

SEA PEOPLES



WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

INTRODUCTION

SPECIAL RULES

ALLIES

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

CHARACTERS EQUIPMENT

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

EARLY PHALANX

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

KALLAPANI

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

LIGHT BOLT THROWER (36pts)

(See rulesbook page 180)

Each machine has a two man crew.

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

Equipment: Hand weapon.

The crew may have light armour (+4).

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

Special Rules: *Bolt Thrower*

STAMPEDING ANIMALS (200pts)

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

SUPERIOR BATTLE STANDARD

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

UNITS

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

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

UNRULY

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

USED TO ELEPHANTS

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

WAGON TABOR

See WAB Errata for details:

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

WARHOUNDS

(See rulesbook page 188)

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

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

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

Special Rules: *Warband, Skirmishers*

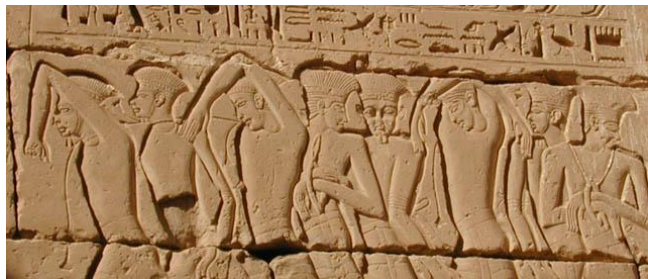
WAR WAGON

See WAB Errata for details

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

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

HISTORICAL BACKGROUND



Sea Peoples

Relentless attacks by groups known as the Sea Peoples around 1200 BC virtually destroyed all the major powers of the Mediterranean, and cleared the way for the rise of the Greeks, Romans and Western civilization. Surprisingly for such a pivotal moment in world history, the events which took place at that time are not well understood and are widely debated. Many theories have been advanced to explain these times, and their participants have been declared to come from Anatolia, or the Aegean, or even Atlantis. We will consider the various theories, as well as a new composite view which does not appear to have been considered previously.

An important element mentioned by many sources, and yet given consideration by virtually none, is the simple fact that—in the midst of a cataclysm which destroyed almost every city in the eastern Mediterranean area—the Phoenician cities remained untouched. This turns out to be one of the keys which help to unlock the mystery of the Sea Peoples—an event which changed the course of history.

Theories Advanced

The traditional major milestone events in the Sea Peoples invasion are:

- 1208 BC - King Merneptah of Egypt turned back an incursion by the Sea Peoples and Libyans at the Nile Delta.
- 1180 BC - The Hittite empire fell.
- 1180 to 1176 BC - The Levant fell (eastern seaboard of the Mediterranean) except for the Phoenician cities.
- 1176 BC - King Ramses III of Egypt stopped the Sea Peoples attacks by land and by sea, allowing them to keep the land they had taken.

The main current theory advanced to explain the origin and actions of the Sea Peoples has been described by Eliezer D. Oren as “the collapse of the two great empires of that day—the Hittite in Anatolia and the Mycenaean in Greece—brought about their (peoples’) mass migrations to the coastlands of the Levant and Cyprus.” The collapse of those two empires was basically laid to economic and environmental factors.

Shelley Wachsmann added a significant point which was missing from the above explanation, and that was the participation of people from Central Europe and the Black

Sea region. This may have been a major factor in the events of this time.

Another theory which was previously prominent held that the Sea Peoples were almost entirely from western Anatolia. This view was championed by R. D. Barnett and by others such as Eberhard Zangger. However recent scholarship has shown rather clearly that these peoples came from a wider area, indicating a wider range of causes for these events.

An examination of the Sea Peoples would be remiss if it did not also acknowledge another popular theory: that these people were from the lost city of Atlantis, as identified by Frank Joseph¹ and others. It must be admitted that this theory had a promising historical genesis: a description by Plato, unknown peoples, and inscriptions on Egyptian temples. Now, however, some of those people listed by the Egyptians, such as the Lukka, have been identified and their homes in Anatolia are known. Also, Plato identified Atlantis as having perished long before the Sea Peoples. Until Joseph excavates his proposed site or someone else can show this legendary place still existed—and then perished—at the same time as the Sea Peoples (sending them out to conquer other lands), this possibility is not adequately supported.

In addition to considering the other theories mentioned above, a composite view is also considered—which brings together well-supported elements from the other theories. This approach may allow greater conformance with the array of facts discovered about the Sea Peoples and the events of this time.

Facts Presented

As previously mentioned, some theories comment upon but do not look into the curious fact that Phoenician cities seem to have been unaffected by the destruction which went on around them at this time. First, let us consider the documented history of these cities, and note whether any destruction occurred to them during the time being studied. Tyre was one of the leading Phoenician cities in 1200 BC, and we are fortunate to have an excellent archaeological study of this site which went all the way down to bedrock. Performed by Patricia Bikai in 1973, this work documented clearly the relevant layers of interest to us. They not only showed there was no widespread destruction at that time, there was also great continuity from layer to layer, indicating that the local society continued to live in the same way throughout this period. The results were highly conclusive.

