

AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**

SUMER AND AKKAD



ARMY LISTS

SUMER AND AKKAD

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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

Use the army lists to create your own customised armies using the Mortem et Gloriam Army Builder.

There are few **general rules** to follow:

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Unless specified otherwise, all elements in a UG must be classified identically. Unless specified otherwise, if an optional characteristic is taken, it must be taken by all the elements in the UG for which that optional characteristic is available.
5. Any UGs can be downgraded by one quality grade and/or by one shooting skill (Skilled to Experienced or Experienced to Unskilled) representing less strong, tired, or understrength troops. If any bases are downgraded all in the UG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.
6. Points are shown for troops with all mandatory characteristics applied. Points have been rounded to the nearest whole number. If quality or shooting skill is downgraded, then the points (including the points for any optional characteristics) will need to be adjusted.
7. An army entirely of Cavalry, Chariots, Camelry or Infantry with the Dismountable characteristic may choose the No Camp option.

Where **allies** are allowed, they must conform to the following rules:

1. An ally must be a minimum of 2 and a maximum of 4 UGs.
2. They must take enough UGs to get them to at least 50% of the minimums in the list being used.
3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
4. Unless specified in the notes, the general must be the same type as the army commander in the main list but cannot be legendary.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Where an **internal ally** is allowed, and no contingent is specified they must conform to the following rules:

1. Each internal ally must be a minimum of 2 and a maximum of 4 UGs.
2. The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
3. They must take enough UGs to get them to at least 50% of the minimums in the list if there is enough allowance for a UG after the core army itself has taken the minimum. For example: An army has 4-12 cavalry (UG size 4,6) and 18-32 spearmen (UG size 6,8,9) as compulsory troops with 2 internal allies. The core army must take 4 cavalry and at least 18 spearmen. The first ally must take 4 cavalry and at least 9 spearmen. The second ally must take 4 cavalry but cannot take the 9 spearmen as this would exceed the 32 spearmen limit for the army.

4. If a list requires a proportion of a troop type to be upgraded or regraded, then the army as a whole must comply with this requirement. Internal allies do not have to comply these requirements. For example: $\frac{1}{4}$ to $\frac{3}{4}$ of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has $\frac{1}{4}$ to $\frac{3}{4}$ Skilled.
5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Poor quality TuGs in Pacto must start with 2 or 3 elements. TuGs downgraded from Average quality must start with 2 elements, except where they are already allowed 3 elements. Poor quality SuGs or Average quality downgraded to Poor may start with 1, 2 or 3 elements.

As a courtesy to your opponent when you deploy your troops, you should describe each UG fully; type, training, quality, protection, melee weaponry, shooting skill and weaponry, characteristics, and which ally if appropriate. You should also explain how any unusual troop types in your army function and any special rules including Stakes, Caltrops, Barricades and Obstacles and troop types such as Battle Wagons.

The easiest way to calculate points is to use the downloadable on-line army builder at www.mortem-et-gloriam.co.uk. Use this and all you do is use drop downs for the troop classifications and it does all the work for you. For those who prefer pen and paper, or who want to doodle some approximate designs before loading an army up, we have provided the points values with the lists. If a discrepancy exists in the points values between these lists and the army builder, then the army builder has the correct value.

FRIENDLY AND SCENARIO GAMES

Feel free to vary the troop classifications for friendly and scenario games. An interesting aspect of scenario games can be to see what the effect is from representing troops in a different manner.

HISTORICAL INTRODUCTION

Before 3000 BCE man had learnt to write and along the “fertile crescent”, the valleys of the Tigris, Euphrates and Nile rivers, agricultural surpluses led to the development of the first civilisations. This historical period became known as “The Bronze Age” with the widespread development of bronze, an alloy of copper and tin/arsenic, which results in stronger and sharper weapons.

The Sumerian civilisation arose between the lower Tigris and Euphrates and dominated until the conquests of Sargon of Akkad in the 24th century BCE. The Akkadians were a Semitic tribe from Mesopotamia. Sargon seized power in the Sumerian city-state of Kish and then won the primacy of Sumer from Lugalzagesi of Uruk. He subsequently led expeditions against the Mari, and into Syria, Lebanon and Turkey. His grandson, Naram-Sin, added Susa, a capital of the Elamites to an empire that stretched from the Mediterranean to the Persian Gulf. During the period the Sumerians are trading with the Indus Valley Civilisation, known to the Sumerians as the Meluhha.

Shortly after 2200 BCE, the Gutti, barbarians from the Zagros mountains, overran Akkad and put an end to the Akkadian Empire. In the south, Sumerian kings were able to restore order. A king of the Sumerian city of Uruk expelled the Gutti. The Third Dynasty of Ur then created an empire almost as extensive as that of the Akkadians. This was ended by an Elamite army that sacked Ur. Nomadic Amorites seized power and for the next two-and-a half centuries, a pattern of competing city-states was established. Two new cities emerged during this period who were to become significant in later history. The first was Babylon, the second was Assur. Towards the end of the 18th century BCE Hammurabi of Babylon brought all Mesopotamia under his influence. A Sumerian dynasty, the dynasty of Sealand, resisted. It was based in the marshland to the south of Sumer. Forty years after the death of Hammurabi, Assur regained its independence and the Old Kingdom of Assyria was established. The Kassites, another mountain tribe of the Zagros, moved into central Mesopotamia.

Around 1595 BCE, Mursilis I, king of the newly created Hittite monarchy, marched from central Anatolia over the Taurus mountains, took Aleppo, marched down the Euphrates and captured Babylon. It was the high point of the Hittite Old Kingdom. At this point Mesopotamia was split four-ways, Hurrians in the north-west, Assyrians in the north-east, Kassites ruling Babylonia and the Dynasty of Sealand in the south.

In the Nile Valley, the Egyptian civilisation had developed at the same time. Threatened in the south by Nubia and in the west by the Libyan tribes, Egypt developed a strong centralised monarchy under the Pharaohs. The Old Kingdom (2686 to 2181 BCE) was when the pyramids were created. This was followed by a chaotic period known as the First Intermediate Period (2181 to 2055 BCE). During this time rival states emerged in the North and South of Egypt. These two kingdoms would eventually come into conflict, with the Theban kings conquering the north, resulting in reunification of Egypt under a single ruler during the second part of the eleventh dynasty. Then followed the Middle Kingdom (2055 to 1650 BCE) until Egypt fell to the Hyksos. The Hyksos were Amorites who invaded Egypt from Syria and Canaan. This period is known as the Second Intermediate Period.

A NOTE ON CHRONOLOGY

The first completely reliable date in history is 763 BCE. In the tenth year of Ashur Dan III a solar eclipse was observed and recorded. Modern astronomers can calculate this date to 763 BCE. For events after this date, the evidence from Assyria and Babylon can be cross-referenced with Greek historians to provide precise dating. Before this event, it is not possible to date events precisely.

These lists use the traditional chronology. An alternative chronology of the ancient Near East developed by English Egyptologist David Rohl and other researchers. It is best known from the book “A Test of Time” published in 1995. Problems with the chronology in the Egyptian Third Intermediate Period led to the proposal to bring forward conventional dating of earlier periods by up to 350 years.

The new chronology is not widely accepted in academic circles. It introduces as many problems as it solves. It does highlight that the traditional chronology contains issues, particularly during the Third Intermediate Period. It is also likely that the “Dark Ages” period between 1100 and 800 BCE may be shorter than the traditional chronology might suggest.



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	1600	1400	n/a	n/a	800	700
Talented	1150	900	850	700	650	600
Competent	700	550	600	450	300	250
Mediocre	400	250	400	250	100	50

CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading.
No camp deploys a poor mobile camp when defending and no camp at all when invading.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

NOTES

1. Points values for skirmishers in Magna and Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

EARLY SUMERIAN



3000 TO 2801 BCE

HISTORICAL NOTES

The first records originate from Sumer where we know that the land was divided into a couple of dozen city-states whose priest-kings contended for an overall supremacy.

TROOP NOTES

Archaic proto-cuneiform texts of the late 4th millennium seem to list large bodies of archers under military officers, possibly the first regular army.

HISTORICAL ENEMIES

Early Sumerian; Early Nomad; Highland Raiders

EARLY SUMERIAN



ARMY COMMANDER	1	Any Instinctive	DATES	3000 BCE to 2801 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Household archers	INFANTRY	Average	Skilled	-	-	69	-	0	18	6
	Formed Loose	Unprotected	Bow							
Militia archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	30	120	6,8
	Formed Loose	Unprotected	Bow							
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	36	6,9
	Skirmisher	Unprotected	Bow							
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	36	6,9
	Skirmisher	Unprotected	Javelin							
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	27	-	0	36	6,9
	Skirmisher	Unprotected	Sling							

ALLIES

Bedouin allies - Early Nomad
Zagros allies - Highland Raiders

NOTES

A command may have only 1 UG of Household archers.
Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

OLD OR MIDDLE KINGDOM EGYPTIAN



3000 TO 1550 BCE

HISTORICAL NOTES

This list covers the armies of Egypt from the pre-dynastic period through to the 17th Dynasty but excluding the 15th and 16th dynasties which are covered by the Hyksos list. The Old Kingdom is usually taken as the period from 2686 to 2181 BCE covering the 3rd to 6th dynasties. Towards the end of this period the regional governors increased their power and the kingdom was afflicted with droughts. This led to the First Intermediate Period of relative anarchy and cultural decline. In around 2050 BCE Mentuhotep ushered in the Middle Kingdom. During this period Egypt advanced southwards into Nubia and eastwards into Palestine and Lebanon. At the end of the 12th Dynasty, around 1802 BCE, the country once again became divided. In around 1650 BCE the Hyksos seized Lower Egypt which they held until 1535 BCE. A native dynasty retained control of Upper Egypt in the south. Ahmose I completed the reconquest of Lower Egypt which ushered in the New Kingdom.

TROOP NOTES

With the rich Nile valley, Egypt could draw on a large manpower for her armies. Hereditary archers and menfat "shock troops" were supported by conscripts. The centre of the battle line would consist of massed close fighters in columns supported by separate massed archer formations. Lighter troops such as javelinmen or tribal auxiliaries would form up on the flanks of the array.

HISTORICAL ENEMIES

Old or Middle Kingdom Egyptian; Early Nomad; Early Libyan; Early Syrian; Nubian; Later Amorite; Hyksos

OLD OR MIDDLE KINGDOM EGYPTIAN



ARMY COMMANDER	1	Any Instinctive	DATES	3000 BCE to 1550 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Guard infantry	INFANTRY		Superior	-	Short Spear	-	101	Melee Expert (22)	0	6,8
	Drilled Loose		Protected	-					12	
Close fighters	INFANTRY		Average	-	Short Spear	-	72	-	16	6,8
	Drilled Loose		Protected	-					54	
Archers	INFANTRY		Average	Experienced	-	-	58	Combat Shy (-14)	12	6,8
	Drilled Loose		Unprotected	Bow					72	
Conscript spearmen	INFANTRY		Poor	-	Short Spear	-	35	-	0	6,8,9
	Tribal Loose		Protected	-					36	
Javelinmen	INFANTRY		Average	Experienced	-	-	71	Shoot & Charge (6)	0	6,8,9
	Drilled Loose		Protected	Javelin					12	
Nubian archers	INFANTRY		Average	Skilled	-	-	63	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow					12	
Tribal auxiliaries	INFANTRY		Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher		Unprotected	Javelin					24	
Nubian skirmishers	INFANTRY		Average	Skilled	-	Combat Shy	66	-	0	6,9
	Skirmisher		Unprotected	Bow					9	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					12	
Slings	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling					12	

CHANGES FROM LAST VERSION

None.

EARLY NOMAD



3000 TO 1001 BCE

HISTORICAL NOTES

This list covers all near-eastern desert or dry steppe nomads and semi-nomads prior to the widespread introduction of the camel in warfare. It includes the Aamu and the pre-camel Amurru (also known as Mar-Tu or Amorites).

TROOP NOTES

The usual method of fighting on foot, appears to have been to shoot a few missiles then charge with hand weapons.

