



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: ¼ to ¾ 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 ¼ to ¾ 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.

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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 Guti, 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 Guti. 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 swa 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 fourways, 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.

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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.

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MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

	Army Co	mmander	Sub-ge	eneral	Ally general		
Type of 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



2000 DCF . 2001 DCF

ARMY COMMANDER		Any Instinctive			DATES		3000 BCE to 2801 BCE	3000 BCE to 2801 BCE				
SUB-GENERALS	0	-3 Any Instinctive			TERRAIN		Standard, Coastal					
Internal Allied Gene	RALS 0	-2 Any Instinctive			САМР		Unfortified; Poor or Average					
	ТүрЕ											
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min				
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE			
Household archers	INFANTRY	Average	Skilled	_	_	69	_	0	6			
1 lousellolu alellels	Formed Loose	Unprotected	Bow		_	0,7		18				
Militia archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	30	6,8			
Ivillida arcifers	Formed Loose	Unprotected	Bow			04	Combat Sity (-14)	120				
Skirmishing archers	INFANTRY	Poor	Experienced		Combat Shy	32		0	6,9			
	Skirmisher	Unprotected	Bow		Combat 511y	32		36				
kirmishing javelinmen	INFANTRY	Poor	Experienced		Combat Shy	17		0	6,9			
	Skirmisher	Unprotected	Javelin	-	Combat Sily	17	-	36	0,9			
	INFANTRY	Poor	Experienced		Combat Shy	27		0	6.9			

Sling

Combat Shy

27

ALLIES

Skirmishing slingers

Bedouin allies - Early Nomad Zagros allies - Highland Raiders

Notes

A command may have only 1 UG of Household archers.

Skirmisher

Unprotected

Only one external ally may be taken.

CHANGES FROM LAST VERSION

OLD OR MIDDLE KINGDOM EGYPTIAN



3000 то 1550 ВСЕ

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	3 Any Instinctive			TERRAIN		Standard, Coastal				
INTERNAL ALLIED GENE	RALS				Самр		Unfortified; Poor or Ave	erage			
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min			
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE		
Guard infantry	INFANTRY	Superior	-	Short Spear		101	Melee Expert (22)	0	6,8		
Guaru manuy	Drilled Loose	Protected	-	Short Spear	-	101	Meice Expert (22)	12	0,0		
Class fightors	INFANTRY	Average	-	Chart Char		72		16	6,8		
Close fighters	Drilled Loose	Protected	-	Short Spear	-	12	- '	54	_ 0,0		
Λ1	INFANTRY	Average	Experienced			FO	C 1 - + C1 (1 4)	12	6,8		
Archers	Drilled Loose	Unprotected	Bow	-	-	58	Combat Shy (-14)	72	0,0		
<i>C</i>	INFANTRY	Poor	-	Short Spear		٥٢		0	(00		
Conscript spearmen	Tribal Loose	Protected	-		-	35	- '	36	6,8,9		
T 1:	INFANTRY	Average	Experienced			71	C1	0	600		
Javelinmen	Drilled Loose	Protected	Javelin	-	-	71	Shoot & Charge (6)	12	6,8,9		
NT 1 · 1	INFANTRY	Average	Skilled			60	G 1 (1 (44)	0	6.0		
Nubian archers	Tribal Loose	Unprotected	Bow	-	-	63	Combat Shy (-14)	12	6,8		
T · 1 1 · 1 ·	INFANTRY	Average	Experienced		C 1 . C1	٥٢		0	(0		
Tribal auxilaries	Skirmisher	Unprotected	Javelin	-	Combat Shy	25	- '	24	6,9		
NT 1 · 1 · · 1	INFANTRY	Average	Skilled		G 1 . C1			0	6.0		
Nubian skirmishers	Skirmisher	Unprotected	Bow	-	Combat Shy	66	-	9	6,9		
C1 · · 1 · 1	INFANTRY	Average	Experienced		C 1 . C1	40		0	6,9		
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	40	40 -	12			
al.	INFANTRY	Average	Experienced		G 1 01	0.5		0	6.0		
Slingers		0 -	ı	_	Combat Shy	35	_		6.9		

CHANGES FROM LAST VERSION

Skirmisher

Unprotected

None.

Slingers

Sling

Combat Shy

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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	САМР	Unfortified; Poor or Average
Түрг				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best Warriors	INFANTRY	Superior	Unskilled	Short Spear	_	83	Shoot & Charge (8)	0	6
Dest wallions	Tribal Loose	Protected	Javelin	onon opear	-	00	of the charge (0)	18	
Warriors	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	30	6,8,9
	Tribal Loose	Protected	Javelin	Short Spear	-	00	Shoot & Charge (0)	150	0,0,9
Archers	INFANTRY	Average	Experienced	_		48	Combat Shy (-14)	0	6,8,9
/ ticticis	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	18	0,0,9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow		Compat sily	40	-	36	0,9
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	25		0	6,9
skiiilisiiiig javeliiilieli	Skirmisher	Unprotected	Javelin	-	Combat sily	20	-	36	0,9
Chirmighing alingara	INFANTRY	Average	Experienced		Combat Shr	35		0	6,9
Skirmishing slingers	Skirmisher	Unprotected	Sling	-	Combat Shy	30	-	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

HIGHLAND RAIDERS



3000 TO 1001 BCE

HISTORICAL NOTES

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

The Guti 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 "Lullubi" or "Lullu" seems to have become a generic Babylonian and Assyrian term for "highlander", while the original region of Lullubi was also known as Zamua. However, the "land of Lullubi" 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 Lullubi 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 General	.s	0-2	Any Instinctive			Самр		Unfortified; Poor or Ave	erage		
	ТүрЕ										
	TRAINING AN	D	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min		
Name	FORMATION		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size	
Chariots (Hurrians from	CHARIOTS	5	Superior	Experienced			90		0	4,6	
1800 BCE)	Tribal Loos	е	Unprotected	Bow	-	-	90	- '	8	4,0	
Chieftains and their retinues	INFANTRY	7	Superior	-		Fleet of Foot,	64		0	6	
Chiertains and their retinues —	Tribal Loos	е	Unprotected	-	-	Devastating Chargers	04	<u>-</u>	18		
Warriors	INFANTRY		Average	-		Fleet of Foot,	46		18*	6,8,9	
warriors	Tribal Loos	е	Unprotected	-	-	Devastating Chargers	40	-	108	0,0,9	
Javelinmen	INFANTRY	7	Average	Unskilled	Short Spear	Fleet of Foot	46	Shoot & Charge (4)	18*	6,8,9	
javenimien	Tribal Loos	е	Unprotected	Javelin	31101t Spear	Tiect of Toot	40	SHOOL & Charge (4)	108		
Skirmishing archers	INFANTRY	7	Average	Experienced		Combat Shy	40		0	6,9	
Skinnishing archers —	Skirmisher		Unprotected	Bow	-	Compat sily	40		36	- 0,9	
Skirmishing javelinmen	INFANTRY	7	Average	Experienced		Combat Shy	25		0	6,9	
Skiimsiinig javeiiimien	Skirmisher		Unprotected	Javelin	-	Compat sily	20	- '	36	- 0,9	
Chirminhin a alimana	INFANTRY	7	Average	Experienced		Combat Shy	35		0	6,9	
Skirmishing slingers	Skirmisher		Unprotected	Sling	-	Comoat sny	33	- '	18	- 0,9	
Only Gutians from 2190	то 2115 ВСІ	E									
Conquered Sumerian	INFANTRY	7	Average	-	ī C	C1	6 5		0	(00	
retained spearmen	Formed Clos	se	Unprotected	-	Long Spear	Shove, Shield Cover	65	-	12	6,8,9	
Conquered Sumerian militia	INFANTRY	7	Average	-	I C ·	Ch Ch:-14 C	58		12**	600	
spearmen	Tribal Close	е	Unprotected	-	Long Spear	Shove, Shield Cover	58	-	36	6,8,9	

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

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 Genera	LS	0-1	Any Instinctive			Самр		Unfortified; Poor or Av	rerage		
	ТүрЕ					_					
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	M in		
Name	Formatio		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Chariots (from 1500 BCE)	CHARIO 7	ΓS	Superior	Experienced	_	_	99	_	0	4,6	
Chanots (from 1000 BCL)	Formed Lo	ose	Unprotected	Bow					8	4,0	
Chieftains and their retinues	INFANTR	Υ	Superior	Experienced		Fleet of Foot	61	Shoot & Charge (5)	0	6	
	Tribal Loo	se	Unprotected	Javelin	-	rieet of root	01	Silout & Charge (0)	18		
Javelinmen	INFANTR	Υ	Average	Experienced		Fleet of Foot	45	Shoot & Charge (4)	12	6,8,9	
Javeninnen	Tribal Loo	se	Unprotected	Javelin	-	rieet of root	40	SHOOL & CHarge (4)	72	0,0,9	
ONLY AFTER 1200 BCE											
Upgrade Chieftains and their	INFANTR	Υ	Superior	-		Fleet of Foot,	61			6	
retinues with swords	Tribal Loo	se	Unprotected	-	-	Devastating Chargers	64	-	Any	6	
Upgrade javelinmen with	INFANTR	Υ	Average	-		Fleet of Foot,	46			6,8,9	
swords	Tribal Loo	se	Unprotected	-	-	Devastating Chargers	40	-	Up to half	- 0,0,9	
ONLY MESHWESH FROM 10	000 то 940	BCE									
Regrade Chieftains and their	INFANTR	Υ	Superior	-	Short Spear	Melee Expert	110		0	6	
retinues	Tribal Clo	se	Protected	-	Short Spear	Meiee Expert	110	-	12	- 0	
Doggo do investigação	INFANTR	Υ	Average	-	Short Spear	Melee Expert	78		8	6,8,9	
Regrade javelinmen	Tribal Clo	se	Protected	-	Short Spear	Meiee Expert	/8	-	36	0,8,9	
ONLY LIBU FROM 1000 TO	940 BCE										
Regrade Chieftains and their	INFANTR	Υ	Superior	Unskilled	C1 . C		00	C1 . 0- C1 (0)	0		
retinues	Tribal Loo	se	Protected	Javelin	Short Spear	-	83	Shoot & Charge (8)	18	6	
D 1 - :1:	INFANTR	Υ	Average	Unskilled	Clarat Caraca		60	Cl + 0x Cl (6)	8	600	
Regrade javelinmen	Tribal Loo	se	Protected	Javelin	Short Spear	-	60	Shoot & Charge (6)	18	6,8,9	

EARLY LIBYAN



Archers	INFANTRY	Average	Experienced		48	Combat Shy (-14)	12	6,8
Attriers	Tribal Loose	Unprotected	Bow		40	Combat 511y (-14)	72	0,0
Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	40		0	6,9
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	- Collidat Sily	40	-	60	0,9
Skirmishing involumen	INFANTRY	Average	Experienced	- Combat Shy	25		0	6,9
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	- Combat sny	20	-	60	0,9

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

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



32

90

0

18

0

24

50

39

23

Fleet of Foot (6), Shoot

& Charge (4)

6,8,9

6,8,9

8,9,10

			<u> </u>	<u> </u>					1
ARMY COMMANDER	1	Any			DATES		2800 BCE to 2501 BCE	ļ	
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	0-2	Any			Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ	·							
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	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
4-wheeled battle cars	Tribal Close	Protected	-	Short Spear		91	-	16	4,0
Guardsmen	INFANTRY	Superior	-		Melee Expert	107		0	6
Guarusinen	Formed Loose	Protected	-	-	Meiee Expert	107	-	6	_ 0
Patrinad archars	INFANTRY	Average	Skilled			69		0	6,8
etained archers	Formed Loose	Unprotected	Bow	-	-	09	-	12	
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove	62		0	600
Netamed speamen	Formed Close	Unprotected	-	Long Spear	311076	02	-	18	6,8,9