Sarepta (modern Sarafand) between Tyre and Sidon was similarly the subject of detailed archaeological study. Glenn Markoe described the results as showing no destruction and having great continuity in the strata. This likewise was quite conclusive.

Sidon and Byblos were the other significant Phoenician cities at this time, but to date insufficient research has been conducted to support or deny the conclusion of no destruction at these sites. It is hoped that additional archaeological work will eventually be performed to verify their status as well.

WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

The most northern Phoenician city was on the island of Arwad, also known as Arvad and Arados. It had been taken from the Phoenicians prior to the coming of the Sea Peoples and was being held by the Hittites. This city was in fact destroyed by the Sea Peoples—and after their incursion it was returned to the Phoenicians. Rather than disproving the current assertion, this remarkable treatment of Arwad adds to the view that the Phoenicians were accorded a special status by the invading peoples.

Based upon the sum of this evidence, we can only conclude that observations of the Phoenician cities being undamaged during this time, and having been accorded a special status by the invaders, have been verified. That there was a relationship or partnership of some nature between the Sea Peoples and the Phoenicians is clearly in evidence.



The next step in probing the mystery of the Sea Peoples is to examine the economic and environmental factors cited by Philip C. Betancourt and others as being the primary cause of the mass migration of the Sea Peoples. In this interesting train of logic, Betancourt et al seem to have begun by observing that *after* the Sea Peoples were settled in Palestine there was a similarity between their pottery and that of the Mycenaeans. Therefore the assumption was made that the Sea Peoples were Mycenaeans. This led to a search being made in Greece to find the cause of the Sea Peoples migration. Betancourt noted there was an adequate supply of food at this time in Greece and that the population had grown very large. An essential link in their food system was the extensive trade in the Aegean which allowed shortages in any locality to be made up by shipments from other areas.

He also pointed out that widespread disruption of this system of distribution could have caused a collapse of the society and a descent into warfare and migration. He postulated further that a simple two-year drought could have caused this whole system to collapse. All of this was offered to support a position that the Mycenaeans might have been the Sea Peoples.

But at that point the model failed. He admitted that the similarity between Mycenaean and Philistine pottery did not begin until a later date—the middle of the 12th century BC—and not at the beginning of that century when the Sea Peoples migration took place. Further there was no evidence of widespread drought or famine in Greece prior to the Sea Peoples attacks. Similarly there was no evidence of the Mycenaeans destroying the Hittite empire, nor of

their forming vast caravans of people moving by land down the Levantine coast. Yet the actual Sea Peoples did all these things. We will soon see how the Mycenaeans fit into the events of this time—however it is already clear they were not the Sea Peoples.

Trevor Bryce and others who examined conditions in Anatolia at this time found a completely different picture than the one shown in Mycenaean Greece. Food shortages definitely existed in Anatolia, which the Hittites were able to relieve by importing wheat and other goods from Egypt and Canaan. However the peoples of western and northern Anatolia were not members of the Hittite world, and in fact were frequently at war with that empire and with the Mycenaeans. In this part of Anatolia is where we find unrelieved food shortages and increasing pressure to take some form of necessary action.

To illustrate the problem clearly, Itamar Singer cited texts from the Emar region which state there was a year of hardship in which three *qa* of grain cost one silver shekel. Then later a shekel would buy only two *qa* of grain. Finally that same amount of silver would buy only one *qa* of grain. The price of grain had already become a hardship—and then it had tripled in cost. There clearly was a rising food shortage at this time.

Having said this, it must be noted that other motivations appear to have existed for the Sea Peoples as well. As pointed out by Wachsmann, some groups among them may have joined simply due to greed. The quick-strike raids in the Aegean and across the southern coast of Anatolia seem particularly of this nature, given that delivering settlers into those areas does not seem to have been the prime motivation.

A symbiotic relationship seems to have developed between those who were motivated to find good land for their families and those who simply wanted booty and adventure. The chaos created by each benefited the other, and the results suggest they came to share mutual enemies and mutual allies.

We have seen how pressures were increasing in and around Anatolia. But why was this particular moment chosen for exploding into action? Before answering that question, let us examine the intense pressures which were mounting upon the Phoenicians.

Campaigns Triggered

The Phoenician people had been dominant sea traders in the Mediterranean prior to 1500 BC and in some cases had partnered with others to maintain that position. Then the rise of the Mycenaeans caused sea trade in the Aegean—and even as far as Cyprus—to fall into the hands of that new power. This pushed the Phoenicians backward from the west.

The growth of Ugarit as a major sea trader located just north of the Phoenicians exerted additional pressure from that direction. Immediately beside that powerful city were the Hittites, whose increasing territorial expansion across lands to the north and east of the Phoenicians brought that dangerous land-force closer.

WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

Also after 1500 BC the Egyptian pharaohs sent their armies up the Levantine coast and demanded to be recognized as overlords of the Phoenicians as well as the rest of the Levant. Although the Phoenician people retained a great deal of independence under this arrangement, they were subjected to heavy demands for tribute which was theoretically buying Egyptian protection. As the Amarna letters showed, however, that protection was somewhere between weak and non-existent, with raiders coming into Phoenician lands unimpeded.

During this time the Hittites continued to press southward. They engulfed Ugarit and came to the borders of Phoenicia. The powerful Ramses II of Egypt fought the Hittites, but finally signed a treaty with them in 1258 BC which ceded to the Hittites all the lands those people had taken. To the Phoenicians it must have been evident the next push southward by the Hittites would breach the walls of their coastal cities, at which point the sea traders could again expect no support from Egypt, and Phoenicia would in all probability cease to exist.

As a brief digression from the sea traders' problems, we note that during the next forty-five years of Ramses' long reign following this treaty, the Hittites were beset on all sides but held their own. They fought the Assyrians in the east, the fierce Kaska people who controlled the north shore of Anatolia, and they fought the several groups of people who divided western Anatolia among them. Meanwhile the Mycenaeans continued to raid into western Anatolia and held lands in the neighborhood of Miletus, which was also known as Millawanda.

Then, in 1213 BC, the great Ramses II died and a paroxysm seized the entire region. It was fairly common in the ancient Mediterranean for the death of a powerful king to lead to attacks by neighboring states, each seeking to determine if the successor king was weak, and if prized lands might be wrested away. The Phoenicians would have had every reason to fear an imminent campaign southward by the Hittites. However the Hittites were preoccupied by problems at home and put off action in this direction.

Instead it was the Sea Peoples who took action. In 1208 BC they sailed to Egypt in small numbers, estimated at 5000 warriors, and attacked the successor to Ramses: king Merneptah. To do this they joined with the Egyptians' western neighbors, the Libyans, and mounted an attack on the Nile Delta. Merneptah routed those forces, as described on his victory stele at Thebes.

This attack by the Sea Peoples on Egypt, the breadbasket which had been supplying the Hittites with wheat via Ugarit,^[xxix] was consistent with the argument that these people were driven by food shortages in their lands. The Sea Peoples' first strike, if successful, would have acquired ownership of some part of that food source. Even though the Hittites were the long-time adversaries of virtually all the people who made up the Sea Peoples, the Hittites had no excess of food, so the first strike had gone against Egypt.

On this same subject, one might well ask what led to the special treatment the Phoenicians seem to have been given by the Sea People. What services could the Sea Peoples

possibly have received from these maritime traders? As was noted, widespread food shortages in the north had driven up the price of wheat to incredible levels. Widely known as astute merchants, the Phoenicians would naturally have included wheat shipments in their sea trade at this time. Since Ugarit held a virtual monopoly on wheat shipments to the Hittites, that market was not open to the Phoenicians. Instead these sea traders had to push far afield to western Anatolia, the Aegean and the Black Sea—the areas which gave rise to the Sea Peoples. At a time of severe food shortages, when this need was about to erupt into a truly massive migration of people, the Phoenicians were the ones who could bring some quantity of food.



With the Hittites threatening their northern border, the Phoenicians would reasonably have supported whichever groups among Sea Peoples wanted to shift attacks away from the failed effort at Egypt and toward a more promising one against the Hittites. With hindsight we can now see what attraction this course of action would have held for the Sea Peoples. Though the Hittites themselves had no excess food to offer, they stood between the Sea Peoples and an achievable goal: the land of Canaan surrounding the Phoenicians, which was second only to Egypt as a source of wheat. In addition, by going through the Hittite land and Canaan, the Sea Peoples would bring a force numbering hundreds of thousands to confront the wheat-rich Egyptians—rather than the handful of warriors who had failed on the first attempt.

The attacks against the Hittites began by land. In fact the greatest campaigns the Sea Peoples would mount were by land. This has led recent sources to refer to them as the Land and Sea Peoples which is a much more accurate appellation. The Kaska lived to the north of the Hittites, between them and the Black Sea, and attacked at this time. The Assuwa, Arzawa and Lukka lived in the land to the west of the Hittites, between that empire and the Aegean Sea, and also attacked. But a problem had to be overcome. The Mycenaeans continued to hold the Aegean and attacked the Anatolian people from the seaward side.^[xxxv]

To deal with this, warriors and ships in the Sea Peoples confederacy poured from Anatolia and the Black Sea into the Aegean, where they ravaged the Mycenaeans in their islands and on the Greek mainland. The Mycenaean citadel-cities may or may not have been taken at this time,

Games Workshop, the Games Workshop logo, Warhammer, Warhammer Historical Wargames and the Warhammer Historical Wargames logo are trademarks of Games Workshop, Ltd

SEA PEOPLES 1192BC

but the coastal towns were certainly laid waste by these raiders. Betancourt's model has therefore proven partially correct—because following this widespread disruption the Mycenaean cities withered and eventually died.

