

EGYPT AND HATTI



AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**



ARMY LISTS

EGYPT AND HATTI

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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

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

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

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

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

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

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

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

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

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

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

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

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

FRIENDLY AND SCENARIO GAMES

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

HISTORICAL INTRODUCTION

Around 1595 BCE, Mursilis I, king of the newly created Hittite monarchy, marches from central Anatolia over the Taurus mountains, takes Aleppo and marches down the Euphrates and captures Babylon. It is the high point of the Hittite Old Kingdom. At this point Mesopotamia is split four-ways, Hurrians in the north-west, Assyrians in the north-east, Kassites ruling Babylonia and the Dynasty of Sealand in the south. The Mitanni and Hurrian dynasty establish pre-eminence and are the first empire to adopt the widespread use of the chariot.

During the Second Intermediate Period the chariot is introduced to Egyptian armies. The Hyksos are overthrown and the New Kingdom arises. Under Ahmose, Tuthmosis I and Tuthmosis III (1545 to 1450 BCE) the Egyptians exert their influence as far as the Euphrates. A counter-offensive under the leadership of the Mitanni drives the Egyptians out of Syria.

The power of the Hittites is revived. The Hittites quickly break the power of the Mitanni empire and exert their influence over the cities of Syria and Canaan. Egypt is pre-occupied with a religious revolution under Akhenaten and only under the Nineteenth Dynasty attempt to re-assert control over Syria. Ramesses II is defeated at the battle of Kadesh in 1275 BCE.

In Crete and later Greece new civilisations appear. The Minoan civilisation flourishes from 1600 to 1400 BCE but then is superseded by the Mycenaean civilisation based in mainland Greece. The Mycenaeans contact Hittite vassal states in western Asia Minor. The Iliad appears to be a story of one such conflict.

The history of the next two hundred and fifty years is confused. Various tribes, collectively known as the Sea Peoples invade the Hittite, Syro-Canaanite and Egyptian kingdoms. The Hittite Empire collapses. Cities in Syria and Canaan are sacked and the Egyptians fight off several invasions, eventually settling some of the surviving Sea Peoples in Canaan. The New Kingdom Egyptian kingdom collapses leading to the Third Intermediate Period.

In India, the Vedic civilisation arises after the collapse of the earlier Indus Valley Civilisation. Indo-Aryan peoples migrate into north-western India and start to inhabit the northern Indus Valley. The Vedic civilisation is initially a tribal, pastoral society centred in the north-western parts of the Indian subcontinent; it spreads after 1100 BCE to the Ganges Plain.

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 the date to 763 BCE. Events after this date the evidence from Assyria and Babylon can be cross-referenced with Greek historians to provide precise dating. Before this event, it is not possible to date events precisely.

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

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



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

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

CAMPS

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

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

UGs

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

NOTES

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

HITTITE OLD AND MIDDLE KINGDOM



1680 TO 1380 BCE

HISTORICAL NOTES

The founding of the Hittite Kingdom is attributed to either Labarna I or Hattusili I who conquered the area south and north of Hattusa. Hattusili I campaigned as far as the Semitic Amorite kingdom of Yamkhad in Syria. His heir, Mursili I, conquered Yamhad and, bypassing Assyria, captured Mari and Babylonia. Internal dissension caused the Hittites to withdraw and weakened the Old Kingdom. This weakness extended into the Middle Kingdom (from c. 1500 BCE). During this period the Hittites were under constant attack, particularly from the Gasgans to their north.

TROOP NOTES

The Hittite army appears to have kept a core of permanent troops whilst others were called up during the campaigning season if required. Records imply that at this time most spearmen had light shields.

HISTORICAL ENEMIES

Highland Raiders; Later Amorite; Hittite Old and Middle Kingdom; Minoan and Early Mycenaean; Mitanni; Gasgan

HITTITE OLD AND MIDDLE KINGDOM



ARMY COMMANDER		1	Any		DATES		1680 BCE to 1380 BCE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified or Mobile; Poor or Average		
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	
FORMATION		PROTECTION		WEAPONRY		CHARACTERISTICS		PTS	
NAME				MELEE WEAPONRY				OPTIONAL	
								CHARACTERISTICS	
								MIN	
								MAX	
								UG SIZE	
Chariots (before 1595 BCE)	CHARIOTS	Superior		Experienced		-		-	
	Formed Loose	Unprotected		Bow		-		99	
Chariots (from 1595 BCE)	CHARIOTS	Superior		Experienced		-		-	
	Formed Loose	Protected		Bow		-		133	
Guard spearmen	INFANTRY	Superior		-		Short Spear		-	
	Drilled Loose	Protected		-		-		101	
Standing army spearmen	INFANTRY	Average		-		Short Spear		-	
	Drilled Loose	Protected		-		-		72	
Seasonal army spearmen	INFANTRY	Average		-		Short Spear		-	
	Tribal Loose	Protected		-		-		57	
Archers	INFANTRY	Average		Experienced		-		-	
	Tribal Loose	Unprotected		Bow		-		48	
Conscript levy	INFANTRY	Poor		-		-		-	
	Tribal Close	Unprotected		-		-		22	
Skirmishing archers	INFANTRY	Average		Experienced		-		Combat Shy	
	Skirmisher	Unprotected		Bow		-		40	
Skirmishing slingers	INFANTRY	Average		Experienced		-		Combat Shy	
	Skirmisher	Unprotected		Sling		-		35	
Skirmishing javelinmen	INFANTRY	Average		Experienced		-		Combat Shy	
	Skirmisher	Unprotected		Javelin		-		25	

HITTITE OLD AND MIDDLE KINGDOM



ALLIES

Mesopotamian allies (from 1650 to 1620 BCE) - Later Amorite

Kizzuwatna Hurrian allies (from 1530 to 1490 BCE) - Highland Raiders

Hurrian allies (1400 BCE) - Highland Raiders

CHANGES FROM LAST VERSION

Hurrian allies in 1400 BCE.

HYKSOS



1645 TO 1535 BCE

HISTORICAL NOTES

The Hyksos "rulers of foreign lands" were Amorites from Syria who took advantage of an earlier Aamu immigration into the eastern Delta to conquer Egypt. A Sheshy or Salatis became Pharaoh, set up a new capital and introduced a new religion.

TROOP NOTES

The Hyksos take over appears to have occurred before the introduction of massed chariotry.

HISTORICAL ENEMIES

Old or Middle Kingdom Egyptian; Early Nomad; Early Libyan; Later Amorite; Syro-Canaanite

HYKSOS



ARMY COMMANDER	1	Any Instinctive	DATES	1645 BCE to 1535 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Flexible or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots	CHARIOTS	Superior	Experienced	-	-	99	-	0	4,6
	Formed Loose	Unprotected	Bow	-	-			6	
Chariots (from 1590 BCE)	CHARIOTS	Superior	Experienced	-	-	108	-	4	4,6
	Drilled Loose	Unprotected	Bow	-	-			12	
Retinue	INFANTRY	Average	Unskilled	-	Melee Expert	79	Shoot & Charge (6)	16	6,8,9
	Formed Loose	Protected	Javelin	-				48	
Retinue archers	INFANTRY	Average	Skilled	-	-	69	-	0	6,8
	Formed Loose	Unprotected	Bow	-	-			8	
Aamu Warriors	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	6,8,9
	Tribal Loose	Protected	Javelin					48	
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher	Unprotected	Bow	-				24	
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	27	-	0	6,9
	Skirmisher	Unprotected	Sling	-				24	
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin	-				24	

ALLIES

Bedouin allies - Early Nomad - up to 2 contingents
 Egyptian vassal allies - Old or Middle Kingdom Egyptian

HYKSOS



NOTES

No more than two external ally contingents may be taken.

CHANGES FROM LAST VERSION

None.

MINOAN AND EARLY MYCENAEAN



1600 TO 1251 BCE

HISTORICAL NOTES

The Minoan culture developed on the island of Crete and other Aegean islands. Crete was vulnerable due to earthquakes and the devastating volcanic eruption on Thera (probably 17th century BCE) which caused a tsunami along the north coast of Crete. From around 1600 BCE to 1400 BCE Late Minoan civilisation flourished and influenced the Mycenaean culture on mainland Greece.