Long Spear

Short Spear

Experienced

Tavelin

INFANTRY

Tribal Close

INFANTRY

Tribal Loose

INFANTRY

Tribal Loose

Militia spearmen

Tavelinmen

Levied foot

Average

Unprotected

Average

Unprotected

Poor

Unprotected

SUMERIAN



Notes

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

CHANGES FROM LAST VERSION

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	2800 BCE to 1100 BCE			
SUB-GENERALS	0-	3 Any Instinctive			TERRAIN		Plains, Mountains				
INTERNAL ALLIED GENERALS	0-	2 Any Instinctive			САМР		Unfortified; Poor or Ave	erage			
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	O PTIONAL	Min			
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE		
Best archers	INFANTRY	Average	Skilled	_	_	63	Combat Shy (-14)	0	6,8		
	Tribal Loose	Unprotected	Bow	_		00	Combat Sily (-14)	32			
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	16	6,8		
Auchers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	80	0,0		
Javelinmen	INFANTRY	Average	Experienced		Fleet of Foot	45	Shoot & Charge (4)	0	6,8,9		
Javeninnen	Tribal Loose	Unprotected	Javelin	-	rieet of root	40	SHOOL & Charge (4)	12	0,0,9		
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9		
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Sily	40	-	36	0,9		
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	25		0	6,9		
Skirmisimig javemimen	Skirmisher	Unprotected	Javelin	-	Collidat Sily	20	-	24	0,9		
Clin a see	INFANTRY	Average	Experienced		Combat Shy	35		6	6,9		
Slingers	Skirmisher	Unprotected	Sling	-	Combat Sny	50	-	36	0,9		
FROM 2500 ТО 1801 ВСЕ											
	INFANTRY	Average	_					0			
Retained spearmen	Formed Close	Unprotected	-	Long Spear	Shove	62	-	8	6,8		
	INFANTRY	Average	_					0			
Militia spearmen	Tribal Close	Unprotected	-	Long Spear	-	50	-	8	6,8		
FROM 2500 то 2193 BCE											
	CHARIOTS	Superior	-					0			
4-wheeled battle cars	Tribal Close	Protected	-	Short Spear	-	91	-	8	4,6		
FROM 2334 то 1801 BCE											
Proto-chariots (replacing	CHARIOTS	Average	Experienced	Chart Crass		58		0	4,6		
battle cars)	Tribal Loose	Unprotected	Javelin	Short Spear	-	96	-	8	4,0		

ELAMITE



FROM 1800 BCE								
Chariots	CHARIOTS	Average	Experienced		Q1		0	4,6
	Formed Loose	Unprotected	Bow		01	-	8	
FROM 1450 BCE								
Chariots	CHARIOTS	Superior	Experienced		99		4	1.6
	Formed Loose	Unprotected	Bow	-	99	-	8	4,6

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

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 Terrain		2700 BCE to 2200 BCE Standard, Plains, Coastal					
SUB-GENERALS 0-2			Any Instinctive								
INTERNAL ALLIED GENERA	ALS	0-2	Any Instinctive			Самр		Unfortified; Poor or Average			
	Түре										
	TRAINING AN	ID	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	FORMATION	ī	Protection	Weaponry	Melee Weaponry	Characteristics	PTS	CHARACTERISTICS	MAX	UG Size	
4-wheeled battle cars	CHARIOT	S	Superior	-	Short Spear		91		0	4,6	
4-Wilecieu Datue Cais	Tribal Clos	е	Protected	-	Short Spear	-	91	-	12	4,0	
FROM 2300 BCE											
Proto-chariots replacing	CHARIOT	S	Average	Experienced	Clarat Carasa		58		0	4,6	
battle cars	Tribal Loos	е	Unprotected	Javelin	Short Spear	-		-	6	4,0	
C1	INFANTR'	Y	Superior	-		Melee Expert	107		0	-	
Guardsmen	Formed Loo	se	Protected	-			107	-	6	6	
Retained archers	INFANTR'	Y	Average	Skilled	-	-	69		0	6,8	
Retained archers	Formed Loo	se	Unprotected	Bow				-	8	0,8	
Militia archers	INFANTR:	Y	Average	Experienced	-	-	54	Combat Shy (-14)	12	6,8	
Ivillida archers	Formed Loo	se	Unprotected	Bow				Combat 511y (-14)	48	- 0,0	
Retained spearmen	INFANTR?	Y	Average	-	Long Spear	Shove	62	-	0	6,8,9	
Tretained speamen	Formed Clo	se	Unprotected	-	Long Spear				9		
Militia spearmen	INFANTR'	Y	Average	-	Long Spear		50		12	6,8,9	
TVIIII da spearmen	Tribal Clos	е	Unprotected	-	Long Spear	-	50	-	24	0,0,7	
FROM 2500 BCE											
T I d	INFANTR:	Y	Average	-	I C	Ch Ch:-14 C	65			6,8,9	
Upgrade retained spearmen	Formed Clo	se	Unprotected	-	Long Spear	Shove, Shield Cover	65	-	All	0,8,9	
Upgrade militia spearmen	INFANTR:	Y	Average	-	Long Spear	Shove, Shield Cover	58			6,8,9	
Opgrade Illillua spealillell	Tribal Clos	е	Unprotected	-	Long Spean	Shove, Shield Cover		-	All	- 0,0,9	

EARLY SYRIAN



Nomadic levy or vassal	INFANTRY	Average	Unskilled	Chart Crass		60	Chart Or Charge (6)	12	600
javelinmen	Tribal Loose	Protected	Javelin	Short Spear	-	60	Shoot & Charge (6)	72	6,8,9
Skirmishing archers	INFANTRY	Poor	Experienced	_	Combat Shy	32	-	0	6,9
	Skirmisher	Unprotected	Bow					24	0,9
Skirmishing slingers	INFANTRY	Poor	Experienced		Combat Shy	27	-	0	6,9
	Skirmisher	Unprotected	Sling			27		24	0,9
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin		Combat Sily	17		24	0,9

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

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 Terrain		2600 BCE to 1700 BCE Standard, Coastal				
SUB-GENERALS		0-1	Any Instinctive								
Internal Allied Generation	RALS	1-2	Any Instinctive			Самр		Unfortified or Flexible; Poor or Average			
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min		
NAME	FORMATIO	ON	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Guardsmen	INFANTI	RΥ	Superior	-	Short Spear	-	101	Melee Expert (22)	0	6	
Guarusinen	Formed Cl	ose	Protected	-					24		
Spearmen	INFANTI	RΥ	Average	-	Short Spear	-	41	-	8	6,8,9	
	Tribal Clo	se	Unprotected	-					48		
Archers	INFANTI	RΥ	Average	Experienced	-	-	48	Combat Shy (-14)	16	6,8	
Archers	Tribal Loc	ose	Unprotected	Bow			40		72		
Followers	INFANTI	RΥ	Poor	-	_	-	22	-	0	8,9,10	
TOHOWEIS	Tribal Clo	se	Unprotected	-					20	0,9,10	
Skirmishers	INFANTI	RΥ	Average	Experienced	_	Combat Shy	40	-	0	6,9	
JKIIIIIISIICIS	Skirmish	er	Unprotected	Bow		Combat sily			12	0,9	
Slingers	INFANTI	RΥ	Average	Experienced		Combat Shy	35		18	6,9	
21118c12	Skirmish	er	Unprotected	Sling	- -	Combat Shy		-	54	0,7	

Notes

A command may have only 1 UG of Guardsmen.

CHANGES FROM LAST VERSION

LATER SUMERIAN



2500 TO 2250 B€E

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			Any Instinctive		DATES		2500 BCE to 2250 BCE			
SUB-GENERALS		0-1 A	Any Instinctive		TERRAIN		Standard, Coastal			
Internal Allied General	LS	0-2 A	Any Instinctive			САМР		Unfortified or Flexible; P	oor or Av	erage
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
NAME	Formation		PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
4-wheeled battle cars	CHARIOTS	3	Superior	-	Short Spear		91		0	4,6
4-wheeled battle cars	Tribal Close	2	Protected	-	Short Spear	-	91	-	8	4,0
FROM 2334 BCE										
Proto-chariots replacing	CHARIOTS	5	Average	Experienced	C1 . C		۲0		0	4.6
battle cars	Tribal Loose	2	Unprotected	Javelin	Short Spear	-	58	-	6	4,6
Constant with the same and	INFANTRY	7	Superior	-		Melee Expert	107		0	6
Guardsmen with heavy axe	Formed Loos	se	Protected	-			107		6	6
Retained archers	INFANTRY	7	Average	Skilled		-	69	-	0	6,8
Retailled archers	Formed Loos	se	Unprotected	Bow			0,7		12	0,0
Retained spearmen	INFANTRY	7	Average	-	Long Spear	Shove, Shield Cover	65		0	6,8,9
Retailled spealifier	Formed Clos	se	Unprotected	-	Long Spear				24	0,0,9
Militia spearmen	INFANTRY	7	Average	-	Long Spear	Shove, Shield Cover	58		24	6,8,9
Ivillida spearmen	Tribal Close	2	Unprotected	-	Long Spear	Shove, Shield Cover			72	0,0,9
Javelinmen	INFANTRY		Average	Experienced			39	Fleet of Foot (6), Shoot	0	6,8,9
Javenninen	Tribal Loose	2	Unprotected	Javelin	-	-	39	& Charge (4)	24	0,0,9
Skirmishing archers	INFANTRY	7	Poor	Experienced		Combat Shy	32		0	6,9
Skirmisming arcticis	Skirmisher		Unprotected	Bow	-	Compat Sny	5∠	_	24	0,7
Skirmishing slingers	INFANTRY		Poor	Experienced		Combat Shy	27		0	6,9
	Skirmisher		Unprotected	Sling		Collidat Sily	4/		24	0,7
Skirmishing javelinmen	INFANTRY		Poor	Experienced		Combat Shy	17		0	6,9
ordinishing javenimien	Skirmisher		Unprotected	Javelin	-	Compat Sny	1/		24	0,7

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

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			Самр	Unfortified or Mobile; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Archers	INFANTRY	Average	Experienced			48	Fleet of Foot (6),	30	6,8
/ HCHC18	Tribal Loose	Unprotected	Bow			40	Combat Shy (-14)	108	
Best archers	INFANTRY	Average	Skilled			63	Fleet of Foot (6),	0	6,8
	Tribal Loose	Unprotected	Bow		-		Combat Shy (-14)	24	
Warriors with axe	INFANTRY	Average	-		Melee Expert	66		0	6,8,9
	Tribal Loose	Protected	-	- Wielee Expert				18	
Warriors with javelins	INFANTRY	Average	Experienced			56	Shoot & Charge (6)	0	6,8,9
vvaiii018 Willi javeiii18	Tribal Loose	Protected	Javelin		-			18	
Best skirmishers	INFANTRY	Average	Skilled		Combat Shy	66		0	6.9
חרפר פעוווווופוובופ	Skirmisher	Unprotected	Bow					27	
Skirmiching archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skirmishing archers	Skirmisher	Unprotected	Bow	-		40		54	
Skirmiching involinmen	INFANTRY	Average	Experienced		Combat Shy	25	-	0	6,9
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	Combat Sny			36	0,5

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

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 Guti 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	3	
Sub-Generals	0-3	Any			TERRAIN		Standard, Coastal		
Internal Allied Gene	RALS			Самр			Unfortified; Poor or Av	oor or Average	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
1	CHARIOTS	Superior	-	Clarat Carra		01		0	1.6
4-wheeled battle cars	Tribal Close	Protected	-	Short Spear	-	91	-	6	4,6
Proto-chariots	CHARIOTS	Average	Experienced	Short Spear		58		0	4.6
FIOIO-CHAHOIS				- Short Spear	_	. 10	_		4 ()

4-Wilected Datue Cars	Tribal Close	Protected	-	Short Spear		71		6	4,0
Proto-chariots	CHARIOTS	Average	Experienced	Short Spear		58		0	4,6
110to-charlots	Tribal Loose	Unprotected	Javelin	31101t Spear	-	50	-	12	4,0
Guardsmen with heavy axe	INFANTRY	Superior	-		Melee Expert	107		0	6
Guardsinen with neavy axe	Formed Loose	Protected	-	-	Miciec Expert	107	-	6	U
Retained archers	INFANTRY	Average	Skilled			69		0	6,8
Retailled archers	Formed Loose	Unprotected	Bow	· -	-	09	-	12	- 0,0
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65		0	6,8,9
Retained spearmen	Formed Close	Unprotected	-	Long Spear	Shove, Shield Cover	00	-	24	- 0,0,9
Militia an aarm an	INFANTRY	Average	-	I ong Spanr	Shove, Shield Cover	58		16	6,8,9
Militia spearmen	Tribal Close	Unprotected	-	Long Spear	Shove, Shield Cover	90	-	72	- 0,0,9
Javelinmen	INFANTRY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	6,8,9
Javenninen	Tribal Loose	Unprotected	Javelin	· -	-	39	& Charge (4)	24	- 0,0,9
Skirmishing archers	INFANTRY	Poor	Experienced		Cambat Chry	32		0	6,9
Skilling archers	Skirmisher	Unprotected	Bow	-	Combat Shy	32	-	24	- 0,9
Skirmishing slingers	INFANTRY	Poor	Experienced		Combat Shy	27		0	6,9
Skillinstillig stillgers	Skirmisher	Unprotected	Sling	· -	Collidat Sily	47	-	24	- 0,9
Skirmiching involinmen	INFANTRY	Poor	Experienced		Combat Chy	17		0	6,9
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	· <u>-</u>	Combat Shy	1/	-	24	- 0,9

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



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 Guti 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