When the Aegean had been thus cleared, the people of western Anatolia were no longer fighting on two fronts. They were able to turn their full attention to the Hittites. The now-open Aegean allowed ships belonging to the Sea Peoples to sail through those waters and begin to raid the Hittites all along their Mediterranean coast. This proved to be pivotal in the struggle against that entrenched power. In 1182 BC Ugarit fell and the flow of wheat from Egypt was cut off. Approximately two years later the Kaska captured Hattusas, the capital of the Hittites, and that empire died.

The Hittite blockage had been removed. Now nothing stood in the way of the Sea Peoples' exodus. With their wives, children and household possessions in two-wheeled carts, the Sea Peoples—now more properly the Land Peoples—flowed across the former Hittite territory. At the territory's southeast corner they turned south on their path of destruction and, observing their special relationship with Phoenicia, they by-passed that land. Flowing down through Canaan they destroyed the cities they encountered. Many settled beside the wheat fields and took some of the land for themselves and their families.

A very large number of the Land and Sea Peoples continued onward and eventually arrived at the border between Canaan and Egypt. There they were met by the armies of Ramses III and a great battle was fought—with a second battle being fought in the Nile Delta—according to descriptions on his funerary temple at Medinet Habu in Thebes.

The [Northerners] in their isles were disturbed, taken away in the [fray] at one time. Not one stood before their hands, from Kheta (Hittite empire), Kode (Cilicia), Carchemish, Arvad, Alasa (Cyprus), they were wasted. {The}y {set up} a camp in one place in Amor (near Ugarit). They desolated his people and his land like that which is not. They came with fire prepared before them, forward to Egypt. Their main support was Peleset, Thekel (Tjekker), Shekelesh, Denyen, and Weshesh. (These) lands were united, and they laid their hands upon the land as far as the Circle of the Earth. Their hearts were confident, full of their plans.

Now, it happened through this god, the lord of gods, that I was prepared and armed to [trap] them like wild fowl. He furnished my strength and caused my plans to prosper. I went forth, directing these marvelous things. I equipped my frontier in Zahi, prepared before them. The chiefs, the captains of infantry, the nobles, I caused to equip the harbor-mouths, like a strong wall, with warships, galleys, and barges. They were manned [completely] from bow to stern with valiant warriors bearing their arms, soldiers of all the choicest of Egypt, being like lions roaring upon the mountain-tops. The charioteers were warriors, and all good officers, ready of hand. Their horses were quivering in their every limb, ready to crush the countries under their feet. I was the valiant Montu, stationed before them, that they might behold the hand-to-hand fighting of my arms. I,

king Ramses III, was made a far-striding hero, conscious of his might, valiant to lead his army in the day of battle.

Those who reached my boundary, their seed is not; their heart and their soul are finished forever and ever. As for those who had assembled before them on the sea, the full flame was in their front, before the harbor-mouths, and a wall of metal upon the shore surrounded them. They were dragged, overturned, and laid low upon the beach; slain and made heaps from stern to bow of their galleys, while all their things were cast upon the water.

This description at Medinet Habu was accompanied by pictures displaying battle scenes in which the Sea Peoples' boats were shown as having a very peculiar design: The fore-post and aft-post were identical and each had a bird's head at the top. Wachsmann traced this design to vessels found only in Central Europe along the Danube River corridor. The Danube River emptied into the Black Sea on the north side of Anatolia, where boatmen from this region could join the rest of the Sea Peoples. It should be noted that the names of several groups among the Sea Peoples were not found anywhere in the Anatolian or Aegean regions, and might reasonably have designated people who came from the Black Sea area. Also, as noted earlier, refugees from the shattered Mycenaean world would eventually come to live among the Sea Peoples, though they did not begin to arrive in Cyprus and Palestine until the latter part of the 12th century BC.

Experts differ over exactly how many battles were fought between Ramses and the Sea Peoples, as well as where they were fought. But the net result was that the Sea Peoples were finally stopped in their southward movement. Large numbers of them settled in Canaan and gave their own name to the land: primarily the Peleset people who settled a wide swath of land which became known as Palestine. Others sailed west and settled upon islands which were likewise given the name of the tribe which settled there: the Shekelesh who settled on Sicily,^{1[xlv]} the Sherden who settled on Sardinia, and several settlements in other lands.

Sea Peoples Identified

Who were the Sea Peoples? This issue has been touched upon briefly several times during this analysis, and it deserves to be addressed directly. Perhaps the best and most unambiguous way to answer this question is to separate the winners from the losers in this epic series of battles. As we have seen, the major losers were a) the city of Ugarit which was totally destroyed and never rebuilt, b) the Hittite empire which was destroyed and left only a residual fragment on the Euphrates River, c) the Mycenaeans who were fatally wounded and would disappear completely within a hundred years, and d) Egypt which had won the battles but lost the Levant—it would waste away and become a shadow of its former self.