From the early 14th century BCE, Mycenaean began to take advantage of the new trading opportunities in the Mediterranean after the Minoan collapse. Mycenaean settled at Miletus and their presence in Asia Minor is attested in Hittite records. The Mycenaean civilisation suffered a wave of severe destruction around 1250 BCE.

TROOP NOTES

Charioteers were either equipped in Dendra panoply armed with long spear, or in lighter quilted armour with spears and javelins. Spearmen typically carried the tower or figure-of-eight shield and held their spears two handed. They fought in close formation, sometimes supported by archers in and/or behind the ranks.

HISTORICAL ENEMIES

Hittite Old and Middle Kingdom; Minoan and Early Mycenaean; Hittite Empire

MINOAN AND EARLY MYCENAEAN



ARMY COMMANDER	1	Any Instinctive	DATES	1600 BCE to 1251 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Charioteers in Dendra panoply	CHARIOTS		Superior	-	Long Spear	-	184	-	4	4,6
	Formed Loose		-/Fully Armoured	-					8	
Charioteers with javelins	CHARIOTS		Average	Experienced	Short Spear	-	92	-	0	4,6
	Formed Loose		Protected	Javelin					12	
Spearmen	INFANTRY		Average	-	Long Spear	Shield Cover	91	Integral Shooters (6)	16	6,8
	Formed Close		Protected	-					48	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow					12	
Javelinmen	INFANTRY		Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	6,8,9
	Formed Loose		Protected	Javelin					12	
Libyans	INFANTRY		Average	Experienced	-	Fleet of Foot	45	Shoot & Charge (4)	0	6,8,9
	Tribal Loose		Unprotected	Javelin					18	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					18	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling					18	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher		Unprotected	Javelin					18	

CHANGES FROM LAST VERSION

None.

MITANNI



1595 TO 1250 BCE

HISTORICAL NOTES

The kingdom of Mitanni was founded by a Hurrian dynasty. The first ruler was a legendary king called Kirta. Mitanni gradually grew from the region around the Khabur valley and was perhaps the most powerful kingdom of the Near East between 1475 and 1365 BCE, after which it was eclipsed and eventually destroyed by the Middle Assyrian Empire.

TROOP NOTES

The strength of the Mitanni army lay in its chariot-borne military aristocracy, the maryannu, a heavily armoured bowman riding in a swift armoured chariot. Aweluti qashati were picked archers. Shuktiuhulu were archers who also carried a spear and were accompanied by an attendant.

HISTORICAL ENEMIES

Highland Raiders; Elamite; Later Amorite; Hittite Old and Middle Kingdom; Mitanni; Kassite Babylonian; Syro-Canaanite; New Kingdom Egyptian; Hittite Empire; Middle Assyrian

MITANNI



ARMY COMMANDER	1	Any Professional	DATES	1595 BCE to 1250 BCE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Superior	Skilled	-	-	182	-	8	4,6
	Drilled Loose		Protected	Bow	-	-		-	16	
Provincial or vassal chariots	CHARIOTS		Average	Skilled	-	-	150	-	0	4,6
	Drilled Loose		Protected	Bow	-	-		-	16	
Aweluti qashati	INFANTRY		Average	Skilled	-	Combat Shy	55	-	0	6,8
	Formed Loose		Unprotected	Bow	-	Combat Shy		-	8	
Shukituhli	INFANTRY		Average	Experienced	Short Spear	Combat Shy	60	-	0	6,8
	Formed Loose		Protected	Bow	Short Spear	Combat Shy		-	8	
Alik ilki spearmen	INFANTRY		Average	-	Short Spear	Integral Shooters	73	-	6	6,8
	Formed Loose		Protected	-	Short Spear	Integral Shooters		-	18	
Alik ilki archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,8
	Formed Loose		Unprotected	Bow	-	Combat Shy		-	16	
Ashshabu levy	INFANTRY		Poor	-	Short Spear	-	23	-	0	8,9,10
	Tribal Loose		Unprotected	-	Short Spear	-		-	20	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow	-	Combat Shy		-	18	
Javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher		Unprotected	Javelin	-	Combat Shy		-	12	

ALLIES

Bedouin allies - Early Nomad
 Syro-Canaanite allies (before 1340 BCE)
 Hittite allies - Hittite Empire (from 1340 BCE)

MITANNI



NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Reclassified shukituhli.

KASSITE BABYLONIAN



1595 TO 1105 BCE

HISTORICAL NOTES

The Kassites arrived in Babylonia from Iran as the Amorite old Babylonian kingdom fell into decline. After the Hittites under Mursilis I sacked Babylon, a Kassite dynasty took over control. At this time southern Babylonia was the independent country of "Sealand", but this was reconquered by 1460 BCE and Karduniash (as Kassite Babylon was called) became recognised as a major power. Its military campaigns were mainly against Sutu nomads, the Elamites and Assyria. It was weakened by an unsuccessful invasion of Assyria under Kashtiliash I (1242 to 1235 BCE) and the dynasty fell when Babylon was sacked by the Elamites in 1157 BCE.

Babylon regained its position under the 2nd Dynasty of Isin when Nebuchadrezzar I (1126 to 1105 BCE) won a major victory over the Elamites and recaptured the sacred statue of Marduk that the Elamites had carried off after the sack, but he fared less well against the Assyrians.

TROOP NOTES

The Kassites used similar chariots to their neighbours. Infantry were similar to earlier infantry.

HISTORICAL ENEMIES

Early Nomad; Highland Raiders; Elamite; Dynasty of Sealand; Mitanni; Kassite Babylonian; Syro-Canaanite; Hittite Empire; Middle Assyrian

KASSITE BABYLONIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1595 BCE to 1105 BCE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots	CHARIOTS	Average	Skilled	-	-	140	-	12	4,6
	Formed Loose	Protected	Bow					20	
Best chariots	CHARIOTS	Superior	Skilled	-	-	182	-	0	4,6
	Drilled Loose	Protected	Bow					6	
Spearmen	INFANTRY	Average	Unskilled	-	Melee Expert	79	Shoot & Charge (6)	16	6,8,9
	Formed Loose	Protected	Javelin					60	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					12	
Sutu or Haripu mercenaries	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot	0	6,8,9
	Tribal Loose	Unprotected	Javelin				& Charge (4)	18	
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher	Unprotected	Bow					24	
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	27	-	0	6,9
	Skirmisher	Unprotected	Sling					24	
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin					12	
CHANGES FROM LAST VERSION									

SYRO-CANAANITE

1590 TO 1100 BCE

HISTORICAL NOTES

After the fall of some of the Amorite dynasties to the Hittites, the city-states of Canaan (modern Israel, Palestine and Jordan) and Syria were occupied by possibly Hurrian rulers due to the resulting power vacuums. These city-states were usually vassals of either Mitanni, Egypt, the Hittite Empire or Assyria.

TROOP NOTES

The Hurrians brought chariot-riding maryannu to the armies of the Canaanite and Syrian cities.

HISTORICAL ENEMIES

Early Nomad; Highland Raiders; Hyksos; Mitanni; Kassite Babylonian; Syro-Canaanite; New Kingdom Egyptian; Hittite Empire; Middle Assyrian; Early Hebrew; Sea Peoples

SYRO-CANAANITE



ARMY COMMANDER		1	Any Professional		DATES		1590 BCE to 1100 BCE		
SUB-GENERALS		0-2	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		1-3	Any Professional		CAMP		Unfortified or Mobile; Poor or Average		
UNIT DATA									
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Royal maryannu chariotry	CHARIOTS	Superior	Skilled	-	-	182	-	*4	4,6
	Drilled Loose	Protected	Bow					12	
Other maryannu chariotry	CHARIOTS	Average	Skilled	-	-	140	-	*6	4,6
	Formed Loose	Protected	Bow					24	
Royal guard	INFANTRY	Superior	-	Short Spear	-	101	-	0	6,8
	Drilled Loose	Protected	-					8	
Royal foot archers	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	0	6,8
	Drilled Loose	Unprotected	Bow					8	
Hittite spearmen (see note)	INFANTRY	Average	-	Short Spear	-	72	-	0	6,8
	Drilled Loose	Protected	-					16	
Hupshu, Khepetj or 'Apiru spearmen	INFANTRY	Average	Unskilled	-	-	53	Shoot & Charge (6)	16	6,8,9
	Tribal Loose	Protected	Javelin					56	
Hupshu, Khepetj or 'Apiru archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	12	6,8
	Tribal Loose	Unprotected	Bow					28	
Mercenaries	INFANTRY	Average	-	-	Devastating Chargers	70	-	0	6
	Formed Loose	Protected	-					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					12	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin					12	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					9	

SYRO-CANAANITE



ALLIES

Egyptian allies - New Kingdom Egyptian (from 1500 BCE)
Mitanni allies (before 1340 BCE)

NOTES

* Royal maryannu must be in the C-in-C's command, are optional in an internal allied command but cannot be included in a sub-general's command. Other maryannu are compulsory in an internal allied command but not compulsory in a Syro-Canaanite ally contingent.
Hittite spearmen are only available to the Hittite vice-royalties of Carchemish and Aleppo from 1350 to 1180 BCE in which case no ally may be taken. They cannot be used in allied contingents supplied to the Mitanni.
Mitanni and Egyptian allies cannot be used together.