ARMY COMMANDER		1	Any Instinctive			DATES		2112 BCE to 2004 BCE		
SUB-GENERALS		1-3	Any Instinctive (befor	re 2028 BCE, 0-1 fro	om 2028 BCE)	TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	ALS	0-3	Any Instinctive (from	2028 BCE)		САМР		Unfortified; Poor or Ave	erage	
	ТүрЕ									
	TRAINING	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	9N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Мах	UG Size
Proto-chariots	CHARIO	TS	Average	Experienced	Short Spear		58		0	4,6
110to-chanots	Tribal Lo	ose	Unprotected	Javelin	31101t Spear	-	50	-	12	4,0
Guardsmen with heavy axe	INFANT.	RY	Superior	-		Melee Expert	107		0	6
	Formed Lo	ose	Protected	-		Wielee Expert	107		6	0
Retained archers	INFANT	RY	Average	Skilled	_	_	69	_	0	6,8
	Formed Lo	ose	Unprotected	Bow	_		07	_	12	
Retained spearmen	INFANT	RY	Average	-	Long Spear	Shove, Shield Cover	65		0	6,8,9
Tetamed spearmen	Formed C	lose	Unprotected	-	Long Spear	Silove, Silicia Cover	00		24	0,0,7
Militia spearmen	INFANT	RY	Average	-	Long Spear	Shove, Shield Cover	58	_	16	6,8,9
	Tribal Cl	ose	Unprotected	-	Long Spear	Silove, Silicia Cover		_	72	0,0,7
FROM 2028 ВСЕ										
Replace militia spearmen	INFANT	RY	Average	-	I C		81			6,8,9
with lighter shields	Tribal Flex	ible	Protected	-	Long Spear	-	01	-	Any	- 0,0,9
Javelinmen	INFANT:	RY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	6,8,9
Javeninilen	Tribal Lo	ose	Unprotected	Javelin		<u>-</u>	۵۶ 	& Charge (4)	24	
Amorites	INFANT:	RY	Average	Experienced			56	Shoot & Charge (6)	0	6,8,9
1 111011165	Tribal Lo	ose	Protected	Javelin	<u>-</u>	-	00	Jiloot & Charge (0)	24	- 0,0,9



Skirmishing archers	INFANTRY	Poor	Experienced		Combat Shy	30		0	6,9
Skiiillisiillig aicheis	Skirmisher	Unprotected	Bow	-	Combat Sily	32	-	24	U,9
Climaichina alinach	INFANTRY	Poor	Experienced		Combat Shy	27		0	6.9
Skirmishing slingers	Skirmisher	Unprotected	Sling	-	Collidat Sily	4/	-	24	0,9
Chirmichina javalinman	INFANTRY	Poor	Experienced		Combat Shy	17		0	6.9
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	Collidat Sily	1/	-	24	0,9

ALLIES

Amurru bedouin allies - Early Nomad (from 2028 BCE)

CHANGES FROM LAST VERSION



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



ARMY COMMANDER	1	Any Instinctive			DATES	2028 BCE to 1762 BCE			
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied Gener	ALS				Самр		Unfortified or Mobile; P	oor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	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
11010-Charlots	Tribal Loose	Unprotected	Javelin	Short Spear	_			12	7,0
Retained archers	INFANTRY	Average	Skilled			69		0	6,8
Iverallied archers	Formed Loose	Unprotected	Bow	-	-	09	-	8	
Elamite mercenary archers	INFANTRY	Average	Skilled			69	Combat Shy (-14)	0	6,8
Elallite mercenary archers	Formed Loose	Unprotected	Bow	<u>-</u>	-	09	Combat 3ny (-14)	8	
Mercenary archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	6,8
iviercentary archiers	Formed Loose	Unprotected	Bow	-	-	54	Combat 3ny (-14)	16	
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65		0	6,8,9
Retained spearmen	Formed Close	Unprotected	-	Long Spean	Shove, Shield Cover	0.5	-	24	- 0,0,9
N 4:1:4:	INFANTRY	Average	-	I C	Ch Ch:-14 C	58		16	6,8,9
Militia spearmen	Tribal Close	Unprotected	-	Long Spear	Shove, Shield Cover	38	-	72	0,8,9
Replace militia spearmen	INFANTRY	Average	-	I C		81			6,8,9
with lighter shields	Tribal Flexible	Protected	-	Long Spear	-	01	-	Any	0,8,9
T1:	INFANTRY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	600
Javelinmen	Tribal Loose	Unprotected	Javelin	-	-	39	& Charge (4)	24	6,8,9
Highlander or Turruju	INFANTRY	Average	-		Fleet of Foot,	46		0	6,8,9
mercenary warriors	Tribal Loose	Unprotected	-	-	Devastating Chargers	40	-	9	- 0,8,9
ONLY ISIN									
A	INFANTRY	Average	Experienced			56	C1 + 0= C1 (O	0	600
Amorites	Tribal Loose	Protected	Javelin	-	-	50	Shoot & Charge (6)	18	6,8,9



Skirmishing archers	INFANTRY	Poor	Experienced	- Combat Shy	32		0	6,9
	Skirmisher	Unprotected	Bow	- Combat sny	02	-	24	0,9
Chirmighing alingara	INFANTRY	Poor	Experienced	- Combat Shy	27		0	6,9
Skirmishing slingers	Skirmisher	Unprotected	Sling	- Combat Sny	47	-	24	0,9
Chirminhing involvemen	INFANTRY	Poor	Experienced	- Combat Shy	17		0	6,9
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	- Collidat Sily	17	-	24	0,9

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

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 Gene	RALS	0-2	Any Instinctive			Самр		Fortified or Mobile; Poo	r or Avera	ge
	ТүрЕ		0	G G		•	D. co	2	35	
Name	TRAINING A		Quality Protection	SHOOTING SKILL WEAPONRY	Melee Weaponry	Mandatory Characteristics	BASE PTS	OPTIONAL CHARACTERISTICS	Min Max	UG SIZE
,	CHARIO		Superior	Experienced	MELEE WEAPONK!	CHARACTERISTICS	•	CHARACTERISTICS	0	
Chariots	Tribal Loc		Unprotected	Bow	-	-	90	-	12	4,6
D .	INFANTI		Average	Unskilled		14.1 E	70		16	600
Retinue	Formed Lo	ose	Protected	Javelin	-	Melee Expert	79	Shoot & Charge (6)	72	6,8,9
Retinue archers	INFANTI	RY	Average	Skilled			69		0	6,8
Reuliue archers	Formed Lo	ose	Unprotected	Bow	<u>-</u>	-	09	-	8	
Sabum qallaturn	INFANTI	RY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	6,8,9
	Tribal Loc	ose	Unprotected	Javelin	-	-	39	& Charge (4)	18	0,0,9
Levied reserves	INFANTI	RY	Poor	-			22		0	8,9,10
Levied reserves	Tribal Clo	ose	Unprotected	-	-	-	44	-	20	0,7,10
Skirmishing archers	INFANTI	RY	Poor	Experienced		Combat Shy	32		0	6,9
	Skirmish	er	Unprotected	Bow	-	Combat Sily	32	-	24	0,9
Skirmishing slingers	INFANTI	RY	Poor	Experienced		Combat Shy	27		0	6,9
orming simisers	Skirmish	er	Unprotected	Sling	<u>-</u>	Compatibility	<i>Δ1</i>		24	
Skirmishing javelinmen	INFANTI	RY	Poor	Experienced		Combat Shy	17		0	6,9
Skiillisimig javemillien	Skirmish	er	Unprotected	Javelin	-	Compatibily	17	-	24	0,9

CHANGES FROM LAST VERSION

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			САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT@RY	BASE	O PTIONAL	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		·			6	т,О
Retained archers	INFANTRY	Average	Skilled			69		0	6,8
realited arcticis	Formed Loose	Unprotected	Bow					8	
Elamite mercenary archers	INFANTRY	Average	Skilled			69	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow			<u> </u>		8	0,0
Mercenary archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	6,8
Tracticitiary arcticits	Formed Loose	Unprotected	Bow					16	0,0
Spearmen	INFANTRY	Average	-	Long Spear		81		18	6,8,9
	Tribal Flexible	Protected	-	Long Spear			-	96	0,0,7
Javelinmen	INFANTRY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	6,8,9
javemmien	Tribal Loose	Unprotected	Javelin			J9	& Charge (4)	24	0,0,9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Drilling altitle	Skirmisher	Unprotected	Bow			 -	<u> </u>	24	
Skirmishing slingers	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
Tritingimik gimketg	Skirmisher	Unprotected	Sling	<u>-</u>		JJ		24	0,7
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	mbat Shy 25	05	0	6,9
	Skirmisher	Unprotected	Javelin	-		∠∪	- '	24	0,7

CHANGES FROM LAST VERSION



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

	Army Co.	mmander	Sub-ge	eneral	Ally general		
Type of 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	САМР	Unfortified; Poor or Average
Type				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Household archers	INFANTRY	Average	Skilled			69	-	0	1
	Formed Loose	Unprotected	Bow					12	'1
Militia archers	INFANTRY	Average	Experienced	_		54	Combat Shy (-14)	20	1
Militia archers	Formed Loose	Unprotected	Bow	-		J 4	Compatibility (-14)	80	'1
Skirmishing archers	INFANTRY	Poor	Experienced		Combat Shy	42		0	4,6
Triming archers	Skirmisher	Unprotected	Bow			<i>+</i> +∠		24	4,0
Chirmiching involinmen	INFANTRY	Poor	Experienced		Combat Shy	20		0	4,6
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin			<i>2</i> 0		24	4,0
Skirmiching clingers	INFANTRY	Poor	Experienced		Combat Shy	35		0	4,6
Skirmishing slingers	Skirmisher	Unprotected	Sling	<u>-</u>	- Combat Shy		-	24	4,0

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

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 Geni	ERALS				САМР		Unfortified; Poor or Ave	rage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Guard infantry	INFANTRY	Superior	-	Short Spear		101	Melee Expert (22)	0	1
Guara Illianuy	Drilled Loose	Protected	-	31101t Spear	-	101	Meiee Expert (22)	8	4
Class fighters	INFANTRY	Average	-	Short Spear		72		8	1
Close fighters	Drilled Loose	Protected	-	Short spear	-	14	-	36	- 4
Archers	INFANTRY	Average	Experienced			58	Combat Shy (-14)	8	4
Archers	Drilled Loose	Unprotected	Bow		_		Combat Sily (-14)	48	- 4
Conscript spearmen	INFANTRY	Poor	-	Short Spear		35		0	4,6
Conscript speammen	Tribal Loose	Protected	-	31101t Spear	-	30	-	24	4,0
Javelinmen	INFANTRY	Average	Experienced			71	Shoot & Charge (6)	0	4,6
javemmen	Drilled Loose	Protected	Javelin	-	-	/ 1	SHOOL & Charge (0)	8	4,0
Nubian archers	INFANTRY	Average	Skilled			63	Combat Shy (-14)	0	1
inubian archers	Tribal Loose	Unprotected	Bow	-	-	03	Comoat sny (-14)	8	- 4
Tribal auxilaries	INFANTRY	Average	Experienced	_	Combat Shy	28	_	0	4,6
1110ai auxilai165	Skirmisher	Unprotected	Javelin					16	-1, 0
Nuhian ekirmichere	INFANTRY	Average	Skilled		Combat Shy	20		0	16

Combat Shy

Combat Shy

Combat Shy

89

50

43

CHANGES FROM LAST VERSION

Skirmisher

INFANTRY

Skirmisher

INFANTRY

Skirmisher

Unprotected

Average

Unprotected

Average

Unprotected

None.