HISTORICAL ENEMIES

Early Sumerian; Old or Middle Kingdom Egyptian; Early Nomad; Sumerian; Early Syrian; Later Sumerian; Akkadian Empire; Third Dynasty of Ur; Isin-Larsa; Later Amorite; Dynasty of Sealand; Hyksos; Kassite Babylonian; Syro-Canaanite; New Kingdom Egyptian; Hittite Empire; Middle Assyrian; Early Hebrew; Syro-Hittite; Philistine

EARLY NOMAD



ARMY COMMANDER	1	Any Instinctive	DATES	3000 BCE to 1001 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Plains, Desert
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Best Warriors	INFANTRY		Superior	Unskilled	-	83	Shoot & Charge (8)	0	6
	Tribal Loose		Protected	Javelin				18	
Warriors	INFANTRY		Average	Unskilled	-	60	Shoot & Charge (6)	30	6,8,9
	Tribal Loose		Protected	Javelin				150	
Archers	INFANTRY		Average	Experienced	-	48	Combat Shy (-14)	0	6,8,9
	Tribal Loose		Unprotected	Bow				18	
Skirmishing archers	INFANTRY		Average	Experienced	-	40	-	0	6,9
	Skirmisher		Unprotected	Bow				36	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	25	-	0	6,9
	Skirmisher		Unprotected	Javelin				36	
Skirmishing slingers	INFANTRY		Average	Experienced	-	35	-	0	6,9
	Skirmisher		Unprotected	Sling				18	

ALLIES

Syrian city allies - Early Syrian (from 2200 to 1895 BCE)
 Syrian city allies - Later Amorite (from 1894 to 1600 BCE)
 Mesopotamian city state allies - Isin-Larsa (from 2000 to 1800 BCE)

NOTES

A command may have only 1 UG of best warriors.
 Only one external ally may be chosen.

CHANGES FROM LAST VERSION

None.

HIGHLAND RAIDERS



3000 TO 1001 BCE

HISTORICAL NOTES

This list covers early upland peoples from the Zagros mountains, including Gutí, Lullubí, early Kassites and Hurrians.

The Gutí were a prominent nomadic tribe who lived in the Zagros mountains in the time of the Akkadian Empire. Lullubum appears in historical times as one of the lands Sargon the Great subjugated within his Akkadian Empire, along with the neighbouring province of Gutium. From around 2190 BCE the Gutians overran a large portion of Mesopotamia and ruled some cities as a warrior aristocracy. They also formed alliances with unconquered cities. After the Akkadian Empire fell to the Gutians, the Lullubians rebelled against the Gutian king Erridupizir. In the second millennium BCE, the term "Lullubí" or "Lullu" seems to have become a generic Babylonian and Assyrian term for "highlander", while the original region of Lullubí was also known as Zamua. However, the "land of Lullubí" makes a reappearance in the late 12th century BCE, when both Nebuchadnezzar I of Babylon and Tiglath-Pileser I of Assyria claim to have subdued it.

The Kassites first appeared in the annals of history in the 18th century BCE when they attacked Babylonia in the 9th year of the reign of Samsu-iluna, the son of Hammurabi.

The first known Hurrian kingdom emerged around the city of Urkesh (modern Tell Mozan) during the third millennium BCE. In the late 19th and 18th centuries BCE they migrated west and came into conflict with the early Hittite kings. By the 13th century BCE all of the Hurrian states had been vanquished by other peoples.

TROOP NOTES

Gutian and Lullubí warriors are shown without shields.

HISTORICAL ENEMIES

Early Sumerian; Highland Raiders; Sumerian; Elamite; Early Syrian; Later Sumerian; Akkadian Empire; Third Dynasty of Ur; Isin-Larsa; Later Amorite; Hittite Old and Middle Kingdom; Mitanni; Kassite Babylonian; Syro-Canaanite; Hittite Empire; Middle Assyrian; Syro-Hittite

HIGHLAND RAIDERS



ARMY COMMANDER	1	Any Instinctive	DATES	3000 BCE to 1001 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
	TRAINING AND		WEAPONRY	MELEE WEAPONRY					
Chariots (Hurrians from 1800 BCE)	CHARIOTS	Superior	Experienced	-	-	90	-	0	4,6
	Tribal Loose	Unprotected	Bow					8	
Chieftains and their retinues	INFANTRY	Superior	-	-	Fleet of Foot,	64	-	0	6
	Tribal Loose	Unprotected	-		Devastating Chargers			18	
Warriors	INFANTRY	Average	-	-	Fleet of Foot,	46	-	18*	6,8,9
	Tribal Loose	Unprotected	-		Devastating Chargers			108	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	Fleet of Foot	46	Shoot & Charge (4)	18*	6,8,9
	Tribal Loose	Unprotected	Javelin					108	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					36	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin					36	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					18	
ONLY GUTIANs FROM 2190 TO 2115 BCE									
Conquered Sumerian retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-	0	6,8,9
	Formed Close	Unprotected	-					12	
Conquered Sumerian militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-	12**	6,8,9
	Tribal Close	Unprotected	-					36	

ALLIES

Sumerian city state allies - Later Sumerian (only Gutians from 2190 to 2115 BCE)

HIGHLAND RAIDERS



NOTES

Minima marked * only apply if any such troops are used. Hurrians may not use warriors.
Minima marked ** only apply if any Sumerian troops are taken.
A command may have only 1 UG of best warriors.

CHANGES FROM LAST VERSION

None.

EARLY LIBYAN



3000 TO 651 BCE

HISTORICAL NOTES

This list covers all independent Libyan armies based beyond the western borders of Egypt until the introduction of four-horse chariots.

A period of increased desertification started around 3900 BCE and intensified again around 2200 BCE

The Libyans were a constant threat to the Egyptians of the Nile valley. Around 1000 BCE the Meshwesh and Libu invaded and settled until eventually a Libyan dynasty ruled Egypt.

TROOP NOTES

Libyan troops of this period are shown without shields. Initially equipped only with a javelins, throwing sticks and a few bows, they later became better equipped with increased bow use, some chariots from Egypt and then swords. The Meshwesh developed a reputation for invincibility.

HISTORICAL ENEMIES

Old or Middle Kingdom Egyptian; Early Libyan; Nubian; Hyksos; New Kingdom Egyptian; Libyan Egyptian; Kushite Egyptian; Saitic Egyptian

EARLY LIBYAN



ARMY COMMANDER	1	Any Instinctive	DATES	3000 BCE to 651 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified; Poor or Average

UNIT DATA																				
TYPE		TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE		OPTIONAL		MIN		MAX		UG SIZE		
NAME		FORMATION		PROTECTION		WEAPONRY		MELEE WEAPONRY		CHARACTERISTICS		PTS		CHARACTERISTICS		MAX		UG SIZE		
Chariots (from 1500 BCE)		CHARIOTS		Superior		Experienced		-		-		99		-		0		4,6		
		Formed Loose		Unprotected		Bow								8						
Chieftains and their retinues		INFANTRY		Superior		Experienced		-		Fleet of Foot		61		Shoot & Charge (5)		0		6		
		Tribal Loose		Unprotected		Javelin								18						
Javelinmen		INFANTRY		Average		Experienced		-		Fleet of Foot		45		Shoot & Charge (4)		12		6,8,9		
		Tribal Loose		Unprotected		Javelin								72						
ONLY AFTER 1200 BCE																				
Upgrade Chieftains and their retinues with swords		INFANTRY		Superior		-		-		Fleet of Foot, Devastating Chargers		64		-				6		
		Tribal Loose		Unprotected		-								Any						
Upgrade javelinmen with swords		INFANTRY		Average		-		-		Fleet of Foot, Devastating Chargers		46		-				6,8,9		
		Tribal Loose		Unprotected		-								Up to half						
ONLY MESHWESH FROM 1000 TO 940 BCE																				
Regrade Chieftains and their retinues		INFANTRY		Superior		-		Short Spear		Melee Expert		110		-		0		6		
		Tribal Close		Protected		-								12						
Regrade javelinmen		INFANTRY		Average		-		Short Spear		Melee Expert		78		-		8		6,8,9		
		Tribal Close		Protected		-								36						
ONLY LIBU FROM 1000 TO 940 BCE																				
Regrade Chieftains and their retinues		INFANTRY		Superior		Unskilled		Short Spear		-		83		Shoot & Charge (8)		0		6		
		Tribal Loose		Protected		Javelin								18						
Regrade javelinmen		INFANTRY		Average		Unskilled		Short Spear		-		60		Shoot & Charge (6)		8		6,8,9		
		Tribal Loose		Protected		Javelin								18						

EARLY LIBYAN



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	12	6,8
	Tribal Loose	Unprotected	Bow					72	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					60	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin					60	

ALLIES

Sea Peoples allies (from 1208 to 1176 BCE)

NOTES

A command may have only 1 UG of chieftains and their retinues.

Meshwesh may have Libu allies and Libu may have Meshwesh allies.

CHANGES FROM LAST VERSION

None.

SUMERIAN



2800 TO 2501 BCE

HISTORICAL NOTES

This list covers Sumerian armies from the introduction of the 4-wheeled battle car and the adoption of spearmen until the introduction of body shields and shieldbearers. Inter-city warfare was endemic.

TROOP NOTES

By 2800 BCE, the bulk of a Sumerian army was close order foot with long spears held in both hands. These initially lacked shields, relying instead on a leather or thick felt cape, studded with copper discs. Guardsmen were equipped with heavy axes. Four-wheeled battle cars were drawn by four onager-donkey cross equids.

HISTORICAL ENEMIES

Early Nomad; Highland Raiders; Sumerian; Elamite; Early Syrian

SUMERIAN



ARMY COMMANDER		1	Any			DATES		2800 BCE to 2501 BCE		
SUB-GENERALS		0-3	Any			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-2	Any			CAMP		Unfortified or Flexible; Poor or Average		
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear	-	91	-	0	4,6	
	Tribal Close	Protected	-					16		
Guardsmen	INFANTRY	Superior	-	-	Melee Expert	107	-	0	6	
	Formed Loose	Protected	-					6		
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	6,8	
	Formed Loose	Unprotected	Bow					12		
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove	62	-	0	6,8,9	
	Formed Close	Unprotected	-					18		
Militia spearmen	INFANTRY	Average	-	Long Spear	-	50	-	32	6,8,9	
	Tribal Close	Unprotected	-					90		
Javelinmen	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	6,8,9	
	Tribal Loose	Unprotected	Javelin					18		
Levied foot	INFANTRY	Poor	-	Short Spear	-	23	-	0	8,9,10	
	Tribal Loose	Unprotected	-					24		
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9	
	Skirmisher	Unprotected	Bow					24		
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	27	-	0	6,9	
	Skirmisher	Unprotected	Sling					24		
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9	
	Skirmisher	Unprotected	Javelin					24		

SUMERIAN



NOTES

Guardsmen must be included in the command of the C-in-C. Internal allies represent allied city states.

CHANGES FROM LAST VERSION

None.

ELAMITE



2800 TO 1100 BCE

HISTORICAL NOTES

This list covers the armies of Elam. It also covers eastern highland kingdoms such as Markhashi, Awan and Aratta and the semi-nomadic cultures of trans-Elamite Bactria and Margiana from 2500 to 1800 BCE.

Elam was a threat to its western neighbours when strong and a tempting target for conquest when weak.

TROOP NOTES

Elamite armies were noted for their archers.

