's miraculous recovery or resurrection!*

10.0 RALLY PHASE

The Attacker can attempt to Rally his units during the Rally Phase.

10.1 Regular Rally Procedures

The Attacker's combat units can attempt to recover Effectiveness Levels during this phase. To recover one Effectiveness Level, the owning player rolls two dice for each unit and compares the result to the combat unit's current Morale. If the DR result is equal to or lower than the combat units current morale, the combat unit recovers one Effectiveness Level. Combat units that attempt to Rally that are adjacent to Enemy combat units add two to the DR. The Attacker may attempt to Rally as many of his units as he sees fit. Only one Rally attempt can be made per combat unit each game turn during this phase.

10.2 Rallying while in Reserve

Combat units that are stacked with or adjacent to a Commander who is in Reserve Mode automatically recover one Effectiveness Level during the Rally Phase, after which they can attempt to recover one Effectiveness Level according to Section 10.1 above. This will give combat units a chance to recover up to two Effectiveness Levels in a Rally Phase.

11.0 RECOVERY PHASE

The Attacker can attempt to Recover combat units that have been eliminated or that Rout off the Map.

11.1 Recovery and Slaughter

During their respective turns, the Hittite or Egyptian player rolls two dice and consults the Recovery Table. The result is the number of Eliminated or Routed combat units that can be returned to the game. Recovered combat units are placed, in Shaken status, in or adjacent to the hex with the appropriate Division or Vassal State leader. Recovered combat units cannot be placed next to

Enemy combat units if another hex that is not adjacent to an enemy unit is available.

Units that have been Slaughtered cannot be recovered.

12.0 GAME TURN RECORD PHASE

After both players have completed their turns, the Game Turn Marker is moved to the next Game Turn Box and play continues until the completion of the final turn.

13.0 SCENARIOS

The following three scenarios reflect current thinking as to how the Battle of Kadesh was fought. Each scenario explores different scholar's beliefs as to what may have happened during the course of the battle. The first scenario will cover what is written in temples, such as the Ramesseum, as attested to by Ramses II.

13.1 Ramses II's Battle of Kadesh

This scenario closely follows the battle as described by Ramses II. It also agrees with Faulkner as to the size of an Egyptian "Army", and the fact that the Hittites were not ready for the battle.

13.1.1 Egyptian Set-up

The Egyptian player sets up first as follows:

Camp of Amun Royal Infantry Division, Ramses II. Camp of Amun Alert Box: Amur Infantry Division, Royal Chariotry Reserve. *Note See Case 13.1.5 and next paragraph.*

Amur Division Variant Set Up Road from east map edge (0105) leading to the Camp of Amun: Amur Division in March Mode. *Notes Chariot runners should stack with chariots. Leaders stack with any unit that is subordinate. The Amur Division does not roll for activation, it is automatically "ready to go" at the start. Developer's Note Use this variant to explore a "what if" as well as to balance play somewhat for an Egyptian player with less experience.*

Road from south edge of map leading 2133 to 1443 P'Re Division in March Mode. *Note Chariot runners should stack with chariots. Leaders stack with any unit that is subordinate. See Case 13.1.3.*

13.1.2 Hittite Setup

The Hittite player then sets up as follows:

Within 4 hexes of 2739 Both Gal Im leaders, all Left Wing (blue with green) Chariots and 6 randomly selected Right Wing (blue

with orange) chariots (put all of the Right Wing Chariot units in a mug or envelope and draw blindly from it to determine which will set up here).

Within 3 hexes of 3422 Muwatalli, Hattusilli, Septer, Talmi-Sarruma, Saharunuwa, the remaining Right Wing Chariots (6 units), Anatolian and Syrian Chariot and Runner units (13 units each) and the Syrian Horse Scout (1 Scout unit). See Case 13.1.7.

Within 2 hexes of 3230 4 Right Wing Light Infantry units.

In the Old Kadesh Move to Map Box The 2 Light Infantry, 1 Archer unit and leader Nikkmadu II.

In the Old Kadesh Alert Box All remaining Hittite (6 Right Wing, 17 Left Wing), Anatolian and Syrian (16) combat units and both Gal Uku leaders. See Case 13.1.7.

