

QUADESH 1274 BC



INTRODUCTION

Qadesh 1274 BC depicts the war waged between the two great powers of the late Bronze Age: the renowned Egyptian empire of Pharaoh Ramses II and the powerful Hittite empire of King Muwatalli, based in Anatolia. Their shared objective is to seize control of the Near Eastern coast (Judea, Syria, Phoenicia) and to defeat the opposing army and its allies.

Qadesh 1274 BC is played over 16 turns, each representing approximately six months (spanning the years 1277 to 1269 BC). It is designed for two players: **Egyptians** versus **Hittites**, set in the Near East.

The forces on both sides are relatively balanced, consisting of infantry (2,000 to 4,000 men) and chariots (500 battle chariots). Both sides can also call upon allied and mercenary troops, which can be recruited via cards or by using the treasury accumulated from key regions under their control.

Event cards add variety to each game through a range of diplomatic, military, political, and economic fluctuations.

DURATION

Average Duration: 2h00

Favored Side: None

Most Difficult Side to Play: None

The game lasts 16 turns (spanning late 1277 to 1269 BC), with each turn representing six months

The **Hittite players** starts first, followed by the **Egyptian player**.



FORCES

The **Hittite player** controls the Hittites (blue-gray), Mitanni (purple), Libyan (beige), Midianites (egg white), pro-Hittites Syrians (blue) and Amurru (light grey) units.

The **Egyptian player** controls the Egyptian (red), Sea People (light blue), Gasgas (marroon) and pro-Egyptian Syrian (green) units.

PLATEAU DE JEU

The game board depicts the eastern coast of the Mediterranean Sea (including Egypt in the south and the Hittite Empire in the north), as well as the island of Cyprus.

The *Terra Incognita* sea zone is impassable (indicated by gray hatching).

Certain game areas (Gasgas, Libya, Mitanni, Edom) at the four corners of the map are initially closed to all units but may be opened through the play of specific cards.



VICTORY

IMMEDIATE VICTORY

Victory is achieved immediately if:

- 1) Either player controls the cities of Qadesh, Byblos, Ugarit, Aleppo, Alasya, Carchemish, and Megiddo, in addition to the cities of their own kingdom.
- 2) The **Hittite player** controls Memphis, Alasya, and Pi-Ramesses, as well as all cities in their kingdom.
- 3) The **Egyptian player** controls Ura, Kammuna, Hattusa, Lalanda, and Carchemish, as well as all cities in their kingdom.
- 4) A player reaches 20 victory points.

Otherwise, the player with the most Victory Points (VP) at the end of the final game turn wins the match.

In addition to the standard VP rules, the following apply here:

VP AT END OF GAME

At the end of the game, each player gains +1 VP for effectively controlling each of the following structures: Pi-Ramesses, Memphis, Alasya, Byblos, Megiddo, Ugarit, Aleppo, Hattusa, and Lalanda; and +2 VP for controlling Qadesh.

VP LOSS

The **Hittite player** loses 2 VP if Muwatalli is eliminated. The **Egyptian player** loses 2 VP if Ramesses II is eliminated.

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), players have a maintenance and purchase phase to support and buy their forces. Some units can only be bought when specific cards are played.

Purchase costs:

- Infantry / Archers / Logistical units: \$1
- Guards / Charriots / Shardanes / Cards: \$3
- All other units / replacements: \$2

Most units can be recruited in their respective territories, which are highlighted in green.

CARDS DRAW

Each player draws 1 card per turn.

SUPPLY

Supply rules are not used in this scénario.

DIPLOMACY

Note that certain cards can cause nations to go to war alongside an Empire:

- for the **Egyptians**, these are the Sea Peoples (Mediterranean) and the Gasga (Northwest);
- for the **Hittites**, these are the Mitanni (Northeast), the Midianite tribes (Edom), and the Libyans (Southwest).