HISTORICAL ENEMIES

Highland Raiders; Sumerian; Indus Valley Civilisation; Later Sumerian; Akkadian Empire; Third Dynasty of Ur; Isin-Larsa; Later Amorite; Dynasty of Sealand; Mitanni; Kassite; Babylonian; Middle Assyrian; Early Vedic Indian

ELAMITE



ARMY COMMANDER	1	Any Instinctive	DATES	2800 BCE to 1100 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND		WEAPONRY	MELEE WEAPONRY					
Best archers	INFANTRY	Average	Skilled	-	-	63	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow	-	-	63	Combat Shy (-14)	32	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	16	6,8
	Tribal Loose	Unprotected	Bow	-	-	48	Combat Shy (-14)	80	
Javelinmen	INFANTRY	Average	Experienced	-	Fleet of Foot	45	Shoot & Charge (4)	0	6,8,9
	Tribal Loose	Unprotected	Javelin	-	Fleet of Foot	45	Shoot & Charge (4)	12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow	-	Combat Shy	40	-	36	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin	-	Combat Shy	25	-	24	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	6	6,9
	Skirmisher	Unprotected	Sling	-	Combat Shy	35	-	36	
FROM 2500 TO 1801 BCE									
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove	62	-	0	6,8
	Formed Close	Unprotected	-	Long Spear	Shove	62	-	8	
Militia spearmen	INFANTRY	Average	-	Long Spear	-	50	-	0	6,8
	Tribal Close	Unprotected	-	Long Spear	-	50	-	8	
FROM 2500 TO 2193 BCE									
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear	-	91	-	0	4,6
	Tribal Close	Protected	-	Short Spear	-	91	-	8	
FROM 2334 TO 1801 BCE									
Proto-chariots (replacing battle cars)	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	4,6
	Tribal Loose	Unprotected	Javelin	Short Spear	-	58	-	8	

ELAMITE



FROM 1800 BCE

Chariots	CHARIOTS	Average	Experienced	-	-	81	-	0	4,6
	Formed Loose	Unprotected	Bow					8	

FROM 1450 BCE

Chariots	CHARIOTS	Superior	Experienced	-	-	99	-	4	4,6
	Formed Loose	Unprotected	Bow					8	

ALLIES

Zagros highlander allies - Highland Raiders

Amorite allies - Early Nomad (from 2200 to 1900 BCE)

Sumerian city state allies - Akkadian Empire (from 2000 to 1750 BCE)

NOTES

A command may have only 1 UG of best archers. The number of best archers cannot exceed the number of archers.

Only one external ally may be chosen.

CHANGES FROM LAST VERSION

None.

EARLY SYRIAN



2700 TO 2200 BCE

HISTORICAL NOTES

This list covers the early Syrian states including Mari and Ebla. They were influenced by Sumerian culture. It also covers Syrian allies until the invasion of the Amorites in 1894 BCE. At its greatest extent, Ebla controlled an area roughly half the size of modern Syria. One of the most important of these vassals was Armi, but more than 60 vassal kingdoms and city states are known. Ebla may have been sacked by either Mari or Sargon of Akkad and later rebuilt. Mari engaged in a long war with its rival Ebla. Mari was destroyed and burned by Sargon of Akkad, but rebuilt and governed by the Akkadians.

TROOP NOTES

Syrian armies included archers and nomadic javelinmen as well as following Sumerian styles of fighting.

HISTORICAL ENEMIES

Old or Middle Kingdom Egyptian; Early Nomad; Highland Raiders; Sumerian; Early Syrian; Later Sumerian; Akkadian Empire

EARLY SYRIAN



ARMY COMMANDER	1	Any Instinctive	DATES	2700 BCE to 2200 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Plains, Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

Type		Shooting Skill		Mandatory		Base	Optional	Min	Uq Size
Name	Training And Formation	Quality Protection	Weaponry	Melee Weaponry	Characteristics	Pts	Characteristics	Max	
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear	-	91	-	0	4,6
	Tribal Close	Protected	-					12	
From 2300 BCE									
Proto-chariots replacing battle cars	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	4,6
	Tribal Loose	Unprotected	Javelin					6	

Guardsmen	INFANTRY	Superior	-	-	Melee Expert	107	-	0	6
	Formed Loose	Protected	-					6	
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	6,8
	Formed Loose	Unprotected	Bow					8	
Militia archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	12	6,8
	Formed Loose	Unprotected	Bow					48	
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove	62	-	0	6,8,9
	Formed Close	Unprotected	-					9	
Militia spearmen	INFANTRY	Average	-	Long Spear	-	50	-	12	6,8,9
	Tribal Close	Unprotected	-					24	
From 2500 BCE									
Upgrade retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-		6,8,9
	Formed Close	Unprotected	-					All	
Upgrade militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-		6,8,9
	Tribal Close	Unprotected	-					All	

EARLY SYRIAN



Nomadic levy or vassal javelinmen	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Shoot & Charge (6)	12 72	6,8,9
Skirmishing archers	INFANTRY Skirmisher	Poor Unprotected	Experienced Bow	-	Combat Shy	32	-	0 24	6,9
Skirmishing slingers	INFANTRY Skirmisher	Poor Unprotected	Experienced Sling	-	Combat Shy	27	-	0 24	6,9
Skirmishing javelinmen	INFANTRY Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	17	-	0 24	6,9

ALLIES

Sumerian city state allies - Sumerian (before 2500 BCE)

Sumerian city state allies - Later Sumerian (from 2500 BCE)

Nomad allies - Early Nomad

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

INDUS VALLEY CIVILISATION



2600 TO 1700 BCE

HISTORICAL NOTES

The Indus Valley or Harappan Civilisation flourished between 2600 and 1700 BCE. They formed large urban centres and traded extensively (seals from Harappa have been found in Ur). It is believed that these are the people referred to as Meluhha in Sumerian texts.

TROOP NOTES

Archaeology has recovered slingshot, arrow and spearheads. Guardsmen are noted on trading ships. There is no evidence for war elephants or chariots.

HISTORICAL ENEMIES

Elamite; Indus Valley Civilisation; Akkadian Empire

INDUS VALLEY CIVILISATION



ARMY COMMANDER	1	Any Instinctive	DATES	2600 BCE to 1700 BCE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	1-2	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Guardsmen	INFANTRY		Superior	-	Short Spear	-	101	Melee Expert (22)	0	6
	Formed Close		Protected	-					24	
Spearmen	INFANTRY		Average	-	Short Spear	-	41	-	8	6,8,9
	Tribal Close		Unprotected	-					48	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	16	6,8
	Tribal Loose		Unprotected	Bow					72	
Followers	INFANTRY		Poor	-	-	-	22	-	0	8,9,10
	Tribal Close		Unprotected	-					20	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					12	
Slings	INFANTRY		Average	Experienced	-	Combat Shy	35	-	18	6,9
	Skirmisher		Unprotected	Sling					54	

NOTES

A command may have only 1 UG of Guardsmen.

CHANGES FROM LAST VERSION

None.

LATER SUMERIAN



2500 TO 2250 BCE

HISTORICAL NOTES

This list covers Sumerian armies following the introduction of body shields until the completion of the conquest of Sumer by the Akkadian Empire. It also includes the Great Revolt of c. 2250 BCE.

TROOP NOTES

Heavy felt capes were replaced with full body shields carried by a shieldbearer armed with an axe. They protected the unshielded spearmen who used their spears two-handed.

HISTORICAL ENEMIES

Early Nomad; Highland Raiders; Elamite; Early Syrian; Later Sumerian; Akkadian Empire

LATER SUMERIAN



ARMY COMMANDER	1	Any Instinctive	DATES	2500 BCE to 2250 BCE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

UNIT DATA																				
TYPE		TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE		OPTIONAL		MIN		MAX		UG SIZE		
NAME		FORMATION		PROTECTION		WEAPONRY		MELEE WEAPONRY		CHARACTERISTICS		PTS		CHARACTERISTICS		MAX		UG SIZE		
4-wheeled battle cars		CHARIOTS		Superior		-		Short Spear		-		91		-		0		4,6		
		Tribal Close		Protected		-										8				
FROM 2334 BCE																				
Proto-chariots replacing battle cars		CHARIOTS		Average		Experienced		Short Spear		-		58		-		0		4,6		
		Tribal Loose		Unprotected		Javelin										6				

Guardsmen with heavy axe		INFANTRY		Superior		-		-		Melee Expert		107		-		0		6		
		Formed Loose		Protected		-										6				
Retained archers		INFANTRY		Average		Skilled		-		-		69		-		0		6,8		
		Formed Loose		Unprotected		Bow										12				
Retained spearmen		INFANTRY		Average		-		Long Spear		Shove, Shield Cover		65		-		0		6,8,9		
		Formed Close		Unprotected		-										24				
Militia spearmen		INFANTRY		Average		-		Long Spear		Shove, Shield Cover		58		-		24		6,8,9		
		Tribal Close		Unprotected		-										72				
Javelinmen		INFANTRY		Average		Experienced		-		-		39		Fleet of Foot (6), Shoot & Charge (4)		0		6,8,9		
		Tribal Loose		Unprotected		Javelin										24				
Skirmishing archers		INFANTRY		Poor		Experienced		-		Combat Shy		32		-		0		6,9		
		Skirmisher		Unprotected		Bow										24				
Skirmishing slingers		INFANTRY		Poor		Experienced		-		Combat Shy		27		-		0		6,9		
		Skirmisher		Unprotected		Sling										24				
Skirmishing javelinmen		INFANTRY		Poor		Experienced		-		Combat Shy		17		-		0		6,9		
		Skirmisher		Unprotected		Javelin										24				

LATER SUMERIAN



ALLIES

Bedouin allies - Early Nomad

Elamite allies

Highland Raider allies

Meluhhan allies - Indus Valley Civilisation (only in 2250 BCE)

NOTES

Only one external ally may be taken.

This list may also supply allied contingents until 1800 BCE representing unconquered cities.

CHANGES FROM LAST VERSION

None.

NUBIAN



2500 TO 1480 BCE

HISTORICAL NOTES

Nubia was the region of the Nile valley south of the first cataract. It served as a trade corridor between Egypt and tropical Africa. During this period, Nubia is divided into three categories: A-group culture (to 2800 BCE); C-group culture (2300 to 1600 BCE) and the Kingdom of Kerma (2500 to 1500 BCE).

TROOP NOTES

Nubia was noted for its archers.

HISTORICAL ENEMIES

Old or Middle Kingdom Egyptian; Early Libyan; Nubian; New Kingdom Egyptian

NUBIAN



ARMY COMMANDER	1	Any Instinctive	DATES	2500 BCE to 1480 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Archers	INFANTRY	Average	Experienced	-	-	48	Fleet of Foot (6), Combat Shy (-14)	30	108	6,8
	Tribal Loose	Unprotected	Bow	-	-	63	Fleet of Foot (6), Combat Shy (-14)	0	24	6,8
Best archers	INFANTRY	Average	Skilled	-	-	66	-	0	18	6,8,9
	Tribal Loose	Unprotected	Bow	-	-	56	Shoot & Charge (6)	0	18	6,8,9
Warriors with axe	INFANTRY	Average	-	-	Melee Expert	66	-	0	18	6,8,9
	Tribal Loose	Protected	-	-	Melee Expert	66	-	0	18	6,8,9
Warriors with javelins	INFANTRY	Average	Experienced	-	-	66	-	0	27	6,9
	Tribal Loose	Protected	Javelin	-	-	40	Combat Shy	0	54	6,9
Best skirmishers	INFANTRY	Average	Skilled	-	Combat Shy	25	-	0	36	6,9
	Skirmisher	Unprotected	Bow	-	Combat Shy	25	-	0	36	6,9
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	36	6,9
	Skirmisher	Unprotected	Bow	-	Combat Shy	25	-	0	36	6,9
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	36	6,9
	Skirmisher	Unprotected	Javelin	-	Combat Shy	25	-	0	36	6,9

ALLIES

Egyptian allies - Old or Middle Kingdom Egyptian (only in 2310 BCE)

NOTES

A command may have only 1 TuG of best archers and 1 SuG of best skirmishers.

CHANGES FROM LAST VERSION

None.

AKKADIAN EMPIRE



2334 TO 2193 BCE

HISTORICAL NOTES

The Akkadian Empire was centred in the city of Akkad and was the first to unite Akkadian and Sumerian speakers under one rule. It controlled all of Mesopotamia. It was founded by Sargon of Akkad c. 2334 BCE and lasted for 180 years. Akkadian armies campaigned far beyond Mesopotamia into Syria, Cyprus and the Mediterranean, Anatolia, highland Iran, and down the Gulf to Oman. It was eventually overrun by the Gutí and Lullubi.

TROOP NOTES

This period saw the introduction of the first chariots.