Slingers

Nubian skirmishers

Skirmishing archers

Bow

Experienced

Bow

Experienced

Sling

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	САМР	Unfortified; Poor or Average
Түрв				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Mŧn	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best Warriors	INFANTRY	Superior	Unskilled	Short Spear	_	83	Shoot & Charge (8)	0	1
Dest wallions	Tribal Loose	Protected	Javelin	onore spear	-	00	SHOOL & Charge (0)	12	
Warriors	INFANTRY	Average	Unskilled	Short Spear	_	60	Shoot & Charge (6)	20	4,6
vvaiiiois	Tribal Loose	Protected	Javelin	onore opear	-	00	Shoot & Charge (0)	100	4,0
Archers	INFANTRY	Average	Experienced	_		48	Combat Shy (-14)	0	4,6
Archers	Tribal Loose	Unprotected	Bow	-	<u>-</u>	40	Collidat Sily (-14)	12	7,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow		Compat sily	50	-	24	4,0
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
Skiiilisiiiig javeliiiiieli	Skirmisher	Unprotected	Javelin		Combat sily	20	-	24	4,0
Chirmighing alingara	INFANTRY	Average	Experienced		Combat Shr	12		0	4,6
Skirmishing slingers	Skirmisher	Unprotected	Sling		Combat Shy	43	-	12	4,0

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

HIGHLAND RAIDERS



ARMY COMMANDER		1	Any Instinctive			DATES		3000 BCE to 1001 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Mountains		
Internal Allied Genera	LS	0-2	0-2 Any Instinctive		САМР		Unfortified; Poor or Average			
	TYPE TRAINING A	AND	QUALITY	SHOOTING SKILL		M andat o ry	Base	O PTIONAL	Min	
Name	FORMATIO)N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
Chariots (Hurrians from	CHARIO	TS	Superior	Experienced			90		0	4
1800 BCE)	Tribal Loc	ose	Unprotected	Bow	-	-	90	- '	4	— 4
Chieftains and their retinues	INFANTE	RΥ	Superior	-		Fleet of Foot,	64		0	4
Chiertains and their retinues —	Tribal Loc	ose	Unprotected	-	-	Devastating Chargers	04	- '	12	- 4
Warriors	INFANTE	RY	Average	-		Fleet of Foot,	46		12*	4,6
vv arriors	Tribal Loc	ose	Unprotected	-	-	Devastating Chargers	40	-	72	4,0
Invelinmen	INFANTE	RY	Average	Unskilled	Short Spear	Fleet of Foot	46	Shoot & Charge (4)	12*	4,6
avelinmen	Tribal Loc	ose	Unprotected	Javelin	Short Spear	rieet of root	40	SHOOL & Charge (4)	72	4,0
Skirmishing archers	INFANTE	RY	Average	Experienced		Combat Shy	50		0	4,6
Skiiiiisiiiig aicheis	Skirmish	er	Unprotected	Bow	-	Comoat sny	30	-	24	4,0
Skirmishing javelinmen	INFANTE	RY	Average	Experienced		Combat Shy	28		0	4,6
Skiimisiinig javeiiimien	Skirmish	er	Unprotected	Javelin	-	Comoat sny	20	-	24	4,0
Skirmishing slingers	INFANTE	RΥ	Average	Experienced		Combat Shy	43		0	4,6
Skiiiiisiiiiig siiiigeis	Skirmish	er	Unprotected	Sling	-	Compat sny	43	-	12	4,0
Only Gutians from 2190	то 2115 В	C E								
Conquered Sumerian	INFANTF	RΥ	Average	-	I C	C1 C1:.11 C	<i>6</i> E		0	1.6
retained spearmen	Formed Cl	.ose	Unprotected	-	Long Spear	Shove, Shield Cover	65	- '	8	4,6
Conquered Sumerian militia	INFANTE	RY	Average	-	I C ·	Cl Cl.:-1.1 C	5 0		8**	1.6
spearmen	Tribal Clo	ose	Unprotected	-	Long Spear	Shove, Shield Cover	58	<u>-</u> '	24	4,6

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

EARLY LIBYAN



ARMY COMMANDER		1	Any Instinctive			DATES		3000 BCE to 651 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains		
Internal Allied Genera	LS	0-1	Any Instinctive			Самр		Unfortified; Poor or Av	verage	
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots (from 1500 BCE)	CHARIO	ΓS	Superior	Experienced	_	_	99	_	0	4
Chanots (noni 1000 BCL)	Formed Lo	ose	Unprotected	Bow					4	7
Chieftains and their retinues	INFANTR	Ϋ́	Superior	Experienced		Fleet of Foot	61	Shoot & Charge (5)	0	4
	Tribal Loo	se	Unprotected	Javelin	-	rieet of root	01	Shoot & Charge (0)	12	4
Javelinmen	INFANTR	Ϋ́	Average	Experienced		Fleet of Foot	45	Shoot & Charge (4)	8	4,6
Javeninnen	Tribal Loo	se	Unprotected	Javelin	-	rieet of root	40	SHOOL & CHarge (4)	48	4,0
Only after 1200 BCE										
Upgrade Chieftains and their	INFANTR	Υ	Superior	-		Fleet of Foot,	64			4
retinues with swords	Tribal Loo	se	Unprotected	-	-	Devastating Chargers	04	-	Any	4
Upgrade javelinmen with	INFANTR	Υ	Average	-		Fleet of Foot,	46			4,6
swords	Tribal Loo	se	Unprotected	-	-	Devastating Chargers	40	-	Up to half	4,0
Only Meshwesh from 10	000 то 940	BCE								
Regrade Chieftains and their	INFANTR	Υ	Superior	-	Chart Crans	Malaa Eyynant	110		0	4
retinues	Tribal Clo	se	Protected	-	Short Spear	Melee Expert	110	-	8	4
Doggo do investigações	INFANTR	Υ	Average	-	Short Spear	Melee Expert	78		4	4,6
Regrade javelinmen	Tribal Clo	se	Protected	-	Short Spear	Meiee Expert	/0	-	24	4,0
ONLY LIBU FROM 1000 TO	940 BCE									
Regrade Chieftains and their	INFANTR	Υ	Superior	Unskilled	C1 . C		00	C1 . 0- C1 (0)	0	4
retinues	Tribal Loo	se	Protected	Javelin	Short Spear	-	83	Shoot & Charge (8)	12	4
D 1 - :1:	INFANTR	Υ	Average	Unskilled	Clarat Caraca		60	Cl + 0x Cl (6)	4	16
Regrade javelinmen	Tribal Loo	se	Protected	Javelin	Short Spear	-	60	Shoot & Charge (6)	12	4,6

EARLY LIBYAN



Archers	INFANTRY	Average	Experienced			10	Combat Shy (-14)	8	1
Archers	Tribal Loose	Unprotected	Bow		-	40	Combat Sity (-14)	48	+
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	16
	Skirmisher	Unprotected	Bow	<u>-</u>	Combat sny	30	-	40	4,6
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	16
	Skirmisher	Unprotected	Javelin	<u>-</u>	- Combat sny	28	-	40	4,6

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

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	Самр	Unfortified or Flexible; Poor or Average
9	Fynz		_	

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
4-wheeled battle cars	CHARIOTS	Superior	-	Short Spear		91		0	4
. whiceled battle call	Tribal Close	Protected	-					12	
Guardsmen	INFANTRY	Superior	-		Melee Expert	107		0	1
Guarustitett	Formed Loose	Protected	-		TATETEE EXPERT	10/	<u> </u>	4	
Retained archers	INFANTRY	Average	Skilled			69		0	1
	Formed Loose	Unprotected	Bow			<u></u> _		8	
Retained spearmen	INFANTRY	Average	-	Long Char	Shove	62		0	4,6
Tetamen speammen	Formed Close	Unprotected	-	Long Spear	3110VE			12	- 4,0
Militia chearmen	INFANTRY	Average	-	Long Spear		50		20	4,6
Militia spearmen	Tribal Close	Unprotected	-	Long Spear		<i></i> _	-	60	— 4,0 ———
Javelinmen	INFANTRY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	4,6
Javeiiiiiitell	Tribal Loose	Unprotected	Javelin		<u>-</u>	ارد 	& Charge (4)	12	
Levied foot	INFANTRY	Poor	-	Short Spear		23		0	4,6
LEVICU IUUL	Tribal Loose	Unprotected	-					16	4, 0
Skirmiching archers	INFANTRY	Poor	Experienced		Combat Chr.	42		0	4,6
Skirmishing archers	Skirmisher	Unprotected	Bow		Combat Shy	4 <i>L</i>	- -	16	— 4,0 ——
Skirmiching alinears	INFANTRY	Poor	Experienced		Combat Shy	35		0	4,6
Skirmishing slingers	Skirmisher	Unprotected	Sling		Compat Shy	30 	<u>-</u>	16	4,0
Chirmichina in-1:	INFANTRY	Poor	Experienced		Combat Clarin	20		0	16
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	- <u>-</u>	Combat Shy	20	-	16	4,6

SUMERIAN



Notes

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

CHANGES FROM LAST VERSION

ELAMITE



ARMY COMMANDER		1	Any Instinctive			DATES		2800 BCE to 1100 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied General	.S	0-2	Any Instinctive			Самр		Unfortified; Poor or Av	erage	
	ТүрЕ									
	TRAINING A	ND T	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	FORMATION		Ркотестіон	Weaponry	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best Archers	INFANTR'		Average	Skilled	_	_	63	Combat Shy (-14)	0	4
	Tribal Loos		Unprotected	Bow				Comode billy (11)	20	,
Archers	INFANTR'		Average	Experienced	_	_	48	Combat Shy (-14)	8	4
7 Herrers	Tribal Loos		Unprotected	Bow			10	Comode Sity (11)	56	'
Javelinmen	INFANTR'		Average	Experienced	_	Fleet of Foot	45	Shoot & Charge (4)	0	4,6
	Tribal Loos		Unprotected	Javelin		11000 01 1 000	10	bhoot ex charge (1)	8	1,0
Skirmishing archers	INFANTR'		Average	Experienced	_	Combat Shy	50	_	0	4,6
	Skirmishe		Unprotected	Bow					24	1,0
Skirmishing javelinmen	INFANTR'		Average	Experienced	_	Combat Shy	28	_	0	4,6
	Skirmishe		Unprotected	Javelin		Gomoutony	20		16	1,0
Slingers	INFANTR'		Average	Experienced	_	Combat Shy	43	_	4	4,6
- Sinigers	Skirmishe	r	Unprotected	Sling		Comoat Sity	10		24	1,0
FROM 2500 то 1801 BCE										
D I	INFANTR'	Y	Average	-	I C	C1	60		0	4
Retained spearmen	Formed Clo	se	Unprotected	-	Long Spear	Shove	62	-	4	4
A 4:1:.:	INFANTR'	Y	Average	-	I C		50		0	4
Militia spearmen	Tribal Clos	e	Unprotected	-	Long Spear	-	50	-	4	4
FROM 2500 то 2193 BCE										
	CHARIOT	S	Superior	-	g1 g		0.4		0	,
4-wheeled battle cars	Tribal Clos	e	Protected	-	Short Spear	-	91	-	4	4
FROM 2334 то 1801 BCE										
Proto-chariots (replacing	CHARIOT	S	Average	Experienced	Clarate Caraca		50		0	4
battle cars)	Tribal Loos	se	Unprotected	Javelin	Short Spear	-	58	-	4	4

ELAMITE



FROM 1800 BCE								
Chariots	CHARIOTS	Average	Experienced		Q1		0	1
Chanots	Formed Loose	Unprotected	Bow	-	01	-	4	4
FROM 1450 BCE								
Chariota	CHARIOTS	Superior	Experienced		99		4	1
Chariots	Formed Loose	Unprotected	Bow	-	99	-	4	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

EARLY SYRIAN



ARMY COMMANDER		1	Any Instinctive			DATES		2700 BCE to 2200 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Standard, Plains, Coasta	al	
Internal Allied Genera	LS	0-2	Any Instinctive			САМР		Unfortified; Poor or Av	erage	
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATIO:		PROTECTION	Weaponry	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
4-wheeled battle cars	CHARIOT		Superior	-	Short Spear	_	91	_	0	4
Wheeled battle cars	Tribal Clo	se	Protected	-	Short Spear		<i></i>		8	'
FROM 2300 BCE										
Proto-chariots replacing	CHARIOT	īS	Average	Experienced	Cl C		E0.		0	4
battle cars	Tribal Loo	se	Unprotected	Javelin	Short Spear	-	58	-	4	4
Guardsmen	INFANTR	Y	Superior	-		Melee Expert	107		0	4
Guardsilleii	Formed Lo	ose	Protected	-	-	Meiee Expert	107	-	4	- 4
Retained archers	INFANTR	Y	Average	Skilled			69		0	4
Netailled archers	Formed Lo	ose	Unprotected	Bow	-	-			4	- 4
Militia archers	INFANTR	Y	Average	Experienced			54	Combat Shy (-14)	8	4
ivilitua arcifers	Formed Lo		Unprotected	Bow	_	-	J 4	Collidat Sily (-14)	32	-
Retained spearmen	INFANTR		Average	-	Long Spear	Shove	62		0	4,6
Retained spearmen	Formed Clo		Unprotected	-	Long Spear	SHOVE			6	4,0
Militia spearmen	INFANTR	Y	Average	-	Long Spear		50		8	4,6
iviiiua speaiiiieii	Tribal Clo	se	Unprotected	-	Long Spear	_			16	4,0
FROM 2500 BCE										
Upgrade retained spearmen	INFANTR	Y	Average	-	Long Spear	Shove, Shield Cover	65			4,6
Opgrade retained speaming	Formed Clo	ose	Unprotected	-	rong spear	JHOVE, JHIEIU COVEI		<u>-</u>	All	-+,0
Upgrade militia spearmen	INFANTR	Y	Average	-	Long Spear	Shove, Shield Cover	58			4,6
opgrade minua speamien	Tribal Clo	se	Unprotected	-	Long opear	Dirove, Differe Cover	00	-	All	٦,∪