CHANGES FROM LAST VERSION

Hittite spearmen.

NEW KINGDOM EGYPTIAN



1500 TO 1069 BCE

HISTORICAL NOTES

The New Kingdom of Egypt is the period in ancient Egyptian history between the 16th and the 11th century BCE, covering the Eighteenth, Nineteenth, and Twentieth Dynasties of Egypt. Thutmose III expanded Egypt's army and wielded it with great success to consolidate the empire created by his predecessors. This resulted in a peak in Egypt's power and wealth during the reign of Amenhotep III. Towards the end of the 18th Dynasty, the situation changed. The Hittites had gradually extended their influence into Phoenicia and Canaan to become a major power in international politics.

Both Seti I and his son Ramesses II of the Nineteenth Dynasty confronted the Hittites.

The last "great" pharaoh from the New Kingdom is widely considered to be Ramesses III, a Twentieth Dynasty pharaoh who reigned several decades after Ramesses II. He defeated the Sea Peoples who had invaded Egypt. After his death the Dynasty declined and this led to the Third Intermediate Period.

TROOP NOTES

New Kingdom Egyptian armies added massed chariotry to the already sophisticated infantry tactics of the Middle Kingdom.

Early New Kingdom close fighters are often depicted running with axe in right hand, spear in left, and smallish shield slung behind shoulder. In other pictures they are shown advancing at the walk with overlapping shields, although still carrying their spear in the left hand. Later New Kingdom close fighters have bigger shields, wear body armour, and are sometimes depicted thrusting their spears with both hands.

HISTORICAL ENEMIES

Early Nomad; Early Libyan; Nubian; Mitanni; Syro-Canaanite; New Kingdom Egyptian; Hittite Empire; Early Hebrew; Sea Peoples; Philistine

NEW KINGDOM EGYPTIAN



ARMY COMMANDER		1	Any Professional			DATES		1500 BCE to 1069 BCE			
SUB-GENERALS		1-3	Any Professional			TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS						CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE	TRAINING AND		QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION		PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Chariots	CHARIOTS		Superior	Skilled	-	-	182	-	8	4,6	
	Drilled Loose		Protected	Bow					24		
Pharoah's chariots	CHARIOTS		Exceptional	Skilled	-	-	206	-	0	4,6	
	Drilled Loose		Protected	Bow					6		
Egyptian Royal Guard	INFANTRY		Superior	-	Short Spear	-	101	Melee Expert (22)	0	4	
	Drilled Loose		Protected	-					4		
Close fighters	INFANTRY		Average	-	Short Spear	-	72	-	8	6,8	
	Drilled Loose		Protected	-					24		
Close fighters with heavy axe	INFANTRY		Average	-	Short Spear	Melee Expert	88	-	0	*see note	
	Drilled Loose		Protected	-					1/4		
Archers	INFANTRY		Average	Experienced	-	-	58	Combat Shy (-14)	8	6,8	
	Drilled Loose		Unprotected	Bow					24		
Javelinmen	INFANTRY		Average	Experienced	-	-	71	Shoot & Charge (6)	0	6,8	
	Drilled Loose		Protected	Javelin					8		
Syro-Canaanite javelinmen	INFANTRY		Average	Unskilled	-	-	53	Shoot & Charge (6)	0	6,9	
	Tribal Loose		Protected	Javelin					18		
Light archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9	
	Skirmisher		Unprotected	Bow					18		
Nubian archers	INFANTRY		Average	Skilled	-	-	63	Combat Shy (-14)	0	6,8	
	Tribal Loose		Unprotected	Bow					8		
Nubian skirmishers	INFANTRY		Average	Skilled	-	Combat Shy	66	-	0	6,9	
	Skirmisher		Unprotected	Bow					9		

NEW KINGDOM EGYPTIAN



Skirmishing javelinmen	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	25	-	0 24	6,9
Slings	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	0 12	6,9
FROM 1450 TO 1176 BCE									
Syro-Canaanite maryannu	CHARIOTS Formed Loose	Average Protected	Skilled Bow	-	-	140	-	0 6	4,6
Gasgan mercenaries	INFANTRY Formed Loose	Average Protected	- -	-	Devastating Chargers	70	-	0 6	6
FROM 1276 BCE									
Shardana Royal Guard	INFANTRY Drilled Loose	Superior Protected	- -	Short Spear	-	101	Melee Expert (22)	0 4	4
FROM 1199 BCE									
Regrade close fighters	INFANTRY Drilled Close	Average Protected	- -	Short Spear	-	77	-	 All or none	6,8
Libyan swordsmen	INFANTRY Tribal Loose	Average Unprotected	- -	Short Spear	Devastating Chargers	44	-	**8 18	6,8,9
Sherden	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Melee Expert (16), Shoot & Charge (6)	**6 18	6,8,9
FROM 1175 TO 1143 BCE									
Sea Peoples military colonists	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Melee Expert (16), Shoot & Charge (6)	**8 24	6,8,9

NOTES

*Up to 2 elements of fighters with heavy axes can replace elements in TuGs of close fighters. This option is not permitted if the close fighters are regraded from Loose to Close formation.

** Libyan swordsmen, Sherden and Sea Peoples military colonists are not compulsory in an allied contingent.

Close fighters and close fighters with heavy axe may interpenetrate drilled Archers and vice versa in the same or opposite direction in the movement phase.

CHANGES FROM LAST VERSION

None.

GASGAN



1450 TO 1001 BCE

HISTORICAL NOTES

This list covers the Gasgans (also referred to as Kaska), foes of the Hittites from the first references c. 1450 BCE until their defeat by the Assyrian king Tiglath-Pileser I c. 1110 BCE after which they disappear from history. They lived in the mountainous region between the core Hittite region in eastern Anatolia and the Black Sea.

TROOP NOTES

The army appears to have been organised on a tribal basis.

HISTORICAL ENEMIES

Hittite Old and Middle Kingdom; Gasgan; Hittite Empire; Sea Peoples; Syro-Hittite

GASGAN



ARMY COMMANDER	1	Any Instinctive	DATES	1450 BCE to 1001 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Average	Experienced	-	-	51	-	0	4,6
	Tribal Loose		Unprotected	Javelin					8	
Chieftains and their retinues	INFANTRY		Superior	-	-	Devastating Chargers	84	-	0	6
	Tribal Loose		Protected	-					18	
Warriors	INFANTRY		Average	-	-	Devastating Chargers	60	-	36	6,8,9
	Tribal Loose		Protected	-					128	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					36	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher		Unprotected	Javelin					36	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling					18	

NOTES

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

CHANGES FROM LAST VERSION

None.

HITTITE EMPIRE



1400 TO 1180 BCE

HISTORICAL NOTES

In around 1400 BCE, King Tudhaliya I, allied with Kizzuwatna, to defeat the Hurrian states of Aleppo and Mitanni, and expanded to the west at the expense of Arzawa (a Luwian state). The Hittite Empire reached its height during the mid-14th century BCE under Suppiluliuma I, when it encompassed an area that included most of Anatolia as well as parts of the northern Levant and Upper Mesopotamia. At the Battle of Qadesh, traditionally dated to 1274 BCE Muwatalli II defeated the Egyptians. It may have been one of the largest chariot battles ever fought. The battle left the Hittites in control in northern Syria. The empire was crippled by the "Sea Peoples" invasion and then finished off by their old Gasgan enemies.