HISTORICAL ENEMIES

Early Nomad; Highland Raiders; Elamite; Early Syrian; Indus Valley Civilisation; Later Sumerian; Akkadian Empire

AKKADIAN EMPIRE



ARMY COMMANDER	1	Any	DATES	2334 BCE to 2193 BCE
SUB-GENERALS	0-3	Any	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
4-wheeled battle cars	CHARIOTS		Superior	-	Short Spear	-	91	-	0	4,6
	Tribal Close		Protected	-					6	
Proto-chariots	CHARIOTS		Average	Experienced	Short Spear	-	58	-	0	4,6
	Tribal Loose		Unprotected	Javelin					12	
Guardsmen with heavy axe	INFANTRY		Superior	-	-	Melee Expert	107	-	0	6
	Formed Loose		Protected	-					6	
Retained archers	INFANTRY		Average	Skilled	-	-	69	-	0	6,8
	Formed Loose		Unprotected	Bow					12	
Retained spearmen	INFANTRY		Average	-	Long Spear	Shove, Shield Cover	65	-	0	6,8,9
	Formed Close		Unprotected	-					24	
Militia spearmen	INFANTRY		Average	-	Long Spear	Shove, Shield Cover	58	-	16	6,8,9
	Tribal Close		Unprotected	-					72	
Javelinmen	INFANTRY		Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	6,8,9
	Tribal Loose		Unprotected	Javelin					24	
Skirmishing archers	INFANTRY		Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher		Unprotected	Bow					24	
Skirmishing slingers	INFANTRY		Poor	Experienced	-	Combat Shy	27	-	0	6,9
	Skirmisher		Unprotected	Sling					24	
Skirmishing javelinmen	INFANTRY		Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher		Unprotected	Javelin					24	

AKKADIAN EMPIRE



ALLIES

Sumerian subject allies - Later Sumerian
Syrian subject allies - Early Syrian
Elamite allies

NOTES

Both subject allies may be taken together, but otherwise only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

THIRD DYNASTY OF UR



2112 TO 2004 BCE

HISTORICAL NOTES

After the anarchy following the collapse of the Akkadian Empire there followed a "Sumerian Renaissance". Armies of the Third Dynasty of Ur drove out the Gutti and Lullubi and achieved stability. It rose to prominence c. 2112 BCE and fell to an Elamite invasion in c. 2004 BCE.

TROOP NOTES

The large rectangular shields of former times were replaced towards the end of the dynasty by lighter and more manageable Amorite shields.

HISTORICAL ENEMIES

Early Nomad; Highland Raiders; Elamite; Isin-Larsa

THIRD DYNASTY OF UR



ARMY COMMANDER		1	Any Instinctive			DATES		2112 BCE to 2004 BCE				
SUB-GENERALS		1-3	Any Instinctive (before 2028 BCE, 0-1 from 2028 BCE)			TERRAIN		Standard, Coastal				
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (from 2028 BCE)			CAMP		Unfortified; Poor or Average				

	TYPE	TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION		PROTECTION		WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS		CHARACTERISTICS	MAX	UG SIZE
Proto-chariots	CHARIOTS		Average		Experienced	Short Spear	-	58	-		0	4,6
	Tribal Loose		Unprotected		Javelin						12	
Guardsmen with heavy axe	INFANTRY		Superior		-	-	Melee Expert	107	-		0	6
	Formed Loose		Protected		-						6	
Retained archers	INFANTRY		Average		Skilled	-	-	69	-		0	6,8
	Formed Loose		Unprotected		Bow						12	
Retained spearmen	INFANTRY		Average		-	Long Spear	Shove, Shield Cover	65	-		0	6,8,9
	Formed Close		Unprotected		-						24	
Militia spearmen	INFANTRY		Average		-	Long Spear	Shove, Shield Cover	58	-		16	6,8,9
	Tribal Close		Unprotected		-						72	
FROM 2028 BCE												
Replace militia spearmen with lighter shields	INFANTRY		Average		-	Long Spear	-	81	-			6,8,9
	Tribal Flexible		Protected		-						Any	

Javelinmen	INFANTRY		Average		Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)		0	6,8,9
	Tribal Loose		Unprotected		Javelin						24	
Amorites	INFANTRY		Average		Experienced	-	-	56	Shoot & Charge (6)		0	6,8,9
	Tribal Loose		Protected		Javelin						24	

THIRD DYNASTY OF UR



Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher	Unprotected	Bow					24	
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	27	-	0	6,9
	Skirmisher	Unprotected	Sling					24	
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin					24	

ALLIES

Amurru bedouin allies - Early Nomad (from 2028 BCE)

CHANGES FROM LAST VERSION

None.

ISIN-LARSA



2028 TO 1762 BCE

HISTORICAL NOTES

This list covers the southern Mesopotamian successor kingdoms of the Isin-Larsa period following the collapse of the Third Dynasty of Ur, including Hurrian influenced Eshnunna 2028 to 1762 BCE, Larsa 2025 to 1762 BCE, and the First Dynasty of Isin 2017 to 1787 BCE.

TROOP NOTES

All these kingdoms appear to have preserved a more substantial element of "Sumerian" military tradition for a longer period than other Mesopotamian states. Eshnunna was under Elamite and Hurrian influence. Although some bows started to appear on early chariots, the shooting weapon has been classified as javelin.

HISTORICAL ENEMIES

Early Nomad; Highland Raiders; Elamite; Third Dynasty of Ur; Isin-Larsa; Later Amorite

ISIN-LARSA



ARMY COMMANDER		1	Any Instinctive		DATES		2028 BCE to 1762 BCE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Mobile; Poor or Average			

TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Proto-chariots	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	4,6	
	Tribal Loose	Unprotected	Javelin					12		
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	6,8	
	Formed Loose	Unprotected	Bow					8		
Elamite mercenary archers	INFANTRY	Average	Skilled	-	-	69	Combat Shy (-14)	0	6,8	
	Formed Loose	Unprotected	Bow					8		
Mercenary archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8	
	Formed Loose	Unprotected	Bow					16		
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-	0	6,8,9	
	Formed Close	Unprotected	-					24		
Militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-	16	6,8,9	
	Tribal Close	Unprotected	-					72		
Replace militia spearmen with lighter shields	INFANTRY	Average	-	Long Spear	-	81	-		6,8,9	
	Tribal Flexible	Protected	-					Any		
Javelinmen	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	6,8,9	
	Tribal Loose	Unprotected	Javelin					24		
Highlander or Turruju mercenary warriors	INFANTRY	Average	-	-	Fleet of Foot, Devastating Chargers	46	-	0	6,8,9	
	Tribal Loose	Unprotected	-					9		
ONLY ISIN										
Amorites	INFANTRY	Average	Experienced	-	-	56	Shoot & Charge (6)	0	6,8,9	
	Tribal Loose	Protected	Javelin					18		

ISIN-LARSA



Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher	Unprotected	Bow					24	
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	27	-	0	6,9
	Skirmisher	Unprotected	Sling					24	
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin					24	

ALLIES

Elamite allies (only Eshnunna)

Old Assyrian allies - Later Amorite (only Eshnunna from 1894 BCE)

Amurru allies - Early Nomad (only Larsa)

NOTES

An army must either be the Isin, Larsa, Eshnunna or a smaller state.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

LATER AMORITE

1894 TO 1595 BCE

HISTORICAL NOTES

This list covers the armies of the mature, urbanised Amorite dynasties of Syria and Mesopotamia that developed out of the invading Amurru/Early Amorite hordes before the conquests of the Hittite king Mursilis I opened the way for Hurrian control. They include Yamhad, Karkemish, Qatanum (Qatna), Ebla, and especially the northern kingdom (or so-called Old Assyrian Empire) of Shamshi-Adad and his successors, 1813 to 1755 BCE, the First Dynasty of Babylon, 1894 to 1595 BCE (particularly during the reign of Hammurabi, 1792 to 1750 BCE), Mari until destroyed in 1759 BCE and Aleppo until destroyed in 1600 BCE.

TROOP NOTES

The new Amorite states basically combined Amorite tactics and equipment with Sumero-Akkadian wealth, culture and technology. The outstanding change from previous civilised armies was the abandonment of standing in close ranks poking at the enemy with long spears. Levies from the powerful semi-nomadic Amorite tribes, in the north and west, such as the Hanu confederation with its Sim'alu ("northerner") and Yaminu ("southerner") branches, or the Sutu, were an important element of armies.

HISTORICAL ENEMIES

Old or Middle Kingdom Egyptian; Early Nomad; Highland Raiders; Elamite; Isin-Larsa; Later Amorite; Dynasty of Sealand; Hittite Old and Middle Kingdom; Hyksos; Mitanni

LATER AMORITE



ARMY COMMANDER	1	Any Instinctive	DATES	1894 BCE to 1595 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Fortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots	CHARIOTS		Superior	Experienced	-	-	90	-	0	4,6
	Tribal Loose		Unprotected	Bow	-	-			12	
Retinue	INFANTRY		Average	Unskilled	-	Melee Expert	79	Shoot & Charge (6)	16	6,8,9
	Formed Loose		Protected	Javelin	-				72	
Retinue archers	INFANTRY		Average	Skilled	-	-	69	-	0	6,8
	Formed Loose		Unprotected	Bow	-				8	
Sabum qallaturn	INFANTRY		Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	6,8,9
	Tribal Loose		Unprotected	Javelin	-				18	
Levied reserves	INFANTRY		Poor	-	-	-	22	-	0	8,9,10
	Tribal Close		Unprotected	-	-				20	
Skirmishing archers	INFANTRY		Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher		Unprotected	Bow	-				24	
Skirmishing slingers	INFANTRY		Poor	Experienced	-	Combat Shy	27	-	0	6,9
	Skirmisher		Unprotected	Sling	-				24	
Skirmishing javelinmen	INFANTRY		Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher		Unprotected	Javelin	-				24	

CHANGES FROM LAST VERSION

None.

DYNASTY OF SEALAND



1732 TO 1460 BCE

HISTORICAL NOTES

This list covers the "2nd Dynasty of Babylon" (although it was independent of Amorite-ruled Babylon) that was named for the province in the far south of Mesopotamia. The kings bore pseudo-Sumerian names. There is circumstantial evidence that they briefly ruled Babylon itself. A fort has recently been discovered and excavated in southern Iraq.

TROOP NOTES

There is little evidence for the armies of this dynasty except for the fact they were a constant threat to the kings of Babylon.

HISTORICAL ENEMIES

Early Nomad; Elamite; Later Amorite; Kassite Babylonian

DYNASTY OF SEALAND



ARMY COMMANDER	1	Any Instinctive	DATES	1732 BCE to 1460 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Proto-chariots	CHARIOTS		Average	Experienced	-	58	-	0	4,6
	Tribal Loose		Unprotected	Javelin				6	
Retained archers	INFANTRY		Average	Skilled	-	69	-	0	6,8
	Formed Loose		Unprotected	Bow				8	
Elamite mercenary archers	INFANTRY		Average	Skilled	-	69	Combat Shy (-14)	0	6,8
	Formed Loose		Unprotected	Bow				8	
Mercenary archers	INFANTRY		Average	Experienced	-	54	Combat Shy (-14)	0	6,8
	Formed Loose		Unprotected	Bow				16	
Spearmen	INFANTRY		Average	-	-	81	-	18	6,8,9
	Tribal Flexible		Protected	-				96	
Javelinmen	INFANTRY		Average	Experienced	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	6,8,9
	Tribal Loose		Unprotected	Javelin				24	
Skirmishing archers	INFANTRY		Average	Experienced	-	40	-	0	6,9
	Skirmisher		Unprotected	Bow				24	
Skirmishing slingers	INFANTRY		Average	Experienced	-	35	-	0	6,9
	Skirmisher		Unprotected	Sling				24	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	25	-	0	6,9
	Skirmisher		Unprotected	Javelin				24	

CHANGES FROM LAST VERSION

None.