EARLY SYRIAN



Nomadic levy or vassal	INFANTRY	Average	Unskilled	Chart Crass		60	Chart Or Charge (6)	8	1.6
javelinmen	Tribal Loose	Protected	Javelin	Short Spear	-	60	Shoot & Charge (6)	48	4,6
Skirmiching archere	INFANTRY	Poor	Experienced		Combat Shy	42		0	4.6
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Collibat Sily	42		16	4,0
Skirmishing slingers	INFANTRY	Poor	Experienced		Combat Shy	35		0	4.6
Skiillisiillig siiligeis	Skirmisher	Unprotected	Sling	- -	Combat Sily	30	-	16	4,0
Skirmiching javalinman	INFANTRY	Poor	Experienced		Combat Shy	20		0	4,6
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	- -	Combat Shy	20	-	16	4,0

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

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 GENE	RALS	1-2	Any Instinctive			Самр	САМР		Unfortified or Flexible; Poor or Average			
	ТүрЕ											
	TRAINING A	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min			
NAME	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE		
Guardsmen	INFANTI	RY	Superior	-	Short Spear		101	Melee Expert (22)	0	1		
Guarusinen	Formed Cl	.ose	Protected	-	Short Spear	-	101	Meiee Expert (22)	16			
Spearmen	INFANTI	RY	Average	-	Short Spear		41		4	4,6		
Speammen	Tribal Clo	ose	Unprotected	-	Short Spear		41	-	32	1,0		
Archers	INFANTI	RY	Average	Experienced			48	Combat Shy (-14)	12	1		
Alcheis	Tribal Loc	ose	Unprotected	Bow		-	40	Collidat Sily (-14)	48			
Followers	INFANTI	RY	Poor	-			22		0	4,6		
TOHOWEIS	Tribal Clo	ose	Unprotected	-		-	44	-	14	4,0		
Skirmishers	INFANTI	RY	Average	Experienced		Combat Shy	50		0	4,6		
	Skirmish	er	Unprotected	Bow	_	Combat 511y	50		8	4,0		
Slingers	INFANTI	RY	Average	Experienced		Combat Shy	43		12	4,6		
Similacis	Skirmish	er	Unprotected	Sling	- -	Combat Shy		-	36	4,0		

NOTES

A command may have only 1 UG of Guardsmen.

CHANGES FROM LAST VERSION

LATER SUMERIAN



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ARMY COMMANDER		1	Any Instinctive			DATES		2500 BCE to 2250 BCE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied General	LS	0-2	Any Instinctive			Самр		Unfortified or Flexible; P	oor or Av	erage
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
4-wheeled battle cars	CHARIOTS	5	Superior	-	Short Spear		91		0	4
4-wheeled battle cars	Tribal Close	е	Protected	-	3Hort Spear	-	71	-	4	4
FROM 2334 BCE										
Proto-chariots replacing	CHARIOTS	5	Average	Experienced	C1 . C		<i></i>		0	4
battle cars	Tribal Loos	е	Unprotected	Javelin	Short Spear	-	58	-	4	4
C 1 11	INFANTRY	7	Superior	-		NA 1 T	107		0	4
Guardsmen with heavy axe	Formed Loos	se	Protected	-	-	Melee Expert	107	-	4	4
Retained archers	INFANTRY	7	Average	Skilled			69		0	4
Retailled archers	Formed Loo	se	Unprotected	Bow	-	-	09	-	8	4
Retained spearmen	INFANTRY	7	Average	-	Long Spear	Shove, Shield Cover	65		0	4,6
Retained spearmen —	Formed Clos	se	Unprotected	-	Long Spear	Shove, Shield Cover	00	-	16	4,0
Militia spearmen	INFANTRY	7	Average	-	Long Spear	Shove, Shield Cover	58		16	4,6
Ivinida spearmen	Tribal Close	е	Unprotected	-	Long Spear	Shove, Shield Cover	50		48	4,0
Javelinmen	INFANTRY		Average	Experienced			39	Fleet of Foot (6), Shoot	0	4,6
	Tribal Loos	е	Unprotected	Javelin			37	& Charge (4)	16	4,0
Skirmishing archers	INFANTRY	7	Poor	Experienced	_	Combat Shy	42	_	0	4,6
Skirinsining arcticis	Skirmisher		Unprotected	Bow	_	Comoat Sily	72	_	16	7,0
Skirmishing slingers	INFANTRY		Poor	Experienced		Combat Shy	35		0	4,6
	Skirmisher		Unprotected	Sling		Controat only	00		16	٦,∪
Skirmishing javelinmen	INFANTRY		Poor	Experienced		Combat Shy	20		0	4,6
okumining javeminien	Skirmisher		Unprotected	Javelin	_	Comoat only	20		16	7,0

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

NUBIAN



ARMY COMMANDER	1	Any Instinctive	DATES	2500 BCE to 1480 BCE
SUB-GENERALS	0-3	Any Instinctive	Terrain	Standard, Coastal
Internal Allied Generals			Самр	Unfortified or Mobile; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Archers	INFANTRY	Average	Experienced			48	Fleet of Foot (6),	20	1
7 ticlicis	Tribal Loose	Unprotected	Bow			40	Combat Shy (-14)	72	
Best archers	INFANTRY	Average	Skilled			63	Fleet of Foot (6),	0	1
Dest archers	Tribal Loose	Unprotected	Bow	-	-	0.5	Combat Shy (-14)	16	4
Warriors with axe	INFANTRY	Average	-		Melee Expert	66		0	4,6
Warriors with axe	Tribal Loose	Protected	-	-	Meiee Expert	00	-	12	4,0
Warriors with javelins	INFANTRY	Average	Experienced			56	Shoot & Charge (6)	0	4,6
Walliois with Javelliis	Tribal Loose	Protected	Javelin	-	-	50	SHOOL & Charge (0)	12	4,0
Best skirmishers	INFANTRY	Average	Skilled		Combat Shy	89		0	4,6
Dest skilllisliels	Skirmisher	Unprotected	Bow	-	Collidat Sily	09	-	18	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skiiilisiiiig alcheis	Skirmisher	Unprotected	Bow		Collidat 311y	30	-	36	4,0
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
skiimisiimig javeiiimien	Skirmisher	Unprotected	Javelin	<u>-</u>	Compat sny	40	-	24	4,0

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

AKKADIAN EMPIRE



ARMY COMMANDER	1	Any	DATES	2334 BCE to 2193 BCE
Sub-Generals	0-3	Any	TERRAIN	Standard, Coastal
Internal Allied Generals			Самр	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	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
T-WITCEIEU DAILIE CAIS	Tribal Close	Protected	-			<i></i>		4	'1
Proto-chariots	CHARIOTS	Average	Experienced	Short Spear		58		0	1
1 10t0-clidii0ts	Tribal Loose	Unprotected	Javelin				<u>-</u> '	8	- 4
Guardsmen with heavy axe	INFANTRY	Superior	-		Melee Expert	107		0	1
Guarusinen with neavy axe	Formed Loose	Protected	-	- -	Meise Expert	107	-	4	4
Retained archers	INFANTRY	Average	Skilled			69		0	1
Netallieu alcliels	Formed Loose	Unprotected	Bow	_ <u>-</u>		U9 	<u>-</u>	8	— 4 ——
Patained engarmen	INFANTRY	Average	-	Long Spar	Shove, Shield Cover	65		0	4,6
Retained spearmen	Formed Close	Unprotected	-	Long Spear	SHOVE, SHIEIU COVEL	00	-	16	4,0
Militia anarman	INFANTRY	Average	-	I ong Chang	Shove, Shield Cover	58		10	4,6
Militia spearmen	Tribal Close	Unprotected		Long Spear			<u>-</u> '	48	
Javelinmen	INFANTRY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	4,6
Javeiiiiiiieii	Tribal Loose	Unprotected	Javelin				& Charge (4)	16	4,0
Skirmiching archara	INFANTRY	Poor	Experienced		Combat Chr.	42		0	4,6
Skirmishing archers	Skirmisher	Unprotected	Bow	_ <u>-</u>	Combat Shy	42	<u>-</u>	16	— 4,0 ——
Skirmichina alingara	INFANTRY	Poor	Experienced		Combat Chr.	35		0	4,6
Skirmishing slingers	Skirmisher	Unprotected	Sling	<u>-</u>	Combat Shy	50		16	4,0
Claime in him a investigation	INFANTRY	Poor	Experienced		CombetCler	20		0	16
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin		Combat Shy	20	_ 1	16	4,6

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



ARMY COMMANDER		1	Any Instinctive			DATES		2112 BCE to 2004 BCE		
Sub-Generals		1-3	Any Instinctive (befor	re 2028 BCE, 0-1 fro	om 2028 BCE)	TERRAIN		Standard, Coastal		
Internal Allied Genera	ALS	0-3	Any Instinctive (from	2028 BCE)		САМР		Unfortified; Poor or Ave	rage	
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	9N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
Proto-chariots	CHARIO	TS	Average	Experienced	Short Spear		58		0	4
110to-chanots	Tribal Lo	ose	Unprotected	Javelin	31101t Spear	-	50	-	8	4
Guardsmen with heavy axe	INFANTI	RY	Superior	-		Melee Expert	107		0	4
	Formed Lo	ose	Protected	-		Meice Expert	107		4	7
Retained archers	INFANTI	RY	Average	Skilled	_	_	69	_	0	4
Retained archers	Formed Lo	ose	Unprotected	Bow			07		8	7
Retained spearmen	INFANTI	RY	Average	-	Long Spear	Shove, Shield Cover	65		0	4,6
Tetalieu speainien	Formed C	lose	Unprotected	-	Long Spear	Silove, Silicia Cover	00	<u>-</u>	16	4,0
Militia spearmen	INFANTI	RY	Average	-	Long Spear	Shove, Shield Cover	58	_	10	4,6
Ivillida spearmen	Tribal Clo	ose	Unprotected	-	Long Spear	Silove, Silicia Cover	50	<u>-</u>	48	4,0
FROM 2028 ВСЕ										
Replace militia spearmen	INFANTI	RY	Average	-	I on a Chapr		81			4.6
with lighter shields	Tribal Flex	ible	Protected	-	Long Spear	-	01	-	Any	4,0
Javelinmen	INFANTI	RY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	4,6
javeiiiiiieii	Tribal Lo	ose	Unprotected	Javelin		-	الات ـــــــــــــــــــــــــــــــــــ	& Charge (4)	16	4,0
Amorites	INFANTI	RY	Average	Experienced			56	Shoot & Charge (6)	0	4,6
1 111011162	Tribal Lo	ose	Protected	Javelin	_ -	-	50	SHOOL & CHAISE (0)	16	4,0



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

ALLIES

Amurru bedouin allies - Early Nomad (from 2028 BCE)

CHANGES FROM LAST VERSION



ARMY COMMANDER	1	Any Instinctive		DATES		2028 BCE to 1762 BCE			
Sub-Generals	0-3	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied Gener	ALS				Самр		Unfortified or Mobile; Po	oor or Ave	erage
	ТүрЕ	<u>'</u>							
	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
110to-chanots	Tribal Loose	Unprotected	Javelin	Short Spear	-	50	-	8	4
Retained archers	INFANTRY	Average	Skilled			69		0	4
Retained archers	Formed Loose	Unprotected	Bow	-	-	09	-	4	— 4
Elamita mananam varahara	INFANTRY	Average	Skilled			69	Combat Shy (-14)	0	4
Elamite mercenary archers	Formed Loose	Unprotected	Bow	-	-	09	Combat sny (-14)	4	4
N.A	INFANTRY	Average	Experienced				C 1 C1 (1 4)	0	4
Mercenary archers	Formed Loose	Unprotected	Bow	-	-	54	Combat Shy (-14)	12	— 4
D	INFANTRY	Average	-	I C	Ch Ch:-14 C	65		0	4,6
Retained spearmen	Formed Close	Unprotected	-	Long Spear	Shove, Shield Cover	03	-	16	4,0
N A:1:4:	INFANTRY	Average	-	I C	Ch Ch:-14 C	58		10	1.6
Militia spearmen	Tribal Close	Unprotected	-	Long Spear	Shove, Shield Cover	38	-	48	4,6
Replace militia spearmen	INFANTRY	Average	-	I C		81			4,6
with lighter shields	Tribal Flexible	Protected	-	Long Spear	-	01	-	Any	4,0
I1:	INFANTRY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	4,6
Javelinmen	Tribal Loose	Unprotected	Javelin	-	-	39	& Charge (4)	16	4,0
Highlander or Turruju	INFANTRY	Average	-		Fleet of Foot,	46		0	4,6
mercenary warriors	Tribal Loose	Unprotected	-	-	Devastating Chargers	40	-	6	4,0
ONLY ISIN									
Anagritag	INFANTRY	Average	Experienced			56	Chart Or Character	0	16
Amorites	Tribal Loose	Protected	Javelin	-	-	50	Shoot & Charge (6)	12	4,6