TROOP NOTES

Hittite infantry were armed with short spears and daggers. Many, but not all, infantry carried shields. Standing army troops appear to have been called UKU.US, and could include non-Hittites such as pacified Kaska (Gasgans) which attested from at least Hattusili III.

Troops levied for individual campaigns were called ERIN.MES NARARI - the infantry could include bowmen and some levies were chariotry. There were also "provincial troops" raised from the fringes of the empire through agreements with border districts to provide bodies of soldiers. These would not be split up but would fight together. They may have been known as LIM SERI. They could serve seasonally, or some were used as garrison troops. From the early c14th BCE these included Kaska (they are mentioned by the Egyptians as being at Qadesh). It is likely these provincial troops served in their native style.

Hittite chariots fought in the same style as Egyptian and Mitanni counterparts. The role of the 3rd man shown on Egyptian reliefs is unclear. The chariotry were called ERIN.MES GIGIR. The king's bodyguard chariotry were called SUS KU.SIG "golden chariot fighters". Other troops called ERIN.MES.LUGAL may also have fought around the king, although it may just be a general term for "king's soldiers".

MESEDI were the king's foot bodyguard. There were further troops associated with them, LU.MES.SUKUR DUGUD, LU.MES SUKUR ZABAR and LU.MES SUKUR, all of whom were spearmen. Despite the four different types there don't appear to have been huge numbers of them.

Light troops were known as ERIN.MES SUTE.

There were also contingent from subject states who were required to provide troops to the Hittite army by treaty, some of which may have been permanently employed.

HISTORICAL ENEMIES

Early Nomad; Highland Raiders; Minoan and Early Mycenaean; Mitanni; Kassite Babylonian; Syro-Canaanite; New Kingdom Egyptian; Gasgan; Hittite Empire; Middle Assyrian; Later Mycenaean; Sea Peoples

HITTITE EMPIRE



ARMY COMMANDER		1	Any Professional		DATES		1400 BCE to 1180 BCE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any (Anatolian vassal)		CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Golden Chariot Fighters	CHARIOTS	Exceptional	Skilled	-	-	206	-	0	4,6
	Drilled Loose	Protected	Bow					6	
Hittite chariots	CHARIOTS	Superior	Skilled	-	-	182	-	4	4,6
	Drilled Loose	Protected	Bow					16	
Upgrade Hittite chariots with 3rd man (from 1275 BCE)	CHARIOTS	Superior	Skilled	-	Melee Expert	215	-		4,6
	Drilled Loose	Protected	Bow					Any	
Hittite guard spearmen	INFANTRY	Superior	-	Short Spear	-	101	-	0	6,8
	Drilled Loose	Protected	-					8	
Hittite spearmen	INFANTRY	Average	-	Short Spear	-	72	-	8	6,8,9
	Drilled Loose	Protected	-					36	
Provincial spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	6,8,9
	Tribal Loose	Protected	-					9	
Hittite conscripts	INFANTRY	Poor	-	Short Spear	-	23	-	0	8,9,10
	Tribal Loose	Unprotected	-					20	
Kaska troops (from 1380 BCE)	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6,8,9
	Tribal Loose	Protected	-					9	
Light archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					12	

HITTITE EMPIRE



ANATOLIAN CONTINGENT COMPRISING:

Anatolian chariots	CHARIOTS	Superior	Experienced	-	-	133	-	4	4,6
	Formed Loose	Protected	Bow					8	
Regrade Anatolian chariots	CHARIOTS	Average	Experienced	Short Spear	-	92	-		4,6
	Formed Loose	Protected	Javelin					Any	
Anatolian spearmen	INFANTRY	Average	-	Short Spear	-	57	-	6	6,8,9
	Tribal Loose	Protected	-					16	
Anatolian archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Anatolian slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					9	

ALLIES

Mitanni allies (from 1348 BCE)

Syro-Canaanite allies - up to 2 contingents (from 1340 BCE)

NOTES

An Anatolian contingent is optional. A Hittite sub-general may command an Anatolian contingent if no Anatolian ally generals are taken.

A Hittite sub-general may command one Syro-Canaanite allied contingent (picked from the Syro-Canaanite list).

Mitanni allies may not be taken with Syro-Canaanite allies.

CHANGES FROM LAST VERSION

Anatolian contingent optional. Date for Gasgan troops. Additional Anatolian spearmen.

MIDDLE ASSYRIAN



1365 TO 884 BCE

HISTORICAL NOTES

Up until the time of Ashur-uballit I (1365 to 1330 BCE) the Assyrian state was relatively weak and probably a vassal of the Mitanni. As the Mitanni came under pressure from the Hittites the Assyrians seized territory. Kassite influence was decisively ended by Ninurta I (1244 to 1208 BCE). Tiglath-Pilaser I (1115 to 1007 BCE) led Assyrian armies across the Euphrates and as far as the Mediterranean but Aramean incursions pushed Assyria back on the defensive. Assyria had recovered as a military power by the time of Ashurnasirpal II (884 to 859 BCE).

TROOP NOTES

The military organisation of Assyria probably developed from the Mitanni system. Asharittu were better trained and equipped troops. Hupshu were peasant conscripts. Infantry comprised spearmen and archers.

HISTORICAL ENEMIES

Early Nomad; Highland Raiders; Elamite; Mitanni; Kassite Babylonian; Syro-Canaanite; Hittite Empire; Middle Assyrian; Early Hebrew; Syro-Hittite; Hebrew; Early Arab; Mannaian; Later Syro-Hittite

MIDDLE ASSYRIAN



ARMY COMMANDER	1	Any Professional	DATES	1365 BCE to 884 BCE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Palace chariots	CHARIOTS		Exceptional	Skilled	-	-	206	-	0	4,6
	Drilled Loose		Protected	Bow	-	-		-	6	
Sha shepe chariots	CHARIOTS		Superior	Skilled	-	-	182	-	8	4,6
	Drilled Loose		Protected	Bow	-	-		-	16	
Ashsharittu or huradu	INFANTRY		Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	8	6,8
	Drilled Close		Protected	-					24	
Hupshu or sabe	INFANTRY		Average	-	Short Spear	Integral Shooters	63	-	0	6,8,9
	Tribal Loose		Protected	-					48	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow	-	-			16	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow	-				18	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling	-				18	

NOTES
If the C-in-C represents the turtanu rather than the king or regent, then no palace chariots are permitted.
CHANGES FROM LAST VERSION
None.

LATER MYCENAEAN



1250 TO 1180 BCE

HISTORICAL NOTES

This list covers the later period of Mycenaean Greece excluding the semi-legendary Trojan war.

TROOP NOTES

Chariot tactics appear to have changed considerably from the earlier period with chariot crew being equipped with short spears and javelins. Infantry depicted on vases and in frescoes are shown having a single spear and an almost round shield. Swords are not always shown.

HISTORICAL ENEMIES

Hittite Empire; Later Mycenaean; Sea Peoples

LATER MYCENAEAN



ARMY COMMANDER	1	Any Instinctive	DATES	1250 BCE to 1180 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Heroic charioteers	CHARIOTS		Superior	Experienced	Short Spear	-	124	Dismountable (7)	8	4,6
	Formed Loose		Protected	Javelin					24	
Picked men	INFANTRY		Superior	-	Short Spear	-	87	-	0	6
	Tribal Close		Protected	-					18	
Spearmen	INFANTRY		Average	-	Short Spear	-	62	-	18	6,8,9
	Tribal Close		Protected	-					76	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow					16	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					18	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher		Unprotected	Javelin					27	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling					18	

NOTES

Chariot warriors dismount as Formed Loose, Protected, Short Spear of the same quality.
A command cannot have more than one TuG of picked men.

CHANGES FROM LAST VERSION

Added picked men.

EARLY HEBREW



1250 TO 1001 BCE

HISTORICAL NOTES

The main source for Hebrew history at this time is the Bible.