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	1280	1120	n/a	n/a	640	560
Talented	920	720	680	560	520	480
Competent	560	440	480	360	240	200
Mediocre	320	200	320	200	80	40

CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading.
No camp deploys a poor mobile camp when defending and no camp at all when invading.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

NOTES

1. Points values for skirmishers in Magna are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

EARLY SUMERIAN



ARMY COMMANDER	1	Any Instinctive	DATES	3000 BCE to 2801 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Household archers	INFANTRY		Average	Skilled			69		0	4
	Formed Loose		Unprotected	Bow	-	-		-	12	
Militia archers	INFANTRY		Average	Experienced			54	Combat Shy (-14)	20	4
	Formed Loose		Unprotected	Bow	-	-			80	
Skirmishing archers	INFANTRY		Poor	Experienced			42		0	4,6
	Skirmisher		Unprotected	Bow	-	Combat Shy		-	24	
Skirmishing javelinmen	INFANTRY		Poor	Experienced			20		0	4,6
	Skirmisher		Unprotected	Javelin	-	Combat Shy		-	24	
Skirmishing slingers	INFANTRY		Poor	Experienced			35		0	4,6
	Skirmisher		Unprotected	Sling	-	Combat Shy		-	24	

ALLIES

Bedouin allies - Early Nomad
Zagros allies - Highland Raiders

NOTES

A command may have only 1 UG of Household archers.
Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

OLD OR MIDDLE KINGDOM EGYPTIAN



ARMY COMMANDER	1	Any Instinctive	DATES	3000 BCE to 1550 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Guard infantry	INFANTRY		Superior	-	Short Spear	101	Melee Expert (22)	0	4
	Drilled Loose		Protected	-				8	
Close fighters	INFANTRY		Average	-	Short Spear	72	-	8	4
	Drilled Loose		Protected	-				36	
Archers	INFANTRY		Average	Experienced	-	58	Combat Shy (-14)	8	4
	Drilled Loose		Unprotected	Bow				48	
Conscript spearmen	INFANTRY		Poor	-	Short Spear	35	-	0	4,6
	Tribal Loose		Protected	-				24	
Javelinmen	INFANTRY		Average	Experienced	-	71	Shoot & Charge (6)	0	4,6
	Drilled Loose		Protected	Javelin				8	
Nubian archers	INFANTRY		Average	Skilled	-	63	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow				8	
Tribal auxiliaries	INFANTRY		Average	Experienced	-	28	-	0	4,6
	Skirmisher		Unprotected	Javelin				16	
Nubian skirmishers	INFANTRY		Average	Skilled	-	89	-	0	4,6
	Skirmisher		Unprotected	Bow				6	
Skirmishing archers	INFANTRY		Average	Experienced	-	50	-	0	4,6
	Skirmisher		Unprotected	Bow				8	
Slings	INFANTRY		Average	Experienced	-	43	-	0	4,6
	Skirmisher		Unprotected	Sling				8	

CHANGES FROM LAST VERSION

None.

EARLY NOMAD



ARMY COMMANDER	1	Any Instinctive	DATES	3000 BCE to 1001 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Plains, Desert
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	CHARACTERISTICS	MAX	
Best Warriors	INFANTRY		Superior	Unskilled	Short Spear	-	Shoot & Charge (8)	0	4
	Tribal Loose		Protected	Javelin				12	
Warriors	INFANTRY		Average	Unskilled	Short Spear	-	Shoot & Charge (6)	20	4,6
	Tribal Loose		Protected	Javelin				100	
Archers	INFANTRY		Average	Experienced	-	-	Combat Shy (-14)	0	4,6
	Tribal Loose		Unprotected	Bow				12	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	-	0	4,6
	Skirmisher		Unprotected	Bow				24	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	-	0	4,6
	Skirmisher		Unprotected	Javelin				24	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	-	0	4,6
	Skirmisher		Unprotected	Sling				12	

ALLIES

Syrian city allies - Early Syrian (from 2200 to 1895 BCE)
 Syrian city allies - Later Amorite (from 1894 to 1600 BCE)
 Mesopotamian city state allies - Isin-Larsa (from 2000 to 1800 BCE)

NOTES

A command may have only 1 UG of best warriors.
 Only one external ally may be chosen.

CHANGES FROM LAST VERSION

None.

HIGHLAND RAIDERS



ARMY COMMANDER	1	Any Instinctive	DATES	3000 BCE to 1001 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
	TRAINING AND		WEAPONRY	MELEE WEAPONRY					
Chariots (Hurrians from 1800 BCE)	CHARIOTS	Superior	Experienced	-	-	90	-	0	4
	Tribal Loose	Unprotected	Bow					4	
Chieftains and their retinues	INFANTRY	Superior	-	-	Fleet of Foot,	64	-	0	4
	Tribal Loose	Unprotected	-		Devastating Chargers			12	
Warriors	INFANTRY	Average	-	-	Fleet of Foot,	46	-	12*	4,6
	Tribal Loose	Unprotected	-		Devastating Chargers			72	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	Fleet of Foot	46	Shoot & Charge (4)	12*	4,6
	Tribal Loose	Unprotected	Javelin					72	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					24	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					24	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					12	
ONLY GUTIAHS FROM 2190 TO 2115 BCE									
Conquered Sumerian retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-	0	4,6
	Formed Close	Unprotected	-					8	
Conquered Sumerian militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-	8**	4,6
	Tribal Close	Unprotected	-					24	

ALLIES

Sumerian city state allies - Later Sumerian (only Gutians from 2190 to 2115 BCE)

HIGHLAND RAIDERS



NOTES

Minima marked * only apply if any such troops are used. Hurrians may not use warriors.
Minima marked ** only apply if any Sumerian troops are taken.
A command may have only 1 UG of best warriors.

CHANGES FROM LAST VERSION

None.

EARLY LIBYAN



ARMY COMMANDER		1	Any Instinctive			DATES		3000 BCE to 651 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive			CAMP		Unfortified; Poor or Average		

TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Chariots (from 1500 BCE)	CHARIOTS	Superior	Experienced	-	-	99	-	0	4	
	Formed Loose	Unprotected	Bow	-	-			4		
Chieftains and their retinues	INFANTRY	Superior	Experienced	-	Fleet of Foot	61	Shoot & Charge (5)	0	4	
	Tribal Loose	Unprotected	Javelin	-				12		
Javelinmen	INFANTRY	Average	Experienced	-	Fleet of Foot	45	Shoot & Charge (4)	8	4,6	
	Tribal Loose	Unprotected	Javelin	-				48		
ONLY AFTER 1200 BCE										
Upgrade Chieftains and their retinues with swords	INFANTRY	Superior	-	-	Fleet of Foot, Devastating Chargers	64	-		4	
	Tribal Loose	Unprotected	-	-				Any		
Upgrade javelinmen with swords	INFANTRY	Average	-	-	Fleet of Foot, Devastating Chargers	46	-		4,6	
	Tribal Loose	Unprotected	-	-				Up to half		
ONLY MESHWESH FROM 1000 TO 940 BCE										
Regrade Chieftains and their retinues	INFANTRY	Superior	-	Short Spear	Melee Expert	110	-	0	4	
	Tribal Close	Protected	-					8		
Regrade javelinmen	INFANTRY	Average	-	Short Spear	Melee Expert	78	-	4	4,6	
	Tribal Close	Protected	-					24		
ONLY LIBU FROM 1000 TO 940 BCE										
Regrade Chieftains and their retinues	INFANTRY	Superior	Unskilled	Short Spear	-	83	Shoot & Charge (8)	0	4	
	Tribal Loose	Protected	Javelin					12		
Regrade javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	4	4,6	
	Tribal Loose	Protected	Javelin					12		

EARLY LIBYAN



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8	4
	Tribal Loose	Unprotected	Bow					48	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					40	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					40	

ALLIES

Sea Peoples allies (from 1208 to 1176 BCE)

NOTES

A command may have only 1 UG of chieftains and their retinues.

Meshwesh may have Libu allies and Libu may have Meshwesh allies.

CHANGES FROM LAST VERSION

None.

SUMERIAN



ARMY COMMANDER		1	Any		DATES		2800 BCE to 2501 BCE			
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS		0-2	Any		CAMP		Unfortified or Flexible; Poor or Average			
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear	-	91	-	0	4	
	Tribal Close	Protected	-					12		
Guardsmen	INFANTRY	Superior	-	-	Melee Expert	107	-	0	4	
	Formed Loose	Protected	-					4		
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	4	
	Formed Loose	Unprotected	Bow					8		
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove	62	-	0	4,6	
	Formed Close	Unprotected	-					12		
Militia spearmen	INFANTRY	Average	-	Long Spear	-	50	-	20	4,6	
	Tribal Close	Unprotected	-					60		
Javelinmen	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	4,6	
	Tribal Loose	Unprotected	Javelin					12		
Levied foot	INFANTRY	Poor	-	Short Spear	-	23	-	0	4,6	
	Tribal Loose	Unprotected	-					16		
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6	
	Skirmisher	Unprotected	Bow					16		
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	4,6	
	Skirmisher	Unprotected	Sling					16		
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6	
	Skirmisher	Unprotected	Javelin					16		

SUMERIAN



NOTES

Guardsmen must be included in the command of the C-in-C. Internal allies represent allied city states.

CHANGES FROM LAST VERSION

None.

ELAMITE



ARMY COMMANDER	1	Any Instinctive	DATES	2800 BCE to 1100 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE WEAPONRY	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND								
Best Archers	INFANTRY	Average	Skilled	-	-	63	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					20	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8	4
	Tribal Loose	Unprotected	Bow					56	
Javelinmen	INFANTRY	Average	Experienced	-	Fleet of Foot	45	Shoot & Charge (4)	0	4,6
	Tribal Loose	Unprotected	Javelin					8	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					24	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					16	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	4	4,6
	Skirmisher	Unprotected	Sling					24	
FROM 2500 TO 1801 BCE									
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove	62	-	0	4
	Formed Close	Unprotected	-					4	
Militia spearmen	INFANTRY	Average	-	Long Spear	-	50	-	0	4
	Tribal Close	Unprotected	-					4	
FROM 2500 TO 2193 BCE									
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear	-	91	-	0	4
	Tribal Close	Protected	-					4	
FROM 2334 TO 1801 BCE									
Proto-chariots (replacing battle cars)	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	4
	Tribal Loose	Unprotected	Javelin					4	

ELAMITE



FROM 1800 BCE

Chariots	CHARIOTS	Average	Experienced	-	-	81	-	0	4
	Formed Loose	Unprotected	Bow					4	

FROM 1450 BCE

Chariots	CHARIOTS	Superior	Experienced	-	-	99	-	4	4
	Formed Loose	Unprotected	Bow					4	

ALLIES

Zagros highlander allies - Highland Raiders

Amorite allies - Early Nomad (from 2200 to 1900 BCE)

Sumerian city state allies - Akkadian Empire (from 2000 to 1750 BCE)

NOTES

A command may have only 1 UG of best archers. The number of best archers cannot exceed the number of archers.

Only one external ally may be chosen.

CHANGES FROM LAST VERSION

None.