13.1.3 Scatter and Panic Historically, the Egyptians did not expect an attack, but rather were assembling for a siege. The Hittite chariot assault came as a shock to the P'Re Division. If the Division of P'Re is attacked on game turn 1, it may scatter. If at any time any unit of the Division of P'Re suffers a combat result on game turn one, the Egyptian player rolls a die. If the DR result is equal to or less than 4, the division scatters. The scatter movement occurs after the Hittite Combat Phase of game turn 1.

If the Division of P'Re scatters, then all units of the Division of P'Re must move their current Ordered, Disordered, Shaken, or Routed, but not Charge, MA away from any and all Hittite combat units by the Egyptian player towards these locations in the order listed below, applying any terrain effects while moving.

1) Camp of Amun

2) West map edge

3) South map edge

To each unit of the P'Re Division a number of MP are added equal to a DR. Add +1 if the original Scatter DR was a 1. For example, a unit with a MP allowance of 4 with a DR of 3 will have to move 7 MP, 8 MP if a 1 was rolled for Scatter *(Feet, do your duty!).*

If, however, when rolling to determine scatter, the Egyptian player rolls a 5 or 6, the Division of P'Re does not scatter. The P'Re Division is then allowed, during the Egyptian player turn, to move and conduct combat as the Egyptian player desires.

If the P'Re Division scatters, it must recover from the effects of scatter before it can be free

to move and fight. The P'Re Division will recover on a die roll less the number of turns played in the game (i.e. a unit will recover on turn 2 with a DR of 1; on turn 3 with a DR of 1 or 2, etc.). *Note P'Re Division units cannot roll for recovery on Turn 1.* Any and all P'Re Division units will recover from scatter during the Egyptian Player's Recovery Phase of Turn 6. Until the P'Re Division recovers its units will continue to move, at the unit's normal MP allowance, towards the Camp of Amun or the west or south map edges (whichever is closer) if the Camp of Amun is occupied by enemy units or enemy units are between the routing unit and the Camp. *Note Units of the P'Re Division may use Quick Time movement while scattered (Section 8.4).*

Any unit of the Division of P'Re that moves on or adjacent to Ramses II automatically recovers from scatter.

Regardless of whether the P'Re Division scatters the shock of the initial attack will have an effect on the units of the division. Roll one die. Add 2 to the DR if the Leader of the P'Re Division is eliminated or in March or Reserve Mode. The result is the number of individual combat units that are reduced one Effectiveness Level. This is in addition to any combat results that occur during the Hittite Combat Phase. This is determined at the end of the Hittite Combat phase of game turn 1.

13.1.4 Orontes River Fords The whereabouts of two fords of the Orontes River were not known at the beginning of the battle. To locate these Fords a combat unit must move adjacent to the Ford hex. At the beginning of the next turn the owning player rolls a die (add 1 to the DR if the unit is Disordered or Shaken status. *Note Routed units cannot locate a Ford).* The result is the number of turns that it takes the combat unit to locate the Ford. Note the location and turn of availability of the Ford on a piece of paper. If the combat unit moves or is eliminated before the Ford becomes available, then the Ford will not be located and a re-roll of the die for a new search will have to be carried out. Until a Ford is "located" the hex is treated as if it were a River.

13.1.5 Alert and Reinforcement Die Rolls The following are the DRs needed to alert units in the Camp of Amun or the Old Kadesh Alert Box or to bring Egyptian Reinforcements in, or to release Hittite units that start on the map. Egyptian units must be alerted to move and fight normally.

Camp of Amun The following is the table for Alerting units in the Camp of Amun Alert Box. The result is the number of Combat units Activated for that turn:

CAMP OF AMUN ALERT TABLE

	Game Turn			
D6	1	2	3	4
1	1	2	3	4
2	2	3	4	5
3	3	4	5	6
4	3	4	5	6
5	4	5	6	7
6	4	5	6	7

Any remaining Egyptian Camp of Amun units become alerted at the beginning of turn 5.