Skirmishing archers	INFANTRY	Poor	Experienced		Combat Shy	42		0	4.6
	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	42	-	16	4,0
Skirmishing slingers	INFANTRY	Poor	Experienced		Combat Shy	35		0	16
	Skirmisher	Unprotected	Sling	<u>-</u>	Combat Sily		-	16	4,6
Chirmighing involumen	INFANTRY	Poor	Experienced		Combat Shy	20		0	16
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	Combat sily	20	-	16	4,6

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

LATER AMORITE



ARMY COMMANDER		1	Any Instinctive			DATES		1894 BCE to 1595 BCE			
Sub-Generals		0-2	Any Instinctive			TERRAIN		Standard, Coastal			
INTERNAL ALLIED GEN	ERALS	0-2	Any Instinctive			САМР		Fortified or Mobile; Poor	or Averag	ge	
	ТүрЕ										
	TRAINING A	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	FORMATIO	N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Chariots	CHARIO	TS	Superior	Experienced			90		0	1	
Cildilots	Tribal Loc	ose	Unprotected	Bow			70		8		
Patinua	INFANTI	RY	Average	Unskilled		Melee Expert	79	Shoot & Charge (6)	10	4,6	
etinue	Formed Lo	ose	Protected	Javelin	-	Melee Expert	/ 9	SHOOL & CHarge (0)	48	4,0	
Retinue archers	INFANTI	RY	Average	Skilled			69		0	1	
Tedifide arcticis	Formed Lo	ose	Unprotected	Bow			07		4		
Sabum qallaturn	INFANTI	RY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	4,6	
	Tribal Loc	ose	Unprotected	Javelin	-	-	39	& Charge (4)	12	4,0	
Levied reserves	INFANTI	RY	Poor	-			22		0	4,6	
Levieu leselves	Tribal Clo	ose	Unprotected	-	-	-	44	-	14	4,0	
Skirmishing archers	INFANTI	RΥ	Poor	Experienced		Combat Shy	42		0	4,6	
Skillinstillig arctiers	Skirmish	er	Unprotected	Bow		Collidat Sily	42	-	16	4,0	
Skirmishing slingers	INFANTI	RY	Poor	Experienced		Combat Shy	35		0	4,6	
okiminaming simigers	Skirmish	er	Unprotected	Sling	- -	Collidat Sily	30	-	16	4,0	

Combat Shy

20

CHANGES FROM LAST VERSION

INFANTRY

Skirmisher

Poor

Unprotected

None.

Skirmishing javelinmen

Experienced

Javelin

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			САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT ® RY	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Proto-chariots	CHARIOTS	Average	Experienced	Short Spear		58		0	Δ
	Tribal Loose	Unprotected	Javelin					4	
Retained archers	INFANTRY	Average	Skilled			69		0	Λ
remited atellers	Formed Loose	Unprotected	Bow			<u> </u>		4	
Elamite mercenary archers	INFANTRY	Average	Skilled			69	Combat Shy (-14)	0	4
manna merediary dichers	Formed Loose	Unprotected	Bow			09		4	
Mercenary archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	Δ
Mercenary archers	Formed Loose	Unprotected	Bow			J4		12	
Spearmen	INFANTRY	Average	-	Long Spear		81		12	4,6
opeaninen	Tribal Flexible	Protected	-	Toug Shear		01		64	-1 ,∪
Javelinmen	INFANTRY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	4,6
javemmilen	Tribal Loose	Unprotected	Javelin			J9	& Charge (4)	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
Trittingimik gimiketg	Skirmisher	Unprotected	Sling			 -		16	41 ,0
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
oviimigimik laveniinien	Skirmisher	Unprotected	Javelin	-	Compat Sily	<i>4</i> 0	-	16	- 4,0

CHANGES FROM LAST VERSION



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

	Army Co.	mmander	Sub-ge	neral	Ally general			
Type of 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 Gener	ALS 0-2	2 Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Household archers	INFANTRY	Average	Skilled		_	69		0	1,2
iousehold archers	Formed Loose	Unprotected	Bow	<u>-</u>	-	09	-	6	1,4
Militia archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	8	1,2
Ivillida archeis	Formed Loose	Unprotected	Bow	-	-	J4	Combat Sily (-14)	40	1,2
Skirmishing archers	INFANTRY	Poor	Experienced		Combat Shy	42		0	1,2,3
Skillinshing archers	Skirmisher	Unprotected	Bow	-	Combat Sny	42	-	12	1,2,5
C1:::al::	INFANTRY	Poor	Experienced		C	20		0	1 0 0
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	Combat Shy	20	-	12	1,2,3
Climaichina alinach	INFANTRY	Poor	Experienced		Combat Chry	35		0	1 0 0
Skirmishing slingers	Skirmisher	Unprotected	Sling	-	Combat Shy		-	12	1,2,3
ALLIES									

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

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 Gene	RALS									
	Түрв					ı				
	TRAINING AI	ND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Melee Weaponry	Characteristics	PTS	Characteristics	Max	UG Size
Crond informacy	INFANTR'	Y	Superior	-	Chart Crass		101	Malaa Erraant (22)	0	1,2
Guard infantry	Drilled Loo	se	Protected	-	Short Spear	-	101	Melee Expert (22)	4	— 1 <i>,</i> ∠
Class fighters	INFANTR'	Y	Average	-	Chart Crass		72		4	1,2
Close fighters	Drilled Loo	se	Protected	-	Short Spear	-	12	- '	18	— 1,∠
Archers	INFANTR'	Y	Average	Experienced			58	C 1 - + C1 / 1 / 1	4	1,2
Archers	Drilled Loo	se	Unprotected	Bow	-	-	38	Combat Shy (-14)	24	— 1,∠
C	INFANTR'	Y	Poor	-	C1 C		35		0	0.0
Conscript spearmen	Tribal Loos	se	Protected	-	Short Spear	-	33	- '	12	2,3
· · · · 1:	INFANTR'	Y	Average	Experienced			71	Ch + 0 x Ch (6)	0	1.0
Javelinmen	Drilled Loo	se	Protected	Javelin	-	-	71	Shoot & Charge (6)	4	1,2
NT. 1. t	INFANTR'	Y	Average	Skilled			60	C 1 C1 (1 1)	0	1.0
Nubian archers	Tribal Loos	se	Unprotected	Bow		-	63	Combat Shy (-14)	4	1,2
Tribal auxilaries	INFANTR'	Y	Average	Experienced		C 1 + C1	28		0	1,2
i noai auxiianes	Skirmishe	r	Unprotected	Javelin	-	Combat Shy	28	- '	8	— 1,∠
Nubian skirmishers	INFANTR'	Y	Average	Skilled		C 1 C1	89		0	1.0
Nubian skirmishers	Skirmishe	r	Unprotected	Bow		Combat Shy	89	- '	4	1,2
21.:	INFANTR'	Y	Average	Experienced		C 1 C1	ΕO		0	1.0
Skirmishing archers	Skirmishe	r	Unprotected	Bow	-	Combat Shy	50	-	4	1,2
21:	INFANTR'	Y	Average	Experienced		C 1 + C1	42		0	1.0
Slingers	Skirmishe	r	Unprotected	Sling	-	Combat Shy	43	- '	4	1,2

EARLY NOMAD



ARMY COMMANDER		1	Any Instinctive			DATES		3000 BCE to 1001 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Plains, Desert		
Internal Allied Genera	LS	0-2	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATIO	N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best Warriors	INFANTR	Υ	Superior	Unskilled	Short Spear		83	Shoot & Charge (8)	0	1,2
Dest walliors	Tribal Loc	se	Protected	Javelin	31101t Spear	-	00	SHOOL & CHAIge (0)	6	1,2
Warriors	INFANTR	Υ	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	8	1,2
vvaiiois —	Tribal Loc	se	Protected	Javelin	31101t Spear	-	00	SHOOL & CHAIge (0)	50	1,2
Archers	INFANTE	Υ	Average	Experienced			48	Combat Shy (-14)	0	1,2
7 deficis	Tribal Loc	se	Unprotected	Bow		_	40	Combat Sily (-14)	6	1,2
Skirmishing archers	INFANTE	Υ	Average	Experienced		Combat Shy	50		0	1,2
	Skirmishe	er	Unprotected	Bow		Combat 511y	00		12	1,2
Skirmishing javelinmen	INFANTE	Υ	Average	Experienced		Combat Shy	28		0	1,2
	Skirmishe	er	Unprotected	Javelin		Combat 511y	20		12	1,2
Skirmishing slingers	INFANTR	Υ	Average	Experienced		Combat Shy	43		0	1,2
skirmishing slingers	Skirmishe	er	Unprotected	Sling	-	Combat Shy	40	-	6	1,4

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

HIGHLAND RAIDERS



ARMY COMMANDER	1	Any Instinctive			DATES		3000 BCE to 1001 BCE		
SUB-GENERALS	0-2	Any Instinctive			TERRAIN		Mountains		
Internal Allied General	LS 0-2	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Sızı
Chariots (Hurrians from	CHARIOTS	Superior	Experienced			90		0	1,2
1800 BCE)	Tribal Loose	Unprotected	Bow	-	-	90	-	4	1,2
Chieftains and their retinues	INFANTRY	Superior	-		Fleet of Foot,	64		0	1,2
Ciliertains and their retinues —	Tribal Loose	Unprotected	-	-	Devastating Chargers	04		6	1,2
Warriors	INFANTRY	Average	-		Fleet of Foot,	46		6*	1,2
vv arriors	Tribal Loose	Unprotected	-	_	Devastating Chargers	40		36	1,2
Invelinmen	INFANTRY	Average	Unskilled	Short Spear	Fleet of Foot	46	Shoot & Charge (4)	6*	1,2
avelinmen	Tribal Loose	Unprotected	Javelin	Short Spear	Tiect of Toot	40	SHOOL & Charge (4)	36	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skiiilisiiilig aicheis	Skirmisher	Unprotected	Bow	-	Combat Sily	30	-	12	1,2
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	1,2
Skiiilisiiliig javeliiliileii —	Skirmisher	Unprotected	Javelin	-	Combat Sily	20	-	12	1,2
Skirmishing slingers	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
Skirmsning simgers	Skirmisher	Unprotected	Sling	-	Combat sny	45	-	6	1,2
Only Gutians from 2190	то 2115 ВСЕ								
Conquered Sumerian	INFANTRY	Average	-	I C	C1	6 5		0	1.0
retained spearmen	Formed Close	Unprotected	-	Long Spear	Shove, Shield Cover	65	-	4	1,2
Conquered Sumerian militia	INFANTRY	Average	-	I C	C1 C1.: .1.1 C	E0.		4**	1.0
spearmen	Tribal Close	Unprotected	-	Long Spear	Shove, Shield Cover	58	- '	12	1,2

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

EARLY LIBYAN



ARMY COMMANDER		1	Any Instinctive			DATES		3000 BCE to 651 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains		
Internal Allied Genera	LS	0-1	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO)N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Chariots (from 1500 BCE)	CHARIO	TS	Superior	Experienced			99		0	1,2
Charlots (Holli 1500 BCE)	Formed Lo	ose	Unprotected	Bow	-	-	22	-	2	1,2
Chieftains and their retinues	INFANTE	RΥ	Superior	Experienced		Fleet of Foot	61	Shoot & Charge (5)	0	1,2
Ciliertains and their retifices	Tribal Loc	ose	Unprotected	Javelin	-	rieet of root		Shoot & Charge (5)	6	1,2
Javelinmen	INFANTE	RY	Average	Experienced		Fleet of Foot	45	Shoot & Charge (4)	4	1,2
javenimien	Tribal Loc	ose	Unprotected	Javelin		11661 01 1 001	-1 0	Jiloot & Charge (4)	24	1,2
ONLY AFTER 1200 BCE										
Upgrade Chieftains and their	INFANTE	RΥ	Superior	-		Fleet of Foot,	64			1.0
retinues with swords	Tribal Loc	ose	Unprotected	-	-	Devastating Chargers	04	-	Any	1,2
Upgrade javelinmen with	INFANTE	RΥ	Average	+		Fleet of Foot,	46			1,2
swords	Tribal Loc	ose	Unprotected	-		Devastating Chargers	40		Up to half	1,2
ONLY MESHWESH FROM 10	000 то 940	BCE								
Regrade Chieftains and their	INFANTE	RΥ	Superior	-	Cl C	N 4 - 1 Tumm	110		0	1.0
retinues	Tribal Clo	ose	Protected	-	Short Spear	Melee Expert	110	-	4	1,2
D d - :1:	INFANTE	RY	Average	-	Clarat Carana	Malaa Eassast	78		2	1,2
Regrade javelinmen	Tribal Clo	ose	Protected	-	Short Spear	Melee Expert	/8	-	12	1,2
Only Libu from 1000 το	940 BCE									
Regrade Chieftains and their	INFANTE	RY	Superior	Unskilled	Clarat Carac		02	C1 + 0x C1 (0)	0	1.0
retinues	Tribal Loc	ose	Protected	Javelin	Short Spear	-	83	Shoot & Charge (8)	6	1,2
Doore do involina	INFANTE	RY	Average	Unskilled	Chart Corre		60	Chaot Or Charact	2	1.0
Regrade javelinmen	Tribal Loc	ose	Protected	Javelin	Short Spear	-	60	Shoot & Charge (6)	6	1,2