EARLY SYRIAN



ARMY COMMANDER	1	Any Instinctive	DATES	2700 BCE to 2200 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Plains, Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

Type		Shooting Skill		Mandatory		Base	Optional	Min	Uq Size
Name	Training And Formation	Quality Protection	Weaponry	Melee Weaponry	Characteristics	Pts	Characteristics	Max	
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear	-	91	-	0	4
	Tribal Close	Protected	-					8	
From 2300 BCE									
Proto-chariots replacing battle cars	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	4
	Tribal Loose	Unprotected	Javelin					4	

Guardsmen	INFANTRY	Superior	-	-	Melee Expert	107	-	0	4
	Formed Loose	Protected	-					4	
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	4
	Formed Loose	Unprotected	Bow					4	
Militia archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	8	4
	Formed Loose	Unprotected	Bow					32	
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove	62	-	0	4,6
	Formed Close	Unprotected	-					6	
Militia spearmen	INFANTRY	Average	-	Long Spear	-	50	-	8	4,6
	Tribal Close	Unprotected	-					16	
From 2500 BCE									
Upgrade retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-		4,6
	Formed Close	Unprotected	-					All	
Upgrade militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-		4,6
	Tribal Close	Unprotected	-					All	

EARLY SYRIAN



Nomadic levy or vassal javelinmen	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Shoot & Charge (6)	8 48	4,6
Skirmishing archers	INFANTRY Skirmisher	Poor Unprotected	Experienced Bow	-	Combat Shy	42	-	0 16	4,6
Skirmishing slingers	INFANTRY Skirmisher	Poor Unprotected	Experienced Sling	-	Combat Shy	35	-	0 16	4,6
Skirmishing javelinmen	INFANTRY Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	20	-	0 16	4,6

ALLIES

Sumerian city state allies - Sumerian (before 2500 BCE)
 Sumerian city state allies - Later Sumerian (from 2500 BCE)
 Nomad allies - Early Nomad

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

INDUS VALLEY CIVILISATION



ARMY COMMANDER	1	Any Instinctive	DATES	2600 BCE to 1700 BCE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	1-2	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Guardsmen	INFANTRY		Superior	-	Short Spear	-	101	Melee Expert (22)	0	4
	Formed Close		Protected	-					16	
Spearmen	INFANTRY		Average	-	Short Spear	-	41	-	4	4,6
	Tribal Close		Unprotected	-					32	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	12	4
	Tribal Loose		Unprotected	Bow					48	
Followers	INFANTRY		Poor	-	-	-	22	-	0	4,6
	Tribal Close		Unprotected	-					14	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					8	
Slings	INFANTRY		Average	Experienced	-	Combat Shy	43	-	12	4,6
	Skirmisher		Unprotected	Sling					36	

NOTES

A command may have only 1 UG of Guardsmen.

CHANGES FROM LAST VERSION

None.

LATER SUMERIAN



ARMY COMMANDER		1	Any Instinctive		DATES		2500 BCE to 2250 BCE		
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified or Flexible; Poor or Average		
UNIT DATA									
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear	-	91	-	0	4
	Tribal Close	Protected	-					4	
FROM 2334 BCE									
Proto-chariots replacing battle cars	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	4
	Tribal Loose	Unprotected	Javelin					4	

Guardsmen with heavy axe	INFANTRY	Superior	-	-	Melee Expert	107	-	0	4
	Formed Loose	Protected	-					4	
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	4
	Formed Loose	Unprotected	Bow					8	
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-	0	4,6
	Formed Close	Unprotected	-					16	
Militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-	16	4,6
	Tribal Close	Unprotected	-					48	
Javelinmen	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	4,6
	Tribal Loose	Unprotected	Javelin					16	
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher	Unprotected	Bow					16	
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	4,6
	Skirmisher	Unprotected	Sling					16	
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher	Unprotected	Javelin					16	

LATER SUMERIAN



ALLIES

Bedouin allies - Early Nomad

Elamite allies

Highland Raider allies

Meluhhan allies - Indus Valley Civilisation (only in 2250 BCE)

NOTES

Only one external ally may be taken.

This list may also supply allied contingents until 1800 BCE representing unconquered cities.

CHANGES FROM LAST VERSION

None.

NUBIAN



ARMY COMMANDER	1	Any Instinctive	DATES	2500 BCE to 1480 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
	TRAINING AND		WEAPONRY	MELEE WEAPONRY				CHARACTERISTICS	PTS
Archers	INFANTRY	Average	Experienced	-	-	48	Fleet of Foot (6), Combat Shy (-14)	20	4
	Tribal Loose	Unprotected	Bow	-	-	72			
Best archers	INFANTRY	Average	Skilled	-	-	63	Fleet of Foot (6), Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow	-	-	16			
Warriors with axe	INFANTRY	Average	-	-	Melee Expert	66	-	0	4,6
	Tribal Loose	Protected	-	-	Melee Expert	12			
Warriors with javelins	INFANTRY	Average	Experienced	-	-	56	Shoot & Charge (6)	0	4,6
	Tribal Loose	Protected	Javelin	-	-	12			
Best skirmishers	INFANTRY	Average	Skilled	-	Combat Shy	89	-	0	4,6
	Skirmisher	Unprotected	Bow	-	Combat Shy	18			
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow	-	Combat Shy	36			
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin	-	Combat Shy	24			

ALLIES

Egyptian allies - Old or Middle Kingdom Egyptian (only in 2310 BCE)

NOTES

A command may have only 1 TuG of best archers and 1 SuG of best skirmishers.

CHANGES FROM LAST VERSION

None.

AKKADIAN EMPIRE



ARMY COMMANDER	1	Any	DATES	2334 BCE to 2193 BCE
SUB-GENERALS	0-3	Any	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
4-wheeled battle cars	CHARIOTS		Superior	-	Short Spear	-	91	-	0	4
	Tribal Close		Protected	-					4	
Proto-chariots	CHARIOTS		Average	Experienced	Short Spear	-	58	-	0	4
	Tribal Loose		Unprotected	Javelin					8	
Guardsmen with heavy axe	INFANTRY		Superior	-	-	Melee Expert	107	-	0	4
	Formed Loose		Protected	-					4	
Retained archers	INFANTRY		Average	Skilled	-	-	69	-	0	4
	Formed Loose		Unprotected	Bow					8	
Retained spearmen	INFANTRY		Average	-	Long Spear	Shove, Shield Cover	65	-	0	4,6
	Formed Close		Unprotected	-					16	
Militia spearmen	INFANTRY		Average	-	Long Spear	Shove, Shield Cover	58	-	10	4,6
	Tribal Close		Unprotected	-					48	
Javelinmen	INFANTRY		Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	4,6
	Tribal Loose		Unprotected	Javelin					16	
Skirmishing archers	INFANTRY		Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher		Unprotected	Bow					16	
Skirmishing slingers	INFANTRY		Poor	Experienced	-	Combat Shy	35	-	0	4,6
	Skirmisher		Unprotected	Sling					16	
Skirmishing javelinmen	INFANTRY		Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher		Unprotected	Javelin					16	

AKKADIAN EMPIRE



ALLIES

Sumerian subject allies - Later Sumerian
Syrian subject allies - Early Syrian
Elamite allies

NOTES

Both subject allies may be taken together, but otherwise only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

THIRD DYNASTY OF UR



ARMY COMMANDER		1	Any Instinctive			DATES		2112 BCE to 2004 BCE				
SUB-GENERALS		1-3	Any Instinctive (before 2028 BCE, 0-1 from 2028 BCE)			TERRAIN		Standard, Coastal				
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (from 2028 BCE)			CAMP		Unfortified; Poor or Average				
NAME	TYPE	TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX				
Proto-chariots	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	4			
	Tribal Loose	Unprotected	Javelin					8				
Guardsmen with heavy axe	INFANTRY	Superior	-	-	Melee Expert	107	-	0	4			
	Formed Loose	Protected	-					4				
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	4			
	Formed Loose	Unprotected	Bow					8				
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-	0	4,6			
	Formed Close	Unprotected	-					16				
Militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-	10	4,6			
	Tribal Close	Unprotected	-					48				
FROM 2028 BCE												
Replace militia spearmen with lighter shields	INFANTRY	Average	-	Long Spear	-	81	-		4,6			
	Tribal Flexible	Protected	-					Any				

Javelinmen	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	4,6			
	Tribal Loose	Unprotected	Javelin					16				
Amorites	INFANTRY	Average	Experienced	-	-	56	Shoot & Charge (6)	0	4,6			
	Tribal Loose	Protected	Javelin					16				

THIRD DYNASTY OF UR



Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher	Unprotected	Bow					16	
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	4,6
	Skirmisher	Unprotected	Sling					16	
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher	Unprotected	Javelin					16	

ALLIES

Amurru bedouin allies - Early Nomad (from 2028 BCE)

CHANGES FROM LAST VERSION

None.

ISIN-LARSA



ARMY COMMANDER		1	Any Instinctive		DATES		2028 BCE to 1762 BCE							
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal							
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Mobile; Poor or Average							

	TYPE	TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL		MIN	
NAME	FORMATION	PROTECTION		WEAPONRY		MELEE WEAPONRY		CHARACTERISTICS		PTS	CHARACTERISTICS		MAX	UG SIZE
Proto-chariots	CHARIOTS	Average		Experienced		Short Spear		-	58	-	0		4	
	Tribal Loose	Unprotected		Javelin										8
Retained archers	INFANTRY	Average		Skilled		-		-	69	-	0		4	
	Formed Loose	Unprotected		Bow										4
Elamite mercenary archers	INFANTRY	Average		Skilled		-		-	69	Combat Shy (-14)	0		4	
	Formed Loose	Unprotected		Bow										4
Mercenary archers	INFANTRY	Average		Experienced		-		-	54	Combat Shy (-14)	0		4	
	Formed Loose	Unprotected		Bow										12
Retained spearmen	INFANTRY	Average		-		Long Spear		Shove, Shield Cover	65	-	0		4,6	
	Formed Close	Unprotected		-										16
Militia spearmen	INFANTRY	Average		-		Long Spear		Shove, Shield Cover	58	-	10		4,6	
	Tribal Close	Unprotected		-										48
Replace militia spearmen with lighter shields	INFANTRY	Average		-		Long Spear		-	81	-	0		4,6	
	Tribal Flexible	Protected		-										Any
Javelinmen	INFANTRY	Average		Experienced		-		-	39	Fleet of Foot (6), Shoot & Charge (4)	0		4,6	
	Tribal Loose	Unprotected		Javelin										16
Highlander or Turruju mercenary warriors	INFANTRY	Average		-		-		Fleet of Foot, Devastating Chargers	46	-	0		4,6	
	Tribal Loose	Unprotected		-										6
ONLY ISIN														
Amorites	INFANTRY	Average		Experienced		-		-	56	Shoot & Charge (6)	0		4,6	
	Tribal Loose	Protected		Javelin										12

ISIN-LARSA



Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher	Unprotected	Bow					16	
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	4,6
	Skirmisher	Unprotected	Sling					16	
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher	Unprotected	Javelin					16	

ALLIES

Elamite allies (only Eshnunna)

Old Assyrian allies - Later Amorite (only Eshnunna from 1894 BCE)

Amurru allies - Early Nomad (only Larsa)

NOTES

An army must either be the Isin, Larsa, Eshnunna or a smaller state.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

LATER AMORITE



ARMY COMMANDER	1	Any Instinctive	DATES	1894 BCE to 1595 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Fortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Superior	Experienced	-	-	90	-	0	4
	Tribal Loose		Unprotected	Bow	-	-			8	
Retinue	INFANTRY		Average	Unskilled	-	Melee Expert	79	Shoot & Charge (6)	10	4,6
	Formed Loose		Protected	Javelin	-				48	
Retinue archers	INFANTRY		Average	Skilled	-	-	69	-	0	4
	Formed Loose		Unprotected	Bow	-				4	
Sabum qallaturn	INFANTRY		Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	4,6
	Tribal Loose		Unprotected	Javelin	-				12	
Levied reserves	INFANTRY		Poor	-	-	-	22	-	0	4,6
	Tribal Close		Unprotected	-	-				14	
Skirmishing archers	INFANTRY		Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher		Unprotected	Bow	-				16	
Skirmishing slingers	INFANTRY		Poor	Experienced	-	Combat Shy	35	-	0	4,6
	Skirmisher		Unprotected	Sling	-				16	
Skirmishing javelinmen	INFANTRY		Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher		Unprotected	Javelin	-				16	

CHANGES FROM LAST VERSION

None.

DYNASTY OF SEALAND



ARMY COMMANDER	1	Any Instinctive	DATES	1732 BCE to 1460 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Proto-chariots	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	4
	Tribal Loose	Unprotected	Javelin					4	
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	4
	Formed Loose	Unprotected	Bow					4	
Elamite mercenary archers	INFANTRY	Average	Skilled	-	-	69	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					4	
Mercenary archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					12	
Spearmen	INFANTRY	Average	-	Long Spear	-	81	-	12	4,6
	Tribal Flexible	Protected	-					64	
Javelinmen	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	4,6
	Tribal Loose	Unprotected	Javelin					16	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					16	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					16	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					16	

CHANGES FROM LAST VERSION

None.