The winners, who constituted the Sea Peoples' confederacy, were a) the tribes of people who came from Anatolia—and the lands to its north and west—who migrated into the Levant and onto islands across the Mediterranean, b) the Kaska who kept their original lands in the north of Anatolia on the Black Sea, and added the

SEA PEOPLES 1192BC

heart of the Hittite territories to their own, c) the West Anatolian people who remained in their own lands, but added some of the Hittite lands, and gained influence in the Aegean, and d) the Phoenicians who seem to have gained more than anyone else from the mass migration of the Land and Sea Peoples.

Aftermath

Under the destructive force of the Sea Peoples' attacks, all of the Phoenicians' powerful adversaries had been destroyed. The Phoenician cities were untouched by this devastation that happened around them, which left these people in an advantageous position. The historical record shows their active cities quickly began to expand their domain by placing trading posts in Cyprus, the Aegean, Sicily, Sardinia, North Africa, Algeria, Morocco and Spain.

Among the cities they created were these in Morocco: Lixis (modern Larache), Sala (Rabat), Mogador (Essaouira) and Tingis (Tangier); in Spain: Gadir (Cadiz), Malaka (Malaga), Ibis (Ibiza); in Algeria: Icosia (Algiers); in Tunisia: Utica and Carthage, both now gone; in Sardinia: Karalis (Cagliari); in Sicily: Panormus (Palermo); in Cyprus: Kition (Larnaca). These were in addition to their home cities in Lebanon: Tyre (Sor), Sidon (Saida), Beirut (Beirut), Byblos (Jbail), Tripoli (Trablous), and many others. The Phoenicians gave rise to a powerful and wealthy sea-trading empire which stretched from Morocco to the Levant.

As a result of assembling and examining these many scattered facts about the Sea Peoples, which had been documented in separate studies by noted scholars, a larger picture has emerged. We are better able to see who the Sea Peoples were, what drove them, the actions they took, and where they settled. By clarifying the "mysteries" surrounding them, we are now able to more fully understand this critical turning point in history.

The legacy of the Sea Peoples was that they had forcefully cleared away the old powers from the Mediterranean and left freshly plowed ground. In time the Greeks and Romans would rise and they—together with the often overlooked Phoenicians—would sow the seeds of Western civilization.

Source: http://www.phoenician.org/sea_peoples.htm

WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

ARMY LISTS

I/7. EARLY LIBYAN 3000BC-70AD

CHARACTERS: Up to 25%

CAVALRY: Up to 15%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

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

Equipment: Hand weapon, javelins and light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. From 1250-660BC the general may ride a two-horse chariot bought at additional costs and after 660BC a heavy chariot.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

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

Equipment: Hand weapon, javelins, shield, light armour

Special Rules: *Light Chariots*, Only from 11250-660BC

IRREGULAR HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	2	3	2	7	50

Equipment: Two crewmen armed with hand weapon, javelins, shield, light armour and a driver

Special Rules: *Heavy Chariots*, Only from 660BC onwards

LIGHT CAVALRY

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

Equipment: Hand weapon, javelins.

Special Rules: *Light Cavalry*, Only Garamantes from 200BC-70AD and instead of heavy chariots

INFANTRY

BODYGUARDS

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

Equipment: Hand weapon, light armour

Special Rules: *Warband*

JAVELINMEN

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

Equipment: Javelin, hand weapon

Only from 2160-660BC have bow instead of javelin (+1)

Only from 1500BC: Have buckler (free)

Only after 475BC may be upgraded to WS3 and *Skirmishers* (+1)

Games Workshop, the Games Workshop logo, Warhammer, Warhammer Historical Wargames and the Warhammer Historical Wargames logo are trademarks of Games Workshop, Ltd

Special Rules: *Light Infantry*, *Warband* instead of *Light Infantry* from 1208-660BC with M5

ARCHERS

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

Equipment: Bow, hand weapon

Special Rules: *Skirmisher*, *Light Infantry* from 1208-660BC

0-1 WARHOUNDS

Only Garamantes from 200BC-70AD

ALLIES

From 1208-1176BC: Seapeoples Allies, I/28

WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

I/14. EARLY NORTHERN BARBARIANS 2000-315BC

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

CHARACTERS

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

Equipment: Hand weapon, javelins, shield and light armour
Special Rules: *Warband*, General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-King acts as *Army General* but only for units from his allied contingent.
 Two-horse chariot option but only North European from 1400BC or Kuei-Fang from 1100BC.
 Only North European from 1400-701BC: Solar disk in sacred chariot as *Superior Battle Standard*.
 Only Jung or Ch'iang after 400BC: May ride a horse (+8, M8)