TROOP NOTES

There are very few images of Hebrew infantry of this period. Equipment appears to have been a mix of Canaanite and Philistine equipment.

HISTORICAL ENEMIES

Early Nomad; Syro-Canaanite; New Kingdom Egyptian; Middle Assyrian; Syro-Hittite; Philistine

EARLY HEBREW



ARMY COMMANDER	1	Any Instinctive	DATES	1250 BCE to 1001 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Mobile; Poor, Average or Superior

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Picked men and men of valour	INFANTRY		Superior	-	Short Spear	Melee Expert	103	-	0	6
	Tribal Loose		Protected	-					24	
Warriors	INFANTRY		Average	Experienced	-	Fleet of Foot	45	Shoot & Charge (4)	40	6,8,9
	Tribal Loose		Unprotected	Javelin					120	
Mercenaries (from 1020 BCE)	INFANTRY		Average	-	-	Devastating Chargers	70	-	0	6,8,9
	Formed Loose		Protected	-					18	
Vassal levies	INFANTRY		Poor	-	-	-	22	-	0	8,9,10
	Tribal Close		Unprotected	-					10	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					18	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher		Unprotected	Javelin					27	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling					18	

NOTES

A command may have only 1 UG of picked men.
A Superior camp represents the Ark of the Covenant defended by Levites.

CHANGES FROM LAST VERSION

None.

SEA PEOPLES



1230 TO 1101 BCE

HISTORICAL NOTES

The Sea Peoples were a confederation of groups known to have attacked ancient Egypt prior to the Late Bronze Age collapse. The origin of the various groups remains the source of much speculation. The groups include Denyen, Ekweh, Lukka, Peleset, Shekelesh, Sherden, Teresh, Tjeker and Weshesh. Inscriptions imply they brought about the collapse of the Hittites and the destruction of some Syrian and Canaanite cities including Ugarit, Ashkelon and Hazor. These were migratory invasions involving movements of populations by land and sea. Ramesses III defeated two invasions and appears to have settled the survivors in Canaan. The Peleset were originally from Mycenaean Greece and became the Philistines.

TROOP NOTES

The troops were mostly infantry although a few chariots do appear to have been used. Some troops were equipped with leather helmets. Some body armour was used, probably by only the wealthiest warriors. Round shields were carried, but unshielded warriors are also depicted. Weapons included javelins, spears and swords.

HISTORICAL ENEMIES

Syro-Canaanite; New Kingdom Egyptian; Gasgan; Hittite Empire; Later Mycenaean; Sea Peoples

SEA PEOPLES



ARMY COMMANDER	1	Any Instinctive	DATES	1230 BCE to 1101 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Coastal
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Average	Experienced						
	Formed Loose		Protected	Javelin	Short Spear	-	92	-	0 6	4,6
Chieftains and their retinues	INFANTRY		Superior	Unskilled						
	Tribal Loose		Protected	Javelin	Short Spear	Melee Expert	105	Shoot & Charge (8)	0 24	6,8
Common warriors	INFANTRY		Average	Unskilled						
	Tribal Loose		Protected	Javelin	Short Spear	-	60	Melee Expert (16), Shoot & Charge (6)	32 120	6,8,9
Regrade common warriors	INFANTRY		Average	Experienced						
	Tribal Loose		Unprotected	Javelin	Short Spear	-	44	-		6,8,9
Migrant families	INFANTRY		Poor	-						
	Tribal Close		Unprotected	-	-	-	22	-	0 10	8,9,10
Javelinmen	INFANTRY		Average	Experienced						
	Skirmisher		Unprotected	Javelin	-	Combat Shy	25	-	9 36	6,9

NOTES

A command may not have more than 1 UG of chieftains and their retinue.

CHANGES FROM LAST VERSION

None.

EARLY VEDIC INDIAN

1200 TO 901 BCE

HISTORICAL NOTES

After the collapse of the Indus Valley Civilisation, which ended c. 1900 BCE groups of Indo-Aryan peoples migrated into north-western India and started to inhabit the northern Indus Valley. The Vedic civilisation was initially a tribal, pastoral society centred in the north-western parts of the Indian subcontinent; it spread after 1100 BCE to the Ganges Plain. Internecine military conflicts between the various tribes of Vedic Aryans are described in the Rig Veda. The Kurus were a leading tribal union at this time.

TROOP NOTES

The texts of the time describe the deeds of charioteers with bows and wielding massive clubs. The majority of infantry were probably archers.

HISTORICAL ENEMIES

Elamite; Early Vedic Indian

EARLY VEDIC INDIAN



ARMY COMMANDER	1	Any Instinctive	DATES	1200 BCE to 901 BCE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Plains, Coastal, Jungle
INTERNAL ALLIED GENERALS	1-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Heroic charioteers	CHARIOTS		Average	Experienced	-	-	105	Dismountable (5)	8	4,6
	Formed Loose		Protected	Bow	-	-			24	
Swordsmen	INFANTRY		Average	-	-	Melee Expert	81	-	0	6,8
	Formed Close		Protected	-	-				12	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	16	6,8
	Tribal Loose		Unprotected	Bow	-				96	
Followers	INFANTRY		Poor	-	-	-	22	-	0	8,9,10
	Tribal Close		Unprotected	-	-				20	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow	-				12	
Slingers	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling	-				9	

NOTES

Heroic charioteers dismount as Formed Loose, Superior, Protected, 2-H Cut-Crush.

CHANGES FROM LAST VERSION

None.

TROJAN WAR - ACHAEAN



1193 TO 1183 BCE

HISTORICAL NOTES

The semi-legendary Trojan war described in Homer's "Iliad" may have been based on a conflict on the west coast of Asia Minor. Hittite records indicate the Achaeans may have invaded the west coast of Anatolia on an earlier occasion.

Greek heroes include Agamemnon, Achilles, Menelaus, Odysseus, Diomedes, Telamonian Ajax, Lesser Ajax and Idomeneus.

TROOP NOTES

This list is based upon the Later Mycenaean list. The Pylians are taken to use tactics from earlier times.

The wooden horse is taken to be some sort of siege engine.

HISTORICAL ENEMIES

Trojan War - Trojan

TROJAN WAR - ACHAEAN



ARMY COMMANDER		1	Instinctive Talented (Agamemnon)			DATES		1193 BCE to 1183 BCE	
SUB-GENERALS		1-2	Any Instinctive			TERRAIN		Coastal	
INTERNAL ALLIED GENERALS		1	Instinctive Legendary (Achilles) or Mediocre (Patroclus)			CAMP		Fortified; Poor or Average	
TYPE									
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Heroic charioteers	CHARIOTS	Superior	Experienced	Short Spear	-	124	Dismountable (7)	4	4,6
	Formed Loose	Protected	Javelin					20	
Spearmen	INFANTRY	Average	-	Short Spear	-	62	-	18	6,8,9
	Tribal Close	Protected	-					76	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					16	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin					27	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					18	
Wooden horse	BATTLE WAGONS	Superior	Experienced	-	-	170	-	0	2
	Tribal Loose	Protected	Bow					2	
ONLY COMMANDED BY ACHILLES OR PATROCLUS (ALLY-GENERAL)									
Myrmidons	INFANTRY	Superior	-	-	Melee Expert, Devastating Chargers	135	-	0	6,8,9
	Formed Flexible	Protected	-					9	

TROJAN WAR - ACHAEAN



ONLY COMMANDED BY NESTOR (SUB-GENERAL)

Pylian charioteers	CHARIOTS	Superior	-	Long Spear	-	184	-	4	4,6
	Formed Loose	-/Fully Armoured	-					6	
Pylian Spearmen	INFANTRY	Average	-	Long Spear	Shield Cover	91	Integral Shooters (6)	8	6,8
	Formed Close	Protected	-					24	
Pylian Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	8
	Tribal Loose	Unprotected	Bow					8	

NOTES

SPECIAL RULE: The Wooden horse is depicted on a base 2BW x 2BW. It is treated as a Battlewagon TuG with 2 elements. It fights as a Battlewagon TuG in column. It can turn 90 degrees with an M9 action.

Nestor can only command Pylian troops.

The rules do not normally provide for a legendary general other than a C-in-C. Achilles does not have to include otherwise compulsory troops in his contingent if he commands Myrmidons.