EARLY LIBYAN



Archers	INFANTRY	Average	Experienced			10	Combat Shy (-14)	4	1.0
Archers	Tribal Loose	Unprotected	Bow	-	-	40	Collidat Sily (-14)	24	1,4
Chirmaigh in a grah ara	INFANTRY	Average	Experienced		Combat Shy	50		0	1.0
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Comoat sny	30	-	20	1,4
Chirmiching involinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	1.2
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	- Combat Sny		-	20	1,2

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

SUMERIAN



ARMY COMMANDER	1	Any			DATES		2800 BCE to 2501 BCE		
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENER	RALS 0-2	Any							
	Түре	,							
	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
4-Wilecieu Datue Cars	Tribal Close	Protected	-	Short Spear	-	71	-	6	1,2
Guardsmen	INFANTRY	Superior	-	_	Melee Expert	107	_	0	1,2
Guarusinien	Formed Loose	Protected	-		Iviciee Expert	107		2	1,2
Retained archers	INFANTRY	Average	Skilled	_	_	69	_	0	1,2
- Tetalifed dieffelb	Formed Loose	Unprotected	Bow					4	1,2
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove	62	_	0	1,2
	Formed Close	Unprotected	-	2011/5 0 p cus				6	
Militia spearmen	INFANTRY	Average	-	Long Spear	-	50	_	8	1,2
	Tribal Close	Unprotected	-	2017,0 0 0 0 0 0 1				30	~,~
Javelinmen	INFANTRY	Average	Experienced	_	_	39	Fleet of Foot (6), Shoot	0	1,2
Ja v chimilen	Tribal Loose	Unprotected	Javelin				& Charge (4)	6	1,2
Levied foot	INFANTRY	Poor	-	Short Spear	_	23	_	0	2,3
	Tribal Loose	Unprotected	-	Shore spear				8	2,0
Skirmishing archers	INFANTRY	Poor	Experienced	_	Combat Shy	42	_	0	1,2,3
	Skirmisher	Unprotected	Bow		Goillout only	12		8	1,2,0
Skirmishing slingers	INFANTRY	Poor	Experienced	_	Combat Shy	35	_	0	1,2,3
	Skirmisher	Unprotected	Sling		Comoutony			8	1,2,0
Skirmishing javelinmen	INFANTRY	Poor	Experienced	_	Combat Shy	20	_	0	1,2,3
	Skirmisher	Unprotected	Javelin		Compacibily	20		8	1,2,0

SUMERIAN



Notes

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

CHANGES FROM LAST VERSION

ELAMITE



ARMY COMMANDER		1	Any Instinctive			DATES		2800 BCE to 1100 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied General	LS	0-2	Any Instinctive							
	ТүрЕ					-				
	TRAINING AN	D	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best Archers	INFANTRY		Average	Skilled		_	63	Combat Shy (-14)	0	1,2
Dest / Herrers	Tribal Loos		Unprotected	Bow	_	_	00	Combat Sily (-14)	12	1,2
Archers	INFANTRY		Average	Experienced	_	_	48	Combat Shy (-14)	4	1,2
7 Heriers	Tribal Loos		Unprotected	Bow			40	Combat Sily (-14)	26	1,2
Javelinmen	INFANTRY		Average	Experienced	_	Fleet of Foot	45	Shoot & Charge (4)	0	1,2
	Tribal Loos		Unprotected	Javelin	_	11000 01 1 000	70	51100t & Charge (4)	4	1,2
Skirmishing archers	INFANTRY		Average	Experienced		Combat Shy	50	_	0	1,2
	Skirmisher		Unprotected	Bow		Comoat Sily			12	1,2
Skirmishing javelinmen	INFANTRY		Average	Experienced	_	Combat Shy	28	_	0	1,2
	Skirmisher		Unprotected	Javelin		Comoat Sily	20		8	1,2
Slingers	INFANTRY		Average	Experienced	_	Combat Shy	43	_	2	1,2
	Skirmisher		Unprotected	Sling		Comoat Sny	10		12	1,2
FROM 2500 то 1801 BCE										
D 1	INFANTRY	7	Average	-	I C	CI	<i>(</i> 0		0	4.0
Retained spearmen	Formed Clos	se	Unprotected	-	Long Spear	Shove	62	-	4	1,2
NA:Iti	INFANTRY	<i>7</i>	Average	-	I C		50		0	1.0
Militia spearmen	Tribal Close	е	Unprotected	-	Long Spear	-	50	-	4	1,2
FROM 2500 то 2193 ВСЕ										
41 . 1 1 1	CHARIOTS	5	Superior	-	Cl. and Conserve		01		0	1.0
4-wheeled battle cars	Tribal Close	е	Protected	-	Short Spear	-	91	<u>-</u>	4	1,2
FROM 2334 то 1801 BCE										
Proto-chariots (replacing	CHARIOTS	5	Average	Experienced	Short Spear		58		0	1,2
battle cars)	Tribal Loos	е	Unprotected	Javelin	Short spear	-	Jo	-	4	1,4

ELAMITE



FROM 1800 BCE								
Chariots	CHARIOTS	Average	Experienced		Q1		0	1.2
Charlots	Formed Loose	Unprotected	Bow	-	O1	-	4	1,2
FROM 1450 BCE								
Chariots	CHARIOTS	Superior	Experienced		99		1	1.2
Citations	Formed Loose	Unprotected	Bow	-	99	-	4	1,2

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

EARLY SYRIAN



ARMY COMMANDER		1	Any Instinctive			DATES		2700 BCE to 2200 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Standard, Plains, Coast	al	
Internal Allied Genera	ALS	0-2	Any Instinctive							
	Түре									
	TRAINING AN	I D	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	FORMATION	ī	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
4-wheeled battle cars	CHARIOT Tribal Clos		Superior Protected	-	Short Spear	-	91	-	0 4	1,2
FROM 2300 BCE										
Proto-chariots replacing battle cars	CHARIOT Tribal Loos		Average Unprotected	Experienced Javelin	Short Spear	-	58	-	0 2	1,2
			1	,						
Guardsmen	INFANTRY Formed Loo		Superior Protected	-		Melee Expert	107		0 2	1,2
	INFANTRY		Average	Skilled					0	
Retained archers	Formed Loo		Unprotected	Bow	-	-	69	-	4	1,2
Militia archers	INFANTRY Formed Loo		Average Unprotected	Experienced Bow		-	54	Combat Shy (-14)	4 16	1,2
Retained spearmen	INFANTRY Formed Clo		Average Unprotected	-	Long Spear	Shove	62	-	0 4	1,2
Militia spearmen	INFANTRY Tribal Clos		Average Unprotected	-	Long Spear	-	50	-	4 8	1,2
FROM 2500 BCE			1							
Upgrade retained spearmen	INFANTRY Formed Clo		Average Unprotected	-	Long Spear	Shove, Shield Cover	65	-	All	1,2
Upgrade militia spearmen	INFANTRY Tribal Clos		Average Unprotected	-	Long Spear	Shove, Shield Cover	58	-	All	1,2

EARLY SYRIAN



								-	
Nomadic levy or vassal	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	4	1,2
javelinmen	Tribal Loose	Protected	Javelin	Short Spear		00	Shoot & Charge (0)	24	1,2
Skirmishing archers	INFANTRY	Poor	Experienced		Combat Shy	42		0	1,2,3
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	· <u>-</u>	Combat Sily	42	-	8	1,2,3
Skirmishing slingers	INFANTRY	Poor	Experienced		Combat Shy	35		0	1,2,3
Skiiiiisiiiig siiiigeis	Skirmisher	Unprotected	Sling	<u>-</u>	Compatibility	30	-	8	1,2,0
Skirmishing javelinmen	INFANTRY	Poor	Experienced		Combat Shy	20		0	1,2,3
Skiiiiisiiiig javeiiiiiieii	Skirmisher	Unprotected	Javelin	· <u>-</u>	Combat Sily	20	-	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

INDUS VALLEY CIVILISATION



ARMY COMMANDER		1	Any Instinctive			DATES		2600 BCE to 1700 BC	<u></u>	`
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied Gene	RALS	1-2	Any Instinctive							
	Түре									
	TRAINING	AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATIO	9N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Guardsmen	INFANT	RY	Superior	-	Short Spear		101	Melee Expert (22)	0	1,2
Guarusinen	Formed C	lose	Protected	-	Short Spear	-	101	ivielee Expert (22)	8	1,4
C to a g wood a to	INFANT	RY	Average	-	Chart Craar		41		2	1,2
Spearmen	Tribal Clo	ose	Unprotected	-	Short Spear	-	41	-	16	1,4
Archers	INFANT	RY	Average	Experienced			48	Combat Shy (-14)	4	1,2
Alcheis	Tribal Lo	ose	Unprotected	Bow	-	-	40	Compat 311y (-14)	24	1,2
Followers	INFANT	RY	Poor	-			22		0	2,3
rollowers	Tribal Clo	ose	Unprotected	-	-	-	44	-	6	2,3
Skirmishers	INFANT	RY	Average	Experienced		Combat Shy	50		0	1,2
SKIIIIISIIEIS	Skirmish	ıer	Unprotected	Bow	-	Collidat Sily	30	-	4	1,2
Clinara	INFANT	RY	Average	Experienced		Combat Chry	43		4	1.0
Slingers	Skirmish	er	Unprotected	Sling	-	Combat Shy	45	-	18	1,2
Notes										1

NOTES

A command may have only 1 UG of Guardsmen.

CHANGES FROM LAST VERSION

LATER SUMERIAN



ARMY COMMANDER	1	Any Instinctive			DATES		2500 BCE to 2250 BCE		
SUB-GENERALS	0-	1 Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied General	LS 0-	2 Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
4-wheeled battle cars	CHARIOTS Tribal Close	Superior Protected	-	Short Spear	-	91	-	0 4	1,2
FROM 2334 BCE									
Proto-chariots replacing	CHARIOTS	Average	Experienced	C1 . C		Γ0		0	1.0
battle cars	Tribal Loose	Unprotected	Javelin	Short Spear	-	58	-	2	1,2
Guardsmen with heavy axe	INFANTRY	Superior	-		Melee Expert	107		0	1,2
Guardsmen with neavy axe	Formed Loose	Protected	-	-	Meiee Expert	107	-	2	1,2
Retained archers	INFANTRY	Average	Skilled	_	_	69	_	0	1,2
Teamed archers	Formed Loose	Unprotected	Bow	_	_	0,	_	4	1,2
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	_	0	1,2
	Formed Close	Unprotected	-	Long Spear	Shove, Shield Cover	00	_	8	1,2
Militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58		6	1,2
ivilliua speaillieli	Tribal Close	Unprotected	-	Long Spear	Shove, Shield Cover	00	<u>-</u>	24	1,2
Javelinmen	INFANTRY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	1,2
Javenninen	Tribal Loose	Unprotected	Javelin	-	-	39	& Charge (4)	8	1,2
Skirmishing archers	INFANTRY	Poor	Experienced		Combat Shy	42		0	1,2,3
Skillinstillig atchers	Skirmisher	Unprotected	Bow	_	Combat Sily	42	-	8	— 1,∠,O
Skirmishing slingers	INFANTRY	Poor	Experienced		Combat Shy	35		0	1,2,3
2viiiiigiiiiig siiiikeis	Skirmisher	Unprotected	Sling	-	Compat sily	<u> </u>		8	1,4,0
Skirmishing javelinmen	INFANTRY	Poor	Experienced		Combat Shy	20		0	1,2,3
Skumismik lavemmien	Skirmisher	Unprotected	Javelin	-	Compatibility	40	-	8	1,∠,∪