13.1.6 Egyptian Reinforcements The following are the game turns and die rolls needed to bring in Egyptian Reinforcements. Roll one die and compare it to the number indicated. Make any DR check at the beginning of the Egyptian player's turn.

Na'Arun Division The first possible turn of entry is turn 2. Units must roll on turns 2, 3, and 4 a DR less than the current turn to enter. Any and all remaining units will enter play on turn 5.

Set Division The first possible turn of entry is turn 6. A DR of 1 on turns 6 through 9 will enable the entire division to enter. A DR of 1 or 2 on turns 9 through 12 will allow the entire division to enter. If the division has not entered by turn 12 it will not enter the game at all.

Marine Brigade The first possible turn of entry is turn 7. A DR of 1 on turns 7 through 9 will allow all of the Marine units to enter the game. A DR of 1 of 2 on turns 10 through 12 will allow the formation to enter. If the units have not entered by turn 12 they will not enter the game at all.

P'Tah Division The first possible turn of arrival is turn 3. A DR of 1 on turn 3 will allow all of these units to enter the game. A DR of 1 or 2 will allow them to enter play on turn 4. A DR of 4 or less will allow the division to enter on turn 5. All units will enter the game automatically on turn 6.

13.1.7 Hittite "Reinforcements" The Hittite units that start east of the Orontes River and in the off-map Old Kadesh Alert Box must be released before they can enter the map (if coming from the Alert Box), move and engage in combat. These units are released by the Hittite player rolling a DR less than or equal to the number of turns played. The DR check is made at the beginning of the Hittite player's turn. If the DR is greater then no Hittite units are released that turn. If the DR is successful for release another DR is made to determine the number of units that are released:

HITTITE REINFORCEMENT TABLE

D6	Number of Activated Units
1	4
2	6
3	8
4	10
5	12
6	14

The units to be activated are selected by the Hittite player. Some may come from the Alert Box, some may be from the at-start units already on the map, or all from one group and none from the other. Once units are activated they remain so for the rest of the game. The Hittite player discontinues making this DR once all units have been activated and/or entered play.

The combat units in the Fortress of Kadesh can automatically activate to be moved once an Egyptian unit moves next to the fortress. These units can be alerted individually by DR, however, beginning with turn 2. A DR of less than the current turn allows the unit to be activated for movement and combat. A DR of 6, regardless of the turn, however, is always a failing DR.

13.2 The Smaller Battle

This is the smaller battle that some historians think may have happened. This scenario agrees with Schulman as to the size of an Egyptian Army. It also agrees with Goedicke and Healy as to the size of the Hittite Chariot force. And finally, it also states that the Hittites were not ready for the battle.

13.2.1 Special Rules The Special Rules from Scenario 1 are used with these exceptions:

The divisions of P'Re, Amun, and P'Tah are reorganized as follows:

2 Heavy Infantry
2 Archers
1 Light Infantry
5 Chariots
5 Chariot Runners
All 3 Commanders

The Division of Set is reorganized as follows:

2 Heavy Infantry
1 Archer
2 Light Infantry
5 Chariots
5 Chariot Runners
All 3 Commanders

The remaining units from all of the above divisions are set aside and not used in this scenario. The Egyptian player selects which units to use and those that will be left-out.

Note The Royal Infantry Division, Royal Chariotry Reserve, Marine Brigade and the Na'Arun Division start/enter the game with all of their units (these formations are not reorganized).

13.2.2 Alert and Reinforcement DR Use the same Alert and Reinforcement DR as used in Scenario 1.

13.2.3 Egyptian Set Up The Egyptian player sets up first. The Egyptian set up remains the same as in Case 13.1.1 with the following exception: in March Mode from hex 2133 along the road to Kadesh, all units of the P'Re Division.

Hittite Set Up The Hittite set up remains the same as in Case 13.1.2 with the following exceptions.

Within 3 hexes of 2739:

Both Gal Uku leaders

8 Chariots of the Left and Right Wings (4 each)

4 Anatolian/Syrian Chariots

All of the remaining chariots from Scenario 1 that started with this group are placed off-map in the Old Kadesh Alert Box.