Chariot warriors dismount as Formed Loose, Protected, Short Spear of the same quality.

CHANGES FROM LAST VERSION

None.

TROJAN WAR - TROJAN

1193 TO 1183 BCE

HISTORICAL NOTES

Troy and Ilium is taken to be the Wilusha of Hittite records. It was within the sphere of Hittite influence and during the reign of Tudhaliya IV a Hittite contingent was sent to aid it against a ruler of the Ahhiyawa who may have been the Achaeans.

Trojan heroes include Hector, Paris, Aeneas, Penthesilla (an Amazon), Sarpedon, Palamedes and Achates.

TROOP NOTES

It is believed that western Anatolia was influenced by Mycenaean tactics at this time.

HISTORICAL ENEMIES

Trojan War - Achaean

TROJAN WAR - TROJAN



ARMY COMMANDER		1	Instinctive Talented (Hector)			DATES		1193 BCE to 1183 BCE										
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Coastal										
INTERNAL ALLIED GENERALS						CAMP		Flexible; Poor or Average										
TYPE		TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL		MIN		UG SIZE			
NAME		FORMATION		PROTECTION		WEAPONRY		MELEE WEAPONRY		CHARACTERISTICS		PTS		CHARACTERISTICS		MAX		
Heroic charioteers		CHARIOTS		Superior		Experienced		Short Spear		-		124		Dismountable (7)		4		4,6
		Formed Loose		Protected		Javelin										8		
Apollonian guard		INFANTRY		Superior		-		Short Spear		-		101		-		0		4,6
		Formed Close		Protected		-										6		
Trojan spearmen		INFANTRY		Average		-		Short Spear		-		62		-		6		6,8,9
		Tribal Close		Protected		-										48		
Trojan archers		INFANTRY		Average		Experienced		-		-		48		Combat Shy (-14)		6		6,8
		Tribal Loose		Unprotected		Bow										24		
Upgrade archers as guard		INFANTRY		Superior		Experienced		-		-		61		-		0		6
		Tribal Loose		Unprotected		Bow										6		
Sarpedon's Lycian warriors		INFANTRY		Average		-		-		Devastating Chargers		70		-		0		6,8,9
		Formed Loose		Protected		-										9		
Pelasgians and Ciconians		INFANTRY		Average		-		Short Spear		-		57		-		0		6,8,9
		Tribal Loose		Protected		-										12		
Paeonians		INFANTRY		Average		Experienced		-		-		48		Combat Shy (-14)		0		6,8
		Tribal Loose		Unprotected		Bow										8		
Asiatic troops		INFANTRY		Average		Unskilled		Short Spear		-		60		Melee Expert (16), Shoot & Charge (6)		6		6,8,9
		Tribal Loose		Protected		Javelin										36		
Thracians		INFANTRY		Average		Experienced		Short Spear		Melee Expert, Shoot & Charge		46		-		0		6,9
		Skirmisher		Unprotected		Javelin										18		

TROJAN WAR - TROJAN



Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin					27	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					18	

ALLIES

Hittite allies - Hittite Empire

NOTES

Chariot warriors dismount as Formed Loose, Protected, Short Spear of the same quality.

CHANGES FROM LAST VERSION

Added more archers and adjusted minimums.



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

NOTES

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

HITTITE OLD AND MIDDLE KINGDOM



ARMY COMMANDER		1	Any		DATES		1680 BCE to 1380 BCE				
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Mountains				
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified or Mobile; Poor or Average				
TYPE											
NAME		TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	MAX	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS			
Chariots (before 1595 BCE)		CHARIOTS	Superior	Experienced	-	-	99	-	0		4
		Formed Loose	Unprotected	Bow					4		
Chariots (from 1595 BCE)		CHARIOTS	Superior	Experienced	-	-	133	-	4		4
		Formed Loose	Protected	Bow					8		
Guard spearmen		INFANTRY	Superior	-	Short Spear	-	101	-	0		4
		Drilled Loose	Protected	-					4		
Standing army spearmen		INFANTRY	Average	-	Short Spear	-	72	-	10		4,6
		Drilled Loose	Protected	-					32		
Seasonal army spearmen		INFANTRY	Average	-	Short Spear	-	57	-	0		4,6
		Tribal Loose	Protected	-					48		
Archers		INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0		4
		Tribal Loose	Unprotected	Bow					8		
Conscript levy		INFANTRY	Poor	-	-	-	22	-	0		4,6
		Tribal Close	Unprotected	-					12		
Skirmishing archers		INFANTRY	Average	Experienced	-	Combat Shy	50	-	0		4,6
		Skirmisher	Unprotected	Bow					16		
Skirmishing slingers		INFANTRY	Average	Experienced	-	Combat Shy	43	-	0		4,6
		Skirmisher	Unprotected	Sling					16		
Skirmishing javelinmen		INFANTRY	Average	Experienced	-	Combat Shy	28	-	0		4,6
		Skirmisher	Unprotected	Javelin					16		

HITTITE OLD AND MIDDLE KINGDOM



ALLIES

Mesopotamian allies (from 1650 to 1620 BCE) - Later Amorite

Kizzuwatna Hurrian allies (from 1530 to 1490 BCE) - Highland Raiders

Hurrian allies (1400 BCE) - Highland Raiders

CHANGES FROM LAST VERSION

Hurrian allies in 1400 BCE.

HYKSOS



ARMY COMMANDER	1	Any Instinctive	DATES	1645 BCE to 1535 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Flexible or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots	CHARIOTS	Superior	Experienced	-	-	99	-	0	4
	Formed Loose	Unprotected	Bow	-	-			4	
Chariots (from 1590 BCE)	CHARIOTS	Superior	Experienced	-	-	108	-	4	4
	Drilled Loose	Unprotected	Bow	-	-			8	
Retinue	INFANTRY	Average	Unskilled	-	Melee Expert	79	Shoot & Charge (6)	10	4,6
	Formed Loose	Protected	Javelin	-				32	
Retinue archers	INFANTRY	Average	Skilled	-	-	69	-	0	4
	Formed Loose	Unprotected	Bow	-	-			4	
Aamu Warriors	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	4,6
	Tribal Loose	Protected	Javelin					32	
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher	Unprotected	Bow	-				16	
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	4,6
	Skirmisher	Unprotected	Sling	-				16	
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher	Unprotected	Javelin	-				16	

ALLIES

Bedouin allies - Early Nomad - up to 2 contingents
 Egyptian vassal allies - Old or Middle Kingdom Egyptian

HYKSOS



NOTES

No more than two external ally contingents may be taken.

CHANGES FROM LAST VERSION

None.

MINOAN AND EARLY MYCENAEAN



ARMY COMMANDER	1	Any Instinctive	DATES	1600 BCE to 1251 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Charioteers in Dendra panoply	CHARIOTS		Superior	-	Long Spear	-	184	-	4	4
	Formed Loose		-/Fully Armoured	-					4	
Charioteers with javelins	CHARIOTS		Average	Experienced	Short Spear	-	92	-	0	4
	Formed Loose		Protected	Javelin					8	
Spearmen	INFANTRY		Average	-	Long Spear	Shield Cover	91	Integral Shooters (6)	8	4
	Formed Close		Protected	-					32	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow					8	
Javelinmen	INFANTRY		Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	4,6
	Formed Loose		Protected	Javelin					8	
Libyans	INFANTRY		Average	Experienced	-	Fleet of Foot	45	Shoot & Charge (4)	0	4,6
	Tribal Loose		Unprotected	Javelin					12	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					12	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher		Unprotected	Sling					12	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher		Unprotected	Javelin					12	

CHANGES FROM LAST VERSION

None.