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	640	560	n/a	n/a	320	280
Talented	460	360	340	280	260	240
Competent	280	220	240	180	120	100
Mediocre	160	100	160	100	40	20

CAMPS

Camps are not included in Pacto games.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

NOTES

1. Points values for skirmishers in Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

EARLY SUMERIAN



ARMY COMMANDER	1	Any Instinctive	DATES	3000 BCE to 2801 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive		

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Household archers	INFANTRY		Average	Skilled	-	-	69	-	0	1,2
	Formed Loose		Unprotected	Bow	-	-			6	
Militia archers	INFANTRY		Average	Experienced	-	-	54	Combat Shy (-14)	8	1,2
	Formed Loose		Unprotected	Bow	-	-			40	
Skirmishing archers	INFANTRY		Poor	Experienced	-	Combat Shy	42	-	0	1,2,3
	Skirmisher		Unprotected	Bow	-	Combat Shy			12	
Skirmishing javelinmen	INFANTRY		Poor	Experienced	-	Combat Shy	20	-	0	1,2,3
	Skirmisher		Unprotected	Javelin	-	Combat Shy			12	
Skirmishing slingers	INFANTRY		Poor	Experienced	-	Combat Shy	35	-	0	1,2,3
	Skirmisher		Unprotected	Sling	-	Combat Shy			12	

ALLIES

Bedouin allies - Early Nomad
Zagros allies - Highland Raiders

NOTES

A command may have only 1 UG of Household archers.
Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

OLD OR MIDDLE KINGDOM EGYPTIAN



ARMY COMMANDER	1	Any Instinctive	DATES	3000 BCE to 1550 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS				

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Guard infantry	INFANTRY		Superior	-	-	101	Melee Expert (22)	0	1,2
	Drilled Loose		Protected	-				4	
Close fighters	INFANTRY		Average	-	-	72	-	4	1,2
	Drilled Loose		Protected	-				18	
Archers	INFANTRY		Average	Experienced	-	58	Combat Shy (-14)	4	1,2
	Drilled Loose		Unprotected	Bow				24	
Conscript spearmen	INFANTRY		Poor	-	-	35	-	0	2,3
	Tribal Loose		Protected	-				12	
Javelinmen	INFANTRY		Average	Experienced	-	71	Shoot & Charge (6)	0	1,2
	Drilled Loose		Protected	Javelin				4	
Nubian archers	INFANTRY		Average	Skilled	-	63	Combat Shy (-14)	0	1,2
	Tribal Loose		Unprotected	Bow				4	
Tribal auxiliaries	INFANTRY		Average	Experienced	-	28	-	0	1,2
	Skirmisher		Unprotected	Javelin				8	
Nubian skirmishers	INFANTRY		Average	Skilled	-	89	-	0	1,2
	Skirmisher		Unprotected	Bow				4	
Skirmishing archers	INFANTRY		Average	Experienced	-	50	-	0	1,2
	Skirmisher		Unprotected	Bow				4	
Slings	INFANTRY		Average	Experienced	-	43	-	0	1,2
	Skirmisher		Unprotected	Sling				4	

CHANGES FROM LAST VERSION

None.

EARLY NOMAD



ARMY COMMANDER	1	Any Instinctive	DATES	3000 BCE to 1001 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Plains, Desert
INTERNAL ALLIED GENERALS	0-2	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Best Warriors	INFANTRY	Superior	Unskilled	Short Spear	-	83	Shoot & Charge (8)	0	1,2
	Tribal Loose	Protected	Javelin					6	
Warriors	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	8	1,2
	Tribal Loose	Protected	Javelin					50	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					12	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					12	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					6	

ALLIES

Syrian city allies - Early Syrian (from 2200 to 1895 BCE)
 Syrian city allies - Later Amorite (from 1894 to 1600 BCE)
 Mesopotamian city state allies - Isin-Larsa (from 2000 to 1800 BCE)

NOTES

A command may have only 1 UG of best warriors.
 Only one external ally may be chosen.

CHANGES FROM LAST VERSION

None.

HIGHLAND RAIDERS



ARMY COMMANDER		1	Any Instinctive			DATES	3000 BCE to 1001 BCE			
SUB-GENERALS		0-2	Any Instinctive				TERRAIN	Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive							
TYPE										
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE	
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Chariots (Hurrians from 1800 BCE)	CHARIOTS	Superior	Experienced	-	-	90	-	0	1,2	
	Tribal Loose	Unprotected	Bow	-	-		-	4		
Chieftains and their retinues	INFANTRY	Superior	-	-	Fleet of Foot,	64	-	0	1,2	
	Tribal Loose	Unprotected	-	-	Devastating Chargers		-	6		
Warriors	INFANTRY	Average	-	-	Fleet of Foot,	46	-	6*	1,2	
	Tribal Loose	Unprotected	-	-	Devastating Chargers		-	36		
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	Fleet of Foot	46	Shoot & Charge (4)	6*	1,2	
	Tribal Loose	Unprotected	Javelin					36		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow	-			-	12		
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2	
	Skirmisher	Unprotected	Javelin	-			-	12		
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2	
	Skirmisher	Unprotected	Sling	-			-	6		
ONLY GUTIANS FROM 2190 TO 2115 BCE										
Conquered Sumerian retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-	0	1,2	
	Formed Close	Unprotected	-				-	4		
Conquered Sumerian militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-	4**	1,2	
	Tribal Close	Unprotected	-				-	12		
ALLIES										
Sumerian city state allies - Later Sumerian (only Gutians from 2190 to 2115 BCE)										

HIGHLAND RAIDERS



NOTES

Minima marked * only apply if any such troops are used. Hurrians may not use warriors.
Minima marked ** only apply if any Sumerian troops are taken.
A command may have only 1 UG of best warriors.

CHANGES FROM LAST VERSION

None.

EARLY LIBYAN



ARMY COMMANDER		1	Any Instinctive		DATES		3000 BCE to 651 BCE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Plains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive						

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chariots (from 1500 BCE)	CHARIOTS	Superior	Experienced	-	-	99	-	0	1,2
	Formed Loose	Unprotected	Bow					2	
Chieftains and their retinues	INFANTRY	Superior	Experienced	-	Fleet of Foot	61	Shoot & Charge (5)	0	1,2
	Tribal Loose	Unprotected	Javelin					6	
Javelinmen	INFANTRY	Average	Experienced	-	Fleet of Foot	45	Shoot & Charge (4)	4	1,2
	Tribal Loose	Unprotected	Javelin					24	
ONLY AFTER 1200 BCE									
Upgrade Chieftains and their retinues with swords	INFANTRY	Superior	-	-	Fleet of Foot, Devastating Chargers	64	-		1,2
	Tribal Loose	Unprotected	-					Any	
Upgrade javelinmen with swords	INFANTRY	Average	-	-	Fleet of Foot, Devastating Chargers	46	-		1,2
	Tribal Loose	Unprotected	-					Up to half	
ONLY MESHWESH FROM 1000 TO 940 BCE									
Regrade Chieftains and their retinues	INFANTRY	Superior	-	Short Spear	Melee Expert	110	-	0	1,2
	Tribal Close	Protected	-					4	
Regrade javelinmen	INFANTRY	Average	-	Short Spear	Melee Expert	78	-	2	1,2
	Tribal Close	Protected	-					12	
ONLY LIBU FROM 1000 TO 940 BCE									
Regrade Chieftains and their retinues	INFANTRY	Superior	Unskilled	Short Spear	-	83	Shoot & Charge (8)	0	1,2
	Tribal Loose	Protected	Javelin					6	
Regrade javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	2	1,2
	Tribal Loose	Protected	Javelin					6	

EARLY LIBYAN



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4	1,2
	Tribal Loose	Unprotected	Bow					24	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					20	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					20	

ALLIES

Sea Peoples allies (from 1208 to 1176 BCE)

NOTES

A command may have only 1 UG of chieftains and their retinues.

Meshwesh may have Libu allies and Libu may have Meshwesh allies.

CHANGES FROM LAST VERSION

None.

SUMERIAN



ARMY COMMANDER		1	Any		DATES		2800 BCE to 2501 BCE			
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS		0-2	Any							
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG	SIZE
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear	-	91	-	0		1,2
	Tribal Close	Protected	-					6		
Guardsmen	INFANTRY	Superior	-	-	Melee Expert	107	-	0		1,2
	Formed Loose	Protected	-					2		
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0		1,2
	Formed Loose	Unprotected	Bow					4		
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove	62	-	0		1,2
	Formed Close	Unprotected	-					6		
Militia spearmen	INFANTRY	Average	-	Long Spear	-	50	-	8		1,2
	Tribal Close	Unprotected	-					30		
Javelinmen	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0		1,2
	Tribal Loose	Unprotected	Javelin					6		
Levied foot	INFANTRY	Poor	-	Short Spear	-	23	-	0		2,3
	Tribal Loose	Unprotected	-					8		
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0		1,2,3
	Skirmisher	Unprotected	Bow					8		
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0		1,2,3
	Skirmisher	Unprotected	Sling					8		
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0		1,2,3
	Skirmisher	Unprotected	Javelin					8		

SUMERIAN



NOTES

Guardsmen must be included in the command of the C-in-C. Internal allies represent allied city states.

CHANGES FROM LAST VERSION

None.

ELAMITE



ARMY COMMANDER	1	Any Instinctive	DATES	2800 BCE to 1100 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive		

NAME	TYPE	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND		WEAPONRY	MELEE WEAPONRY					
Best Archers	INFANTRY	Average	Skilled	-	-	63	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					12	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4	1,2
	Tribal Loose	Unprotected	Bow					26	
Javelinmen	INFANTRY	Average	Experienced	-	Fleet of Foot	45	Shoot & Charge (4)	0	1,2
	Tribal Loose	Unprotected	Javelin					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					12	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					8	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	2	1,2
	Skirmisher	Unprotected	Sling					12	
FROM 2500 TO 1801 BCE									
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove	62	-	0	1,2
	Formed Close	Unprotected	-					4	
Militia spearmen	INFANTRY	Average	-	Long Spear	-	50	-	0	1,2
	Tribal Close	Unprotected	-					4	
FROM 2500 TO 2193 BCE									
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear	-	91	-	0	1,2
	Tribal Close	Protected	-					4	
FROM 2334 TO 1801 BCE									
Proto-chariots (replacing battle cars)	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	1,2
	Tribal Loose	Unprotected	Javelin					4	

ELAMITE



FROM 1800 BCE

Chariots	CHARIOTS	Average	Experienced	-	-	81	-	0	1,2
	Formed Loose	Unprotected	Bow					4	

FROM 1450 BCE

Chariots	CHARIOTS	Superior	Experienced	-	-	99	-	1	1,2
	Formed Loose	Unprotected	Bow					4	

ALLIES

Zagros highlander allies - Highland Raiders

Amorite allies - Early Nomad (from 2200 to 1900 BCE)

Sumerian city state allies - Akkadian Empire (from 2000 to 1750 BCE)

NOTES

A command may have only 1 UG of best archers. The number of best archers cannot exceed the number of archers.

Only one external ally may be chosen.

CHANGES FROM LAST VERSION

None.