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

NUBIAN



ARMY COMMANDER		1	Any Instinctive			DATES		2500 BCE to 1480 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied General	LS									
	ТүрЕ									
	TRAINING AN	Ð	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	O PTIONAL	Min	
Name	Formation		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Archers	INFANTRY	7	Average	Experienced	_	<u>.</u>	48	Fleet of Foot (6),	8	1,2
7 Heriers	Tribal Loos	е	Unprotected	Bow			40	Combat Shy (-14)	36	1,2
Best archers	INFANTRY	7	Average	Skilled			63	Fleet of Foot (6),	0	1,2
Dest archers	Tribal Loos	е	Unprotected	Bow			00	Combat Shy (-14)	8	1,2
Warriors with axe	INFANTRY	7	Average	-		Melee Expert	66		0	1,2
waniois with axe	Tribal Loos	е	Protected	-		Wielee Expert	00		6	1,2
Warriors with javelins	INFANTRY	7	Average	Experienced			56	Shoot & Charge (6)	0	1,2
warriors with javenins	Tribal Loos	е	Protected	Javelin	-	-	50	SHOOL & CHarge (0)	6	1,2
Best skirmishers	INFANTRY	7	Average	Skilled		Combat Shy	89		0	1,2
Dest skillinshers	Skirmisher		Unprotected	Bow		Collidat 511y	07		9	1,2
Skirmishing archers	INFANTRY	7	Average	Experienced		Combat Shy	50		0	1,2
5Killilisilling archers	Skirmisher		Unprotected	Bow	-	Combat Sily	50	-	18	1,2
Skirmishing javelinmen	INFANTRY	7	Average	Experienced	_	Combat Shy	28		0	1,2
Skirmishing javelinmen	Skirmisher		Unprotected	Javelin	<u>-</u>	Combat Shy		-	12	1,4

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

AKKADIAN EMPIRE



ARMY COMMANDER	1	Any			DATES		2334 BCE to 2193 BCE		
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Coastal		
Internal Allied Genera	ALS				-				
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
4-wheeled battle cars	CHARIOTS	Superior	-	Clarat Carra		91		0	1,2
4-wheeled battle cars	Tribal Close	Protected	-	Short Spear	-	91	-	2	1,2
Proto-chariots	CHARIOTS	Average	Experienced	Short Spear		58		0	1,2
1 Toto-charlots	Tribal Loose	Unprotected	Javelin	Short Spear	-	50		4	1,2
Guardsmen with heavy axe	INFANTRY	Superior	-	_	Melee Expert	107	_	0	1,2
Guardsinen with neavy axe	Formed Loose	Protected	-		Iviciee Expert	107		2	1,2
Retained archers	INFANTRY	Average	Skilled	_	_	69	_	0	1,2
Tetanied archers	Formed Loose	Unprotected	Bow			0,		4	1,2
Retained spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	65	_	0	1,2
	Formed Close	Unprotected	-	Long Spear	Bilove, Biliela Gover			8	1,2
Militia spearmen	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	58	_	4	1,2
	Tribal Close	Unprotected	-	Long Spear	Shove, Sineid Cover		_	24	1,2
Javelinmen	INFANTRY	Average	Experienced	_	_	39	Fleet of Foot (6), Shoot	0	1,2
Javeninien	Tribal Loose	Unprotected	Javelin			07	& Charge (4)	8	1,2
Skirmishing archers	INFANTRY	Poor	Experienced	_	Combat Shy	42	_	0	1,2,3
	Skirmisher	Unprotected	Bow		Combat Sily	72	_	8	1,2,0
Skirmishing slingers	INFANTRY	Poor	Experienced	_	Combat Shy	35	_	0	1,2,3
Omminioning omigers	Skirmisher	Unprotected	Sling		Comoat Jily			8	1,2,0
Skirmishing javelinmen	INFANTRY	Poor	Experienced		Combat Shy	20	_	0	1,2,3
	Skirmisher	Unprotected	Javelin	_	Comoat Jily	20	_	8	1,2,0

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

THIRD DYNASTY OF UR



ARMY COMMANDER		1	Any Instinctive			DATES		2112 BCE to 2004 BCE		
SUB-GENERALS		1-3	Any Instinctive (befor	e 2028 BCE, 0-1 fro	om 2028 BCE)	TERRAIN		Standard, Coastal		
Internal Allied Genera	ALS	0-3	Any Instinctive (from	2028 BCE)						
	ТүрЕ					•				
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
Proto-chariots	CHARIO	ΓS	Average	Experienced	Short Spear	_	58	_	0	1,2
	Tribal Loc		Unprotected	Javelin	Short Spear				4	1,2
Guardsmen with heavy axe	INFANTE		Superior	-	_	Melee Expert	107	_	0	1,2
	Formed Lo		Protected	-		TVICIO EXPER	107		2	1,2
Retained archers	INFANTE		Average	Skilled	_	_	69	_	0	1,2
	Formed Lo	ose	Unprotected	Bow					4	1,2
Retained spearmen	INFANTE	RΥ	Average	-	Long Spear	Shove, Shield Cover	65	_	0	1,2
retained spearmen	Formed Cl	ose	Unprotected	-	Long Spear	Shove, Shield Cover	00	_	8	1,2
Militia spearmen	INFANTE	RΥ	Average	-	Long Spear	Shove, Shield Cover	58	_	4	1,2
Tylinda spearmen	Tribal Clo	se	Unprotected	-	Long Spear	Silove, Silicia Cover	00		24	1,2
FROM 2028 BCE										
Replace militia spearmen	INFANTE	Ϋ́	Average	-	I and Char		81			1,2
with lighter shields	Tribal Flex	ible	Protected	-	Long Spear	-	01	-	Any	1,4
Javelinmen	INFANTE	RΥ	Average	Experienced			39	Fleet of Foot (6), Shoot	0	1,2
Javeillilliell	Tribal Loc	se	Unprotected	Javelin	<u>-</u>	-	39	& Charge (4)	8	1,4
Amorites	INFANTE	ΥY	Average	Experienced	_	_	56	Shoot & Charge (6)	0	1,2
1 unonces	Tribal Loc	se	Protected	Javelin	-	-	00	Diloot & Charge (0)	8	1,4

THIRD DYNASTY OF UR



Skirmishing archers	INFANTRY	Poor	Experienced		Combat Shy	42		0	1,2,3
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	-	Compat Sily	42	-	8	1,2,3
Chirminhing alingura	INFANTRY	Poor	Experienced		Combat Shy	25		0	1 2 2
Skirmishing slingers	Skirmisher	Unprotected	Sling	-	Comoat sny	35	-	8	1,2,3
Skirmishing involumen	INFANTRY	Poor	Experienced		Combat Shy	20		0	1 2 2
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	- Combat Sny	20	-	8	1,2,3

ALLIES

Amurru bedouin allies - Early Nomad (from 2028 BCE)

CHANGES FROM LAST VERSION

ISIN-LARSA



ARMY COMMANDER	1	Any Instinctive			DATES		2028 BCE to 1762 BCE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied Gener	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	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
rioto-chanots	Tribal Loose	Unprotected	Javelin	Short Spear	-	50	-	4	1,2
Retained archers	INFANTRY	Average	Skilled			69		0	1,2
Retained archers	Formed Loose	Unprotected	Bow	-	-	09	-	4	1,2
E1:	INFANTRY	Average	Skilled			69	Caralast Class (1.4)	0	1,2
Elamite mercenary archers	Formed Loose	Unprotected	Bow	-	-	09	Combat Shy (-14)	4	1,2
Maranamar anahara	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	1,2
Mercenary archers	Formed Loose	Unprotected	Bow	-	-	34	Compat Sny (-14)	6	1,2
Datain - 1	INFANTRY	Average	-	I C	Shove, Shield Cover	65		0	1,2
Retained spearmen	Formed Close	Unprotected	-	Long Spear	Snove, Sniela Cover	00	-	8	1,2
N A:1:4:	INFANTRY	Average	-	I C	Ch Ch:-1.1 C	58		4	1,2
Militia spearmen	Tribal Close	Unprotected	-	Long Spear	Shove, Shield Cover	58	-	24	1,2
Replace militia spearmen	INFANTRY	Average	-	I C		81			1.0
with lighter shields	Tribal Flexible	Protected	-	Long Spear	-	81	-	Any	1,2
T 1:	INFANTRY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	1.0
Javelinmen	Tribal Loose	Unprotected	Javelin	-	-	39	& Charge (4)	8	1,2
Highlander or Turruju	INFANTRY	Average	-		Fleet of Foot,	46		0	1.0
mercenary warriors	Tribal Loose	Unprotected	-	-	Devastating Chargers	40	-	4	1,2
ONLY ISIN									
A	INFANTRY	Average	Experienced			E 6	C1 0x C1 (O	0	1.0
Amorites	Tribal Loose	Protected	Javelin	-	-	56	Shoot & Charge (6)	12	1,2

ISIN-LARSA



Skirmishing archers	INFANTRY	Poor	Experienced	- Combat Shy	42		0	1,2,3
Skillinstillig atchers	Skirmisher	Unprotected	Bow	- Combat sily	42	-	16	1,2,0
Skirmishing slingers	INFANTRY	Poor	Experienced	- Combat Shy	35		0	1 2 2
Skirmishing slingers	Skirmisher	Unprotected	Sling	- Combat sily	30	-	16	1,2,3
Skirmishing involumen	INFANTRY	Poor	Experienced	- Combat Shy	20		0	1,2,3
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	- Combat sny	20	-	16	1,2,5

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

LATER AMORITE



ARMY COMMANDER		1	Any Instinctive			DATES		1894 BCE to 1595 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied Gener	RALS	0-2	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	MELEE WEAPONRY	Characteristics	PTS	Characteristics	MAX	UG Sizi
Chariots	CHARIO	TS	Superior	Experienced			90		0	1,2
	Tribal Loc	ose	Unprotected	Bow	-	-	90	-	4	1,2
Retinue	INFANTE	ΥΥ	Average	Unskilled		Melee Expert	79	Shoot & Charge (6)	4	1,2
Ceurue	Formed Lo	ose	Protected	Javelin	-	Meiee Expert	19	SHOOL & CHAIGE (0)	24	1,2
Retinue archers	INFANTE	ΥΥ	Average	Skilled			69		0	1,2
Actified archers	Formed Lo	ose	Unprotected	Bow	_	_	07		4	1,2
Sabum qallaturn	INFANTE	ΥΥ	Average	Experienced	_	_	39	Fleet of Foot (6), Shoot	0	1,2
	Tribal Loc	se	Unprotected	Javelin		_	37	& Charge (4)	6	1,2
Levied reserves	INFANTE	RΥ	Poor	-	_	_	22	_	0	2,3
Sevieu reserves	Tribal Clo	se	Unprotected	-	_	_	22		6	2,0
Skirmishing archers	INFANTE	RΥ	Poor	Experienced	_	Combat Shy	42	_	0	1,2,3
okininishing archers	Skirmish	er	Unprotected	Bow	_	Combat Sily	72		8	1,2,0
Skirmishing slingers	INFANTE	RΥ	Poor	Experienced	_	Combat Shy	35	_	0	1,2,3
Millioning Sinigers	Skirmish	er	Unprotected	Sling		Combat Sily			8	1,2,0
Skirmishing javelinmen	INFANTE	ΥY	Poor	Experienced		Combat Shy	20		0	1,2,3
Javenninen	Skirmish	er	Unprotected	Javelin	_	Comoat Siry	20	-	8	1,2,0

Changes from last version

DYNASTY OF SEALAND



ARMY COMMANDER 1 SUB-GENERALS 1-3		1	Any Instinctive		DATES		1732 BCE to 1460 BCE			
		1-3	Any Instinctive			TERRAIN		Coastal		
Internal Allied Gener	ALS									
	ТүрЕ					ı				
	TRAINING A	ND O	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATIO	1	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Proto-chariots	CHARIOT	S	Average	Experienced	Short Spear	-	58	-	0	1,2
	Tribal Loos	se	Unprotected	Javelin					2	1,2
Retained archers	INFANTR	Y	Average	Skilled	-	-	69	-	0	1,2
	Formed Loc	se	Unprotected	Bow					4	
Elamite mercenary archers	INFANTR	Y	Average	Skilled	-	-	69	Combat Shy (-14)	0	1,2
	Formed Loc	se	Unprotected	Bow					4	
Mercenary archers	INFANTR	Y	Average	Experienced	_	-	54	Combat Shy (-14)	0	1,2
	Formed Loc	se	Unprotected	Bow					6	
Spearmen	INFANTR	Y	Average	+	Long Spear	-	81	-	6	1,2
	Tribal Flexil	ole	Protected	-					32	
Javelinmen	INFANTR	Y	Average	Experienced		-	39	Fleet of Foot (6), Shoot	0	1,2
	Tribal Loos	se	Unprotected	Javelin				& Charge (4)	8	
Skirmishing archers	INFANTR	Y	Average	Experienced	-	Combat Shy	50	_	0	1,2
	Skirmishe	r	Unprotected	Bow					8	
Skirmishing slingers	INFANTR	Y	Average	Experienced	-	Combat Shy	43	_	0	1,2
	Skirmishe	r	Unprotected	Sling					8	
Skirmishing javelinmen	INFANTR	Y	Average	Experienced		Combat Shy	28	-	0	1,2
	Skirmishe	r	Unprotected	Javelin	- -				8	

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