MITANNI



ARMY COMMANDER	1	Any Professional	DATES	1595 BCE to 1250 BCE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Superior	Skilled	-	-	182	-	4	4
	Drilled Loose		Protected	Bow	-	-		-	12	
Provincial or vassal chariots	CHARIOTS		Average	Skilled	-	-	150	-	0	4
	Drilled Loose		Protected	Bow	-	-		-	12	
Aweluti qashati	INFANTRY		Average	Skilled	-	Combat Shy	55	-	0	4
	Formed Loose		Unprotected	Bow	-	Combat Shy		-	4	
Shukituhli	INFANTRY		Average	Experienced	Short Spear	Combat Shy	60	-	0	4
	Formed Loose		Protected	Bow	Short Spear	Combat Shy		-	4	
Alik ilki spearmen	INFANTRY		Average	-	Short Spear	Integral Shooters	73	-	4	4
	Formed Loose		Protected	-	Short Spear	Integral Shooters		-	12	
Alik ilki archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	4
	Formed Loose		Unprotected	Bow	-	Combat Shy		-	12	
Ashshabu levy	INFANTRY		Poor	-	Short Spear	-	23	-	0	4,6
	Tribal Loose		Unprotected	-	Short Spear	-		-	12	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow	-	Combat Shy		-	12	
Javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher		Unprotected	Javelin	-	Combat Shy		-	8	

ALLIES

Bedouin allies - Early Nomad
 Syro-Canaanite allies (before 1340 BCE)
 Hittite allies - Hittite Empire (from 1340 BCE)

MITANNI



NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Reclassified shukituhli.

KASSITE BABYLONIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1595 BCE to 1105 BCE			
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified or Fortified; Poor or Average			
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE	
Chariots	CHARIOTS	Average	Skilled	-	-	140	-	8	4	
	Formed Loose	Protected	Bow	-	-	140	-	16		
Best chariots	CHARIOTS	Superior	Skilled	-	-	182	-	0	4	
	Drilled Loose	Protected	Bow	-	-	182	-	4		
Spearmen	INFANTRY	Average	Unskilled	-	Melee Expert	79	Shoot & Charge (6)	10	4,6	
	Formed Loose	Protected	Javelin	-	Melee Expert	79	Shoot & Charge (6)	40		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4	
	Tribal Loose	Unprotected	Bow	-	-	48	Combat Shy (-14)	8		
Sutu or Haripu mercenaries	INFANTRY	Average	Experienced	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	0	4,6	
	Tribal Loose	Unprotected	Javelin	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	12		
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6	
	Skirmisher	Unprotected	Bow	-	Combat Shy	42	-	16		
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	4,6	
	Skirmisher	Unprotected	Sling	-	Combat Shy	35	-	16		
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6	
	Skirmisher	Unprotected	Javelin	-	Combat Shy	20	-	8		
CHANGES FROM LAST VERSION										

SYRO-CANAANITE



ARMY COMMANDER	1	Any Professional	DATES	1590 BCE to 1100 BCE
SUB-GENERALS	0-2	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	1-3	Any Professional	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY		PTS	CHARACTERISTICS	MAX	
Royal maryannu chariotry	CHARIOTS		Superior	Skilled	-	182	-	4*	4
	Drilled Loose		Protected	Bow				8	
Other maryannu chariotry	CHARIOTS		Average	Skilled	-	140	-	4*	4
	Formed Loose		Protected	Bow				16	
Royal guard	INFANTRY		Superior	-	Short Spear	101	-	0	4
	Drilled Loose		Protected	-				4	
Royal foot archers	INFANTRY		Average	Experienced	-	58	Combat Shy (-14)	0	4
	Drilled Loose		Unprotected	Bow				4	
Hittite spearmen (see note)	INFANTRY		Average	-	Short Spear	72	-	0	4
	Drilled Loose		Protected	-				8	
Hupshu, Khepetj or 'Apiru spearmen	INFANTRY		Average	Unskilled	-	53	Shoot & Charge (6)	10	4,6
	Tribal Loose		Protected	Javelin				38	
Hupshu, Khepetj or 'Apiru archers	INFANTRY		Average	Experienced	-	48	Combat Shy (-14)	8	4
	Tribal Loose		Unprotected	Bow				20	
Mercenaries	INFANTRY		Average	-	Devastating Chargers	70	-	0	4
	Formed Loose		Protected	-				4	
Skirmishing archers	INFANTRY		Average	Experienced	-	50	Combat Shy	0	4,6
	Skirmisher		Unprotected	Bow				8	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	28	Combat Shy	0	4,6
	Skirmisher		Unprotected	Javelin				8	
Skirmishing slingers	INFANTRY		Average	Experienced	-	43	Combat Shy	0	4,6
	Skirmisher		Unprotected	Sling				6	

SYRO-CANAANITE



ALLIES

Egyptian allies - New Kingdom Egyptian (from 1500 BCE)
Mitanni allies (before 1340 BCE)

NOTES

* Royal maryannu must be in the C-in-C's command, are optional in an internal allied command but cannot be included in a sub-general's command. Other maryannu are compulsory in an internal allied command but not compulsory in a Syro-Canaanite ally contingent.
Hittite spearmen are only available to the Hittite vice-royalties of Carchemish and Aleppo from 1350 to 1180 BCE in which case no ally may be taken. They cannot be used in allied contingents supplied to the Mitanni.
Mitanni and Egyptian allies cannot be used together.

CHANGES FROM LAST VERSION

Hittite spearmen.

NEW KINGDOM EGYPTIAN



ARMY COMMANDER		1	Any Professional			DATES		1500 BCE to 1069 BCE				
SUB-GENERALS		1-3	Any Professional			TERRAIN		Standard, Coastal				
INTERNAL ALLIED GENERALS						CAMP		Unfortified or Fortified; Poor or Average				
NAME	TYPE	TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION		PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX			
Chariots	CHARIOTS		Superior	Skilled	-	-	182	-	4	4		
	Drilled Loose		Protected	Bow					16			
Pharoah's chariots	CHARIOTS		Exceptional	Skilled	-	-	206	-	0	4		
	Drilled Loose		Protected	Bow					4			
Egyptian Royal Guard	INFANTRY		Superior	-	Short Spear	-	101	Melee Expert (22)	0	4		
	Drilled Loose		Protected	-					4			
Close fighters	INFANTRY		Average	-	Short Spear	-	72	-	4	4		
	Drilled Loose		Protected	-					16			
Close fighters with heavy axe	INFANTRY		Average	-	Short Spear	Melee Expert	88	-	0	*see note		
	Drilled Loose		Protected	-					1/4			
Archers	INFANTRY		Average	Experienced	-	-	58	Combat Shy (-14)	4	4		
	Drilled Loose		Unprotected	Bow					16			
Javelinmen	INFANTRY		Average	Experienced	-	-	71	Shoot & Charge (6)	0	4		
	Drilled Loose		Protected	Javelin					4			
Syro-Canaanite javelinmen	INFANTRY		Average	Unskilled	-	-	53	Shoot & Charge (6)	0	4,6		
	Tribal Loose		Protected	Javelin					12			
Light archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6		
	Skirmisher		Unprotected	Bow					12			
Nubian archers	INFANTRY		Average	Skilled	-	-	63	Combat Shy (-14)	0	4		
	Tribal Loose		Unprotected	Bow					4			
Nubian skirmishers	INFANTRY		Average	Skilled	-	Combat Shy	89	-	0	4,6		
	Skirmisher		Unprotected	Bow					6			

NEW KINGDOM EGYPTIAN



Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					16	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					8	

FROM 1450 TO 1176 BCE

Syro-Canaanite maryannu	CHARIOTS	Average	Skilled	-	-	140	-	0	4
	Formed Loose	Protected	Bow					4	
Gasgan mercenaries	INFANTRY	Average	-	-	Devastating Chargers	70	-	0	4
	Formed Loose	Protected	-					4	

FROM 1276 BCE

Shardana Royal Guard	INFANTRY	Superior	-	Short Spear	-	101	Melee Expert (22)	0	4
	Drilled Loose	Protected	-					4	

FROM 1199 BCE

Regrade close fighters	INFANTRY	Average	-	Short Spear	-	77	-		4
	Drilled Close	Protected	-					All or none	
Libyan swordsmen	INFANTRY	Average	-	Short Spear	Devastating Chargers	44	-	**4	4,6
	Tribal Loose	Unprotected	-					12	
Sherden	INFANTRY	Average	Unskilled	Short Spear	-	60	Melee Expert (16), Shoot & Charge (6)	**4	4,6
	Tribal Loose	Protected	Javelin					12	

FROM 1175 TO 1143 BCE

Sea Peoples military colonists	INFANTRY	Average	Unskilled	Short Spear	-	60	Melee Expert (16), Shoot & Charge (6)	**4	4,6
	Tribal Loose	Protected	Javelin					16	

NOTES

*1 element of fighters with heavy axes can replace an element in a TuG of close fighters. This option is not permitted if the close fighters are regraded from Loose to Close formation.