EARLY SYRIAN



ARMY COMMANDER		1	Any Instinctive		DATES		2700 BCE to 2200 BCE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Plains, Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear	-	91	-	0	1,2
	Tribal Close	Protected	-					4	
FROM 2300 BCE									
Proto-chariots replacing battle cars	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	1,2
	Tribal Loose	Unprotected	Javelin					2	

Guardsmen	INFANTRY	Superior	-	-	Melee Expert	107	-	0	1,2
	Formed Loose	Protected	-					2	
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	1,2
	Formed Loose	Unprotected	Bow					4	
Militia archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	4	1,2
	Formed Loose	Unprotected	Bow					16	
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove	62	-	0	1,2
	Formed Close	Unprotected	-					4	
Militia spearmen	INFANTRY	Average	-	Long Spear	-	50	-	4	1,2
	Tribal Close	Unprotected	-					8	
FROM 2500 BCE									
Upgrade retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-		1,2
	Formed Close	Unprotected	-					All	
Upgrade militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-		1,2
	Tribal Close	Unprotected	-					All	

EARLY SYRIAN



Nomadic levy or vassal javelinmen	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Shoot & Charge (6)	4 24	1,2
Skirmishing archers	INFANTRY Skirmisher	Poor Unprotected	Experienced Bow	-	Combat Shy	42	-	0 8	1,2,3
Skirmishing slingers	INFANTRY Skirmisher	Poor Unprotected	Experienced Sling	-	Combat Shy	35	-	0 8	1,2,3
Skirmishing javelinmen	INFANTRY Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	20	-	0 8	1,2,3

ALLIES

Sumerian city state allies - Sumerian (before 2500 BCE)

Sumerian city state allies - Later Sumerian (from 2500 BCE)

Nomad allies - Early Nomad

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

INDUS VALLEY CIVILISATION



ARMY COMMANDER	1	Any Instinctive	DATES	2600 BCE to 1700 BCE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	1-2	Any Instinctive		

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Guardsmen	INFANTRY		Superior	-	Short Spear	-	101	Melee Expert (22)	0	1,2
	Formed Close		Protected	-					8	
Spearmen	INFANTRY		Average	-	Short Spear	-	41	-	2	1,2
	Tribal Close		Unprotected	-					16	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	4	1,2
	Tribal Loose		Unprotected	Bow					24	
Followers	INFANTRY		Poor	-	-	-	22	-	0	2,3
	Tribal Close		Unprotected	-					6	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					4	
Slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	4	1,2
	Skirmisher		Unprotected	Sling					18	

NOTES

A command may have only 1 UG of Guardsmen.

CHANGES FROM LAST VERSION

None.

LATER SUMERIAN



ARMY COMMANDER		1	Any Instinctive		DATES		2500 BCE to 2250 BCE			
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS		0-2	Any Instinctive							
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE		
FORMATION		PROTECTION		WEAPONRY		CHARACTERISTICS		PTS		
NAME				MELEE WEAPONRY				OPTIONAL		
								MIN		
								MAX		
								UG SIZE		
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear	-	91	-	0	1,2	
	Tribal Close	Protected	-					4		
FROM 2334 BCE										
Proto-chariots replacing battle cars	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	1,2	
	Tribal Loose	Unprotected	Javelin					2		

Guardsmen with heavy axe	INFANTRY	Superior	-	-	Melee Expert	107	-	0	1,2	
	Formed Loose	Protected	-					2		
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	1,2	
	Formed Loose	Unprotected	Bow					4		
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-	0	1,2	
	Formed Close	Unprotected	-					8		
Militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-	6	1,2	
	Tribal Close	Unprotected	-					24		
Javelinmen	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	1,2	
	Tribal Loose	Unprotected	Javelin					8		
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	1,2,3	
	Skirmisher	Unprotected	Bow					8		
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	1,2,3	
	Skirmisher	Unprotected	Sling					8		
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	1,2,3	
	Skirmisher	Unprotected	Javelin					8		

LATER SUMERIAN



ALLIES

Bedouin allies - Early Nomad

Elamite allies

Highland Raider allies

Meluhhan allies - Indus Valley Civilisation (only in 2250 BCE)

NOTES

Only one external ally may be taken.

This list may also supply allied contingents until 1800 BCE representing unconquered cities.

CHANGES FROM LAST VERSION

None.

NUBIAN



ARMY COMMANDER	1	Any Instinctive	DATES	2500 BCE to 1480 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS				

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Archers	INFANTRY	Average	Experienced	-	-	48	Fleet of Foot (6), Combat Shy (-14)	8	36	1,2
	Tribal Loose	Unprotected	Bow	-	-	63	Fleet of Foot (6), Combat Shy (-14)	0	8	1,2
Best archers	INFANTRY	Average	Skilled	-	-	66	Fleet of Foot (6), Combat Shy (-14)	0	6	1,2
	Tribal Loose	Unprotected	Bow	-	-	89	Fleet of Foot (6), Combat Shy (-14)	0	9	1,2
Warriors with axe	INFANTRY	Average	-	-	Melee Expert	56	-	0	6	1,2
	Tribal Loose	Protected	-	-	Melee Expert	56	-	0	6	1,2
Warriors with javelins	INFANTRY	Average	Experienced	-	-	50	Shoot & Charge (6)	0	18	1,2
	Tribal Loose	Protected	Javelin	-	-	28	Shoot & Charge (6)	0	12	1,2
Best skirmishers	INFANTRY	Average	Skilled	-	Combat Shy	50	-	0	18	1,2
	Skirmisher	Unprotected	Bow	-	Combat Shy	28	-	0	12	1,2
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	18	1,2
	Skirmisher	Unprotected	Bow	-	Combat Shy	28	-	0	12	1,2
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	18	1,2
	Skirmisher	Unprotected	Javelin	-	Combat Shy	28	-	0	12	1,2

ALLIES

Egyptian allies - Old or Middle Kingdom Egyptian (only in 2310 BCE)

NOTES

A command may have only 1 TuG of best archers and 1 SuG of best skirmishers.

CHANGES FROM LAST VERSION

None.

AKKADIAN EMPIRE



ARMY COMMANDER		1	Any		DATES		2334 BCE to 2193 BCE			
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS										
TYPE										
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE	
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear	-	91	-	0	1,2	
	Tribal Close	Protected	-					2		
Proto-chariots	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	1,2	
	Tribal Loose	Unprotected	Javelin					4		
Guardsmen with heavy axe	INFANTRY	Superior	-	-	Melee Expert	107	-	0	1,2	
	Formed Loose	Protected	-					2		
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	1,2	
	Formed Loose	Unprotected	Bow					4		
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-	0	1,2	
	Formed Close	Unprotected	-					8		
Militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-	4	1,2	
	Tribal Close	Unprotected	-					24		
Javelinmen	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	1,2	
	Tribal Loose	Unprotected	Javelin					8		
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	1,2,3	
	Skirmisher	Unprotected	Bow					8		
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	1,2,3	
	Skirmisher	Unprotected	Sling					8		
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	1,2,3	
	Skirmisher	Unprotected	Javelin					8		

AKKADIAN EMPIRE



ALLIES

Sumerian subject allies - Later Sumerian
Syrian subject allies - Early Syrian
Elamite allies

NOTES

Both subject allies may be taken together, but otherwise only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

THIRD DYNASTY OF UR



ARMY COMMANDER		1	Any Instinctive			DATES		2112 BCE to 2004 BCE		
SUB-GENERALS		1-3	Any Instinctive (before 2028 BCE, 0-1 from 2028 BCE)			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (from 2028 BCE)							
TYPE										
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Proto-chariots	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	1,2	
	Tribal Loose	Unprotected	Javelin					4		
Guardsmen with heavy axe	INFANTRY	Superior	-	-	Melee Expert	107	-	0	1,2	
	Formed Loose	Protected	-					2		
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	1,2	
	Formed Loose	Unprotected	Bow					4		
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-	0	1,2	
	Formed Close	Unprotected	-					8		
Militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-	4	1,2	
	Tribal Close	Unprotected	-					24		
FROM 2028 BCE										
Replace militia spearmen with lighter shields	INFANTRY	Average	-	Long Spear	-	81	-		1,2	
	Tribal Flexible	Protected	-					Any		

Javelinmen	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	1,2	
	Tribal Loose	Unprotected	Javelin					8		
Amorites	INFANTRY	Average	Experienced	-	-	56	Shoot & Charge (6)	0	1,2	
	Tribal Loose	Protected	Javelin					8		

THIRD DYNASTY OF UR



Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	1,2,3
	Skirmisher	Unprotected	Bow					8	
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	1,2,3
	Skirmisher	Unprotected	Sling					8	
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	1,2,3
	Skirmisher	Unprotected	Javelin					8	

ALLIES

Amurru bedouin allies - Early Nomad (from 2028 BCE)

CHANGES FROM LAST VERSION

None.

ISIN-LARSA



ARMY COMMANDER		1	Any Instinctive		DATES		2028 BCE to 1762 BCE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Proto-chariots	CHARIOTS	Average	Experienced	Short Spear	-	58	-	0	1,2
	Tribal Loose	Unprotected	Javelin					4	
Retained archers	INFANTRY	Average	Skilled	-	-	69	-	0	1,2
	Formed Loose	Unprotected	Bow					4	
Elamite mercenary archers	INFANTRY	Average	Skilled	-	-	69	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					4	
Mercenary archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					6	
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	-	0	1,2
	Formed Close	Unprotected	-					8	
Militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	-	4	1,2
	Tribal Close	Unprotected	-					24	
Replace militia spearmen with lighter shields	INFANTRY	Average	-	Long Spear	-	81	-		1,2
	Tribal Flexible	Protected	-					Any	
Javelinmen	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	1,2
	Tribal Loose	Unprotected	Javelin					8	
Highlander or Turruju mercenary warriors	INFANTRY	Average	-	-	Fleet of Foot, Devastating Chargers	46	-	0	1,2
	Tribal Loose	Unprotected	-					4	
ONLY ISIN									
Amorites	INFANTRY	Average	Experienced	-	-	56	Shoot & Charge (6)	0	1,2
	Tribal Loose	Protected	Javelin					12	

ISIN-LARSA



Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	1,2,3
	Skirmisher	Unprotected	Bow					16	
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	1,2,3
	Skirmisher	Unprotected	Sling					16	
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	1,2,3
	Skirmisher	Unprotected	Javelin					16	

ALLIES

Elamite allies (only Eshnunna)

Old Assyrian allies - Later Amorite (only Eshnunna from 1894 BCE)

Amurru allies - Early Nomad (only Larsa)

NOTES

An army must either be the Isin, Larsa, Eshnunna or a smaller state.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

LATER AMORITE



ARMY COMMANDER	1	Any Instinctive	DATES	1894 BCE to 1595 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots	CHARIOTS		Superior	Experienced	-	-	90	-	0	1,2
	Tribal Loose		Unprotected	Bow	-	-			4	
Retinue	INFANTRY		Average	Unskilled	-	Melee Expert	79	Shoot & Charge (6)	4	1,2
	Formed Loose		Protected	Javelin	-				24	
Retinue archers	INFANTRY		Average	Skilled	-	-	69	-	0	1,2
	Formed Loose		Unprotected	Bow	-				4	
Sabum qallaturn	INFANTRY		Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	1,2
	Tribal Loose		Unprotected	Javelin	-				6	
Levied reserves	INFANTRY		Poor	-	-	-	22	-	0	2,3
	Tribal Close		Unprotected	-	-				6	
Skirmishing archers	INFANTRY		Poor	Experienced	-	Combat Shy	42	-	0	1,2,3
	Skirmisher		Unprotected	Bow	-				8	
Skirmishing slingers	INFANTRY		Poor	Experienced	-	Combat Shy	35	-	0	1,2,3
	Skirmisher		Unprotected	Sling	-				8	
Skirmishing javelinmen	INFANTRY		Poor	Experienced	-	Combat Shy	20	-	0	1,2,3
	Skirmisher		Unprotected	Javelin	-				8	

CHANGES FROM LAST VERSION

None.

DYNASTY OF SEALAND



ARMY COMMANDER	1	Any Instinctive	DATES	1732 BCE to 1460 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Coastal
INTERNAL ALLIED GENERALS				

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Proto-chariots	CHARIOTS		Average	Experienced	Short Spear	-	58	-	0	1,2
	Tribal Loose		Unprotected	Javelin					2	
Retained archers	INFANTRY		Average	Skilled	-	-	69	-	0	1,2
	Formed Loose		Unprotected	Bow					4	
Elamite mercenary archers	INFANTRY		Average	Skilled	-	-	69	Combat Shy (-14)	0	1,2
	Formed Loose		Unprotected	Bow					4	
Mercenary archers	INFANTRY		Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose		Unprotected	Bow					6	
Spearmen	INFANTRY		Average	-	Long Spear	-	81	-	6	1,2
	Tribal Flexible		Protected	-					32	
Javelinmen	INFANTRY		Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	1,2
	Tribal Loose		Unprotected	Javelin					8	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					8	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher		Unprotected	Sling					8	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher		Unprotected	Javelin					8	

CHANGES FROM LAST VERSION

None.