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

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

Equipment: Hand weapon, javelins, shield, light armour
 Only Kuei-Fang: May upgrade to WS/BS4 and Ld8 (+15)
 Only Kuei-Fang: May have an additional crew member (+10, A3)
Special Rules: *Light Chariots*, Only North European from 700BC or Kuei-Fang from 1100-950BC

CAVALRY

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

Equipment: Hand weapon, javelins.
Special Rules: Only North European from 1400BC-315BC

HORSE ARCHER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow
 May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Jung or Ch'iang after 400BC

INFANTRY

WARRIORS

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

Equipment: Javelin, hand weapon and buckler
 Only North European before 1400BC: May have bow (+1)
 Only North European from 1400-701BC: May upgrade to WS4/Ld6 (+3)
 Only Red Ti from 788-588BC: May upgrade to WS4/Ld6 (+3)
Special Rules: *Warband*

ARCHERS

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

Equipment: Bow, hand weapon
 Only North European from
Special Rules: *Skirmishers*

SLINGERS

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

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

LEVY RESERVES

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

Equipment: Hand weapon
Special Rules: *Levy*

ALLIES

Only Red Ti from 788-588BC: Hsing Chinese Allies, 1/32

WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

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

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

CHARACTERS

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

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

CAVALRY&CHARIOTS

MARYANNU CHARIOTS

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

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

0-1 MOUNTED SCOUTS

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

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

INFANTRY

0-1 ROYAL GUARDS

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

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

HUBSHU, KHEPETJ OR 'APIRU SPEARMEN

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

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

HUBSHU, KHEPETJ OR 'APIRU ARCHERS

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

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

HUBSHU, KHEPETJ LEVIES

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

Equipment: Hand weapon
Special Rules: *Levy*

SHAASU OR SUTU BEDOUIN SKIRMISHERS

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

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

JAVELINMEN

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

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

GASGANS

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

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

0-1 MEDJERGELEM GUARDS

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

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

SEA PEOPLES MERCENARIES

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

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

ALLIES

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

WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

1/22. NEW KINGDOM EGYPT 1543-1069BC

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

CHARACTERS

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

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

CAVALRY&CHARIOTS

LIGHT CHARIOTS

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

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

0-1 MOUNTED SCOUTS

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

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

SYRO-CAANITE MARYANNU CHARIOTS

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

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

INFANTRY

0-1 EGYPTIAN ROYAL GUARDS

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

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

0-1 CLOSE FIGHTERS WITH SPEAR

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

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

0-1 CLOSE FIGHTERS WITH HEAVY AXE

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

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

ARCHERS

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

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

JAVELINMEN

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

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

LIGHT ARCHERS

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

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

SYRO-CAANITE JAVELINMEN

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

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

NUBIAN OR SYRO-CAANITE ARCHERS

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

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

LIBYAN, PALESTINIAN OR BEDOUIN JAVELINMEN

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

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

GASGAN MERCENARIES AND SLAVE SOLDIERS

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

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

0-1 SHARDANA ROYAL GUARDS

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

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

LIBYAN SWORDSMEN

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

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

SHERDEN

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

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

SEAPEOPLE MILITARY COLONIST

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

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

WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

I/24. HITTITE EMPIRE 1380-1180BC

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

CHARACTERS

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

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

CAVALRY&CHARIOTS

HITTITE CHARIOTS

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

Equipment: Hand weapon, javelins, shield, light armour
 May have thrusting spear (+5)
 Only after 1275BC: May have an additional crew member (+10, A3)
Special Rules: *Light Chariots*

0-1 HITTITE MOUNTED SCOUTS

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

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

ANATOLIAN OR GASGAN CHARIOTS

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

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

SYRIAN CHARIOTS

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

Equipment: Hand weapon, javelins, shield, light armour
 May be upgraded to WS/BS4, Ld8 (+15)
 Only after 1275BC: May have an additional crew member (+10, A3)
Special Rules: *Light Chariots*

0-1 SYRIAN MOUNTED SCOUTS

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

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

INFANTRY

HITTITE REGULAR SPEARMEN

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

Equipment: Thrusting Spear, hand weapon
 May have shield (+1).

HITTITE CONSCRIPTS

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

Equipment: Hand weapon
 May have shield (+1)
Special Rules: *Levy*

ANATOLIAN VASSAL SWORDSMEN

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

Equipment: Hand weapon
 May have light armour (+2), shield (+1) and thrusting spear (+2)

ANATOLIAN VASSAL OR GASGAN SKIRMISHERS

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

Equipment: Hand weapon, sling
 May have bow instead of sling (+1)
Special Rules: *Skirmishers*

0-1 SYRIAN VASSAL UGARITIC GUARDS

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

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

SYRIAN VASSAL SPEARMEN

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

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

SYRIAN VASSAL ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SHAASU OR SUTU BEDOUIN SKIRMISHERS

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

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

ALLIES

After 1348BC: Mitanni Allies, I/19

WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

I/27. EARLY HEBREW 1250-1000BC

CHARACTERS: Up to 25%

INFANTRY: At least 75%

CHARACTERS

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

Equipment: Hand weapon, shield, javelins and light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. Ark of Covenants as *Superior Battle Standard*.