13.3 The Set Piece Battle

This is the knock-down, drag-out battle that both Ramses and Muwatalli thought they had agreed to. Again, this scenario agrees with Faulkner as to the size of an Egyptian "Army". In this scenario both sides are ready for battle.

13.3.1 Special Rules There are no special rules in this scenario, all fords have been located.

13.3.2 Alert and Reinforcement DR There are no Alert and Reinforcement die rolls in this scenario.

13.3.3 Set Up Both players roll a die. The low roller sets up first.

Egyptian Set Up All Egyptian units start to the West of the western-most stream in any manner that the Egyptian player so chooses.

Hittite Set Up All Hittite units start to the East of the Orontes River and the stream that flows into the Orontes River. (The modern name for this stream is the Al-Mukadiyah).

14.0 VICTORY CONDITIONS

Players win the game by earning more Victory Points (VP) than their opponent. The level of a player's victory (or defeat) is determined at the end of the game. Victory Points are totaled at the end of the game, but three conditions will trigger the immediate award of VP:

The first time a Hittite combat unit enters a hex of the Camp of Amun the Hittite Player receives 15 VP.

The first time an Egyptian combat unit crosses the Orontes River the Egyptian Player receives 25 VP.

Eliminating or capturing a leader (Case 9.3.9).

14.1 Egyptian Victory Points

The Egyptian Player is awarded VP for:

Leaders or Commanders that are captured or eliminated:

Muwatalli	15
Hattusilli	12
Septer	10
Talmi-Sarruma	10
Saharunuwa	10
Gal lu mes Sus Right or Left	9 each
Gal Uku Us Right or Left	7 each

Note There is no VP award should Nikki-maddu II (commander of the Kadesh fortress) be captured or eliminated.

Each Hittite or Anatolian or Syrian Allied **Regular Infantry, Heavy Infantry or Chariot** in the status indicated below:

Eliminated	8
Routed	4
Shaken	2

Each Hittite or Anatolian or Syrian Allied **Light Infantry, Archer or Scout** in the status indicated below:

Eliminated	4
Routed	2
Shaken	1

Each Syrian Allied **Chariot Runner** in the status indicated below:

Eliminated	2
Routed	1
Shaken	1

14.2 Hittite Victory Points

The Hittite Player is awarded VP as follows:

Leaders or Commanders that are captured or eliminated:

Ramses	25
Mar Mesha (Divisional Cmdr)	10 each
Mar Tj net Hetry (Chariot Cmdr)	9 each
Mar Seket (Infantry Cmdr)	7 each

Each Egyptian or Na'Arun **Regular Infantry, Heavy Infantry or Chariot** in the status indicated below:

Eliminated	6
Routed	4
Shaken	2

Each Egyptian or Na'Arun **Light Infantry or Archer** in the status indicated below:

Eliminated	5
Routed	3
Shaken	2

Each Egyptian or Na'Arun **Chariot Runner** in the status indicated below:

Eliminated	2
Routed	1
Shaken	1

14.3 Victory Level Determination

Once both players have determined how many VP they have accrued, the player with the greater amount of VP subtracts the VP of the player with the fewer VP. The player with the greater amount of VP compares the result to the table below and determines his or her level of victory:

1-24	Draw
25-48	Marginal Victory
49-76	Substantial Victory
77 or more	Overwhelming Victory

If the battle is a Draw, the war will probably continue. If the result is a Marginal Victory for the Hittites, their claim for Kadesh is upheld. If the Egyptian player wins a Marginal Victory their claim for Kadesh is contested as Ramses pulls up stakes and heads home to Egypt declaring a victory (the historical result) A Substantial Victory would give the winner leverage in controlling the Levant. An Overwhelming Victory would leave the victor control of the Levant plus war reparations from the loser.

15.0 DESIGNER'S NOTES

Well, to say that *Day of the Chariot: Kadesh* has been in development for over 14 years is not an untrue statement. I've kept up with new information and sources, many of which I listed in the scenarios. All this new data plus better interpretations of the old has produced a new and enhanced version of the Kadesh battle. Well here it is. I hope you will like this game as well as you liked the original. I think you will find the changes challenging and the game a little more rewarding.

Let the dice fly high!

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