INFANTRY

SIMEONITES AND EPHRAMITES

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

Equipment: Hand weapon

May have shield (+1) and light armour (+2)

Special Rules: *Warband*

BENJAMITES ARCHERS

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

Equipment: Bow, hand weapon

Special Rules: *Light Infantry*

BENJAMITE SLINGERS

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

Equipment: Sling, hand weapon

Special Rules: *Skirmishers*

GADITES

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

Equipment: Hand weapon, javelins and buckler

Special Rules: *Light Infantry*

ISSACHARIAN

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

Equipment: Hand weapon, javelins and buckler

Special Rules: *Skirmishers*

TRIBESMEN

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

Equipment: Hand weapon

May have shield (+1)

WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

I/28. SEA PEOPLES 1208-1176BC

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

CHARACTERS

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

Equipment: Hand weapon, javelins, shield, light armour

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

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

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

Equipment: Hand weapon, javelins, shield, light armour

May have oxen instead of horses (M5, W2, for free)

Special Rules: *Light Chariots*

INFANTRY

CHIEFTAINS AND THEIR RETINUES

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

Equipment: Hand weapon, light armour

May have shield (+1) and thrusting spear (+2)

COMMON WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins

May have shield (+1) and throwing spear (+1)

SHEKLESH AND TERESH

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

Equipment: Hand weapon, javelins

Special Rules: *Light Infantry*

MIGRANT FAMILIES

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

Equipment: Hand weapon

Special Rules: *Levy*

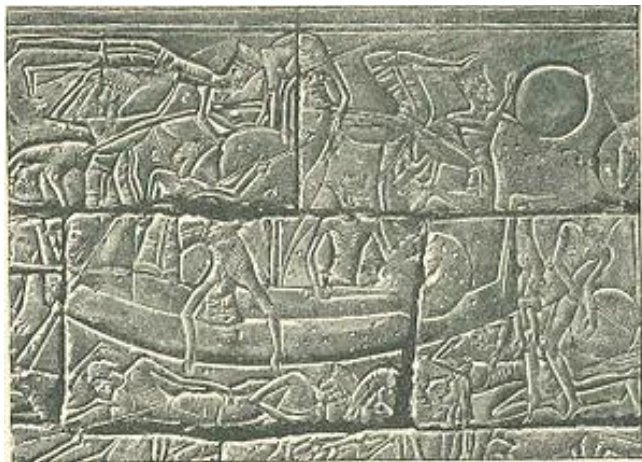
0-1 WAGON TABOR

ALLIES

Early Libyan Allies, I/7

Games Workshop, the Games Workshop logo, Warhammer, Warhammer Historical Wargames and the Warhammer Historical Wargames logo are trademarks of Games Workshop, Ltd

Battle of the Delta



The **Battle of the Delta** was a great sea battle between Egypt and the so-called Sea Peoples, circa 1178 BCE. or 1175 BCE. when the Egyptian pharaoh Ramesses III repulsed a great sea invasion by the 'Peoples of the Sea'. The conflict occurred somewhere at the shores of the eastern Nile Delta and partly on the borders of the Egyptian Empire in Syria, although their precise location is unknown. This battle has been described as 'the first naval battle in history'. This major conflict is recorded on the temple walls of the mortuary temple of pharaoh Ramesses III at Medinet Habu.

Historical background

The Sea Peoples were known under such names as the Tjekker, Peleset, Sherden and others. In the 12th century BCE, they invaded the Middle East from the eastern Mediterranean, surging through the Hittite Empire, which they destroyed and plundered its capital Hattusha. They also attacked Syria and Palestine where many cities were burned and ruined. Cyprus had also been overwhelmed and its capital ransacked. It was clear that their ultimate goal was a huge and wealthy land such as Egypt, because the invaders did not want the spoils of the foreign land but the land itself. They were almost desperate to find a place for inhabitation and Egypt seemed a perfect choice. So there would have been more of a sense of Egypt being virtually under siege itself and fighting for its existence. The attack of the Sea Peoples was probably the greatest threat Ancient Egypt ever faced. The Sea Peoples had already destroyed the Hittite empire when they attacked Egypt; contemporary reliefs from Ramesses III's mortuary temple at Medinet Habu depict scores of families of the Sea Peoples at the borders of Egypt's Syrian empire where Ramesses III fought a successful battle to halt the Sea People's onslaught into her Asiatic Empire. This illustrates the fact that the conflict was partly a vast migration of the Sea Peoples to conquer and colonize both Egypt and her Empire in Asia. As the Hittitologist Trevor Bryce notes:

"the Peleset and Tjekker warriors who fought in the land battle [against Ramesses III at Syria] are accompanied in the reliefs by women and children loaded in ox-carts."

The seriousness of the crisis faced by many of the Near Eastern states is aptly summarised by Ammurapi, the last king of Ugarit who wrote several letters pleading for assistance from Eshuwara, the king of Alasiya. Amurapi highlights the desperate situation facing Ugarit in letter RS 18.147:

"My father [Eshuwara], behold, the enemy's ships came (here); my cities(?) were burned, and they did evil things in my country. Does not my father know that all my troops and chariots(?) are in the Land of Hatti, and all my ships are in the Land of Lukka?...Thus, the country is abandoned to itself. May my father know it: the seven ships of the enemy that came here inflicted much damage upon us".

Ramesses III describes a great movement of peoples in the East from the Mediterranean which, caused a massive destruction of the former great powers of the Levant, Cyprus and Anatolia:

"the lands were removed and scattered to the fray. No land could stand before their arms, from Hatti, Kode, Carchemish, Arzawa, Alashiya on being cut off. [ie: cut down]"

Every foreign power on the Mediterranean was destroyed in the face of the Sea Peoples's onslaught; only the Egyptians were able to withstand their attack. However, this proved to be a pyrrhic victory, because in the end, Egypt were so weakened by it that it was never as powerful as it was prior to the Sea People's invasion. The conflict with the Sea Peoples also drained her treasury. Thus, the Egyptians used to say that death comes from across the seas.

The battle

After defeating the Sea Peoples on land in Syria, Ramesses rushed back to Egypt where preparations for the invaders assault had already been completed. The inscriptions of Ramesses III at his Medinet Habu mortuary temple in Thebes record this epic event in great detail. When Ramesses looked at the sea, he stared at a formidable force, thousands of enemies, and possibly the end of the Egyptian empire. This was a turning point for the pharaoh, particularly the idea of having to fight a sea battle, because the Egyptians had never had to do this seriously before. Ramesses reacted with great tactical brilliance; he lined the shores of the Nile Delta with ranks of archers who were ready to release volleys of arrows into the enemy ships if they attempted to land. Knowing that he would be defeated in the battle at sea, Ramesses enticed the Sea Peoples and their ships into the mouth of the Nile, from where he struck his ambush. He had assembled a fleet for this specific occasion. In an inspired tactical maneuver, the Egyptian fleet worked the Sea Peoples' boats towards shore where the Egyptian archers, based on land,

WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

devastated the enemy with volley after volley of deadly arrows. Meanwhile, the Egyptian marine archers, calmly standing on the decks of their ships, fired in unison. Their ships were overturned, many were killed and captured and some even dragged to the shore where they were executed. Consequently, the Sea Peoples were defeated even when they were able to set foot on Egypt's land. As Ramesses III states regarding the fate of the Sea Peoples who dared to attack Egypt:

"Those who reached my boundary, their seed is not; their hearts and their souls are finished forever and ever. As for those who had assembled before them on the sea, the full flame was their front before the harbour mouths, and a wall of metal upon the shore surrounded them. They were dragged, overturned, and laid low upon the beach; slain and made heaps from stern to bow of their galleys, while all their things were cast upon the water."

Aftermath

While there is no documentation for any pursuit of the defeated Sea Peoples, who fled to the Levant, Egypt was saved from the fate of total destruction which befell Hatti, Alasiya, and other great Near Eastern powers. (Carchemish in fact survived the Sea People's attacks) Ramesses could certainly content himself with a great and decisive victory. Although he had defeated the Sea Peoples, the Egyptian pharaoh could not ultimately prevent some of them (specifically the Peleset) from eventually settling in Canaan and Palestine some time after his death. The Egyptians did repulse the attack of the Sea Peoples on their homeland, but the conflict exhausted and weakened Egypt's treasury to such an extent that she would never again recover to be a powerful empire. Ramesses III is generally considered to the last great pharaoh of Egypt's New Kingdom.

ARMY LIST SAMPLES

WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

PAINTED MINIATURES

Pictures by dmoto



Games Workshop, the Games Workshop logo, Warhammer, Warhammer Historical Wargames and the Warhammer Historical Wargames logo are trademarks of Games Workshop, Ltd

WAB FORUM SUPPLEMENT

SEA PEOPLES 1192BC

BATTLE REPORT

MANUFACTURERS

<http://cuttingedgeminatures.com/>
<http://www.essexminiatures.co.uk/>
<http://www.immortalminiatures.com/>
<http://www.newlinedesigns.co.uk/>
<http://www.oldgloryminiatures.com/>
<http://wargamesfoundry.com/>

COMMUNITY

<http://wabforum.co.uk> (english)
<http://wab-portal.forumperso.com/> (french)
<http://www.wab-forum.de> (german)

SPECIAL THANKS

Many thanks to WAB Forum members for providing the template and their great support.