** Libyan swordsmen, Sherden and Sea Peoples military colonists are not compulsory in an allied contingent.

Close fighters and close fighters with heavy axe may interpenetrate drilled Archers and vice versa in the same or opposite direction in the movement phase.

CHANGES FROM LAST VERSION

None.

GASGAN



ARMY COMMANDER	1	Any Instinctive	DATES	1450 BCE to 1001 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Average	Experienced	-	-	51	-	0	4
	Tribal Loose		Unprotected	Javelin					4	
Chieftains and their retinues	INFANTRY		Superior	-	-	Devastating Chargers	84	-	0	4
	Tribal Loose		Protected	-					12	
Warriors	INFANTRY		Average	-	-	Devastating Chargers	60	-	24	4,6
	Tribal Loose		Protected	-					86	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					24	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher		Unprotected	Javelin					24	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher		Unprotected	Sling					12	

NOTES

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

CHANGES FROM LAST VERSION

None.

HITTITE EMPIRE



ARMY COMMANDER		1	Any Professional		DATES		1400 BCE to 1180 BCE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any (Anatolian vassal)		CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Golden Chariot Fighters	CHARIOTS	Exceptional	Skilled	-	-	206	-	0	4
	Drilled Loose	Protected	Bow					4	
Hittite chariots	CHARIOTS	Superior	Skilled	-	-	182	-	4	4
	Drilled Loose	Protected	Bow					12	
Upgrade Hittite chariots with 3rd man (from 1275 BCE)	CHARIOTS	Superior	Skilled	-	Melee Expert	215	-		4
	Drilled Loose	Protected	Bow					Any	
Hittite guard spearmen	INFANTRY	Superior	-	Short Spear	-	101	-	0	4
	Drilled Loose	Protected	-					4	
Hittite spearmen	INFANTRY	Average	-	Short Spear	-	72	-	4	4,6
	Drilled Loose	Protected	-					24	
Provincial spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	4,6
	Tribal Loose	Protected	-					6	
Hittite conscripts	INFANTRY	Poor	-	Short Spear	-	23	-	0	4,6
	Tribal Loose	Unprotected	-					14	
Kaska troops (from 1380 BCE)	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	4,6
	Tribal Loose	Protected	-					6	
Light archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					8	

HITTITE EMPIRE



ANATOLIAN VASSAL ALLY COMMAND COMPRISING:

Anatolian chariots	CHARIOTS	Superior	Experienced	-	-	133	-	4	4
	Formed Loose	Protected	Bow					4	
Regrade Anatolian chariots	CHARIOTS	Average	Experienced	Short Spear	-	92	-		4
	Formed Loose	Protected	Javelin					Any	
Anatolian spearmen	INFANTRY	Average	-	Short Spear	-	57	-	4	4,6
	Tribal Loose	Protected	-					12	
Anatolian archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Anatolian slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					6	

ALLIES

Mitanni allies (from 1348 BCE)

Syro-Canaanite allies - up to 2 contingents (from 1340 BCE)

NOTES

An Anatolian contingent is optional. A Hittite sub-general may command an Anatolian contingent if no Anatolian ally generals are taken.

A Hittite sub-general may command one Syro-Canaanite allied contingent (picked from the Syro-Canaanite list).

Mitanni allies may not be taken with Syro-Canaanite allies.

CHANGES FROM LAST VERSION

Anatolian contingent optional. Date for Gasgan troops. Additional Anatolian spearmen.

MIDDLE ASSYRIAN



ARMY COMMANDER	1	Any Professional	DATES	1365 BCE to 884 BCE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Palace chariots	CHARIOTS		Exceptional	Skilled	-	-	206	-	0	4
	Drilled Loose		Protected	Bow	-	-			4	
Sha shepe chariots	CHARIOTS		Superior	Skilled	-	-	182	-	4	4
	Drilled Loose		Protected	Bow	-	-			12	
Ashsharittu or huradu	INFANTRY		Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	4	4
	Drilled Close		Protected	-					16	
Hupshu or sabe	INFANTRY		Average	-	Short Spear	Integral Shooters	63	-	0	4,6
	Tribal Loose		Protected	-					32	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow	-	-			12	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow	-				12	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher		Unprotected	Sling	-				12	

NOTES

If the C-in-C represents the turtanu rather than the king or regent, then no palace chariots are permitted.

CHANGES FROM LAST VERSION

None.

LATER MYCENAEAN



ARMY COMMANDER	1	Any Instinctive	DATES	1250 BCE to 1180 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Heroic charioteers	CHARIOTS		Superior	Experienced	Short Spear	-	124	Dismountable (7)	4	4
	Formed Loose		Protected	Javelin					16	
Picked men	INFANTRY		Superior	-	Short Spear	-	87	-	0	4
	Tribal Close		Protected	-					12	
Spearmen	INFANTRY		Average	-	Short Spear	-	62	-	12	4,6
	Tribal Close		Protected	-					52	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow					12	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					12	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher		Unprotected	Javelin					18	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher		Unprotected	Sling					12	

NOTES

Chariot warriors dismount as Formed Loose, Protected, Short Spear of the same quality.
A command cannot have more than one TuG of picked men.

CHANGES FROM LAST VERSION

Added picked men.

EARLY HEBREW



ARMY COMMANDER	1	Any Instinctive	DATES	1250 BCE to 1001 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Mobile; Poor, Average or Superior

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Picked men and men of valour	INFANTRY		Superior	-	Short Spear	103	-	0	4
	Tribal Loose		Protected	-				16	
Warriors	INFANTRY		Average	Experienced	Fleet of Foot	45	Shoot & Charge (4)	26	4,6
	Tribal Loose		Unprotected	Javelin				80	
Mercenaries (from 1020 BCE)	INFANTRY		Average	-	Devastating Chargers	70	-	0	4,6
	Formed Loose		Protected	-				12	
Vassal levies	INFANTRY		Poor	-	-	22	-	0	4,6
	Tribal Close		Unprotected	-				6	
Skirmishers	INFANTRY		Average	Experienced	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow				12	
Skirmishing javelinmen	INFANTRY		Average	Experienced	Combat Shy	28	-	0	4,6
	Skirmisher		Unprotected	Javelin				18	
Skirmishing slingers	INFANTRY		Average	Experienced	Combat Shy	43	-	0	4,6
	Skirmisher		Unprotected	Sling				12	

NOTES

A command may have only 1 UG of picked men.
A Superior camp represents the Ark of the Covenant defended by Levites.

CHANGES FROM LAST VERSION

None.

SEA PEOPLES



ARMY COMMANDER	1	Any Instinctive	DATES	1230 BCE to 1101 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Coastal
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Average	Experienced	Short Spear	-	92	-	0	4
	Formed Loose		Protected	Javelin					4	
Chieftains and their retinues	INFANTRY		Superior	Unskilled	Short Spear	Melee Expert	105	Shoot & Charge (8)	0	4
	Tribal Loose		Protected	Javelin					16	
Common warriors	INFANTRY		Average	Unskilled	Short Spear	-	60	Melee Expert (16), Shoot & Charge (6)	20	4,6
	Tribal Loose		Protected	Javelin					80	
Regrade common warriors	INFANTRY		Average	Experienced	Short Spear	-	44	-		4,6
	Tribal Loose		Unprotected	Javelin					Any	
Migrant families	INFANTRY		Poor	-	-	-	22	-	0	4,6
	Tribal Close		Unprotected	-					6	
Javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	6	4,6
	Skirmisher		Unprotected	Javelin					24	

NOTES

A command may not have more than 1 UG of chieftains and their retinue.

CHANGES FROM LAST VERSION

None.

EARLY VEDIC INDIAN



ARMY COMMANDER	1	Any Instinctive	DATES	1200 BCE to 901 BCE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Plains, Coastal, Jungle
INTERNAL ALLIED GENERALS	1-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Heroic charioteers	CHARIOTS	Average	Experienced	-	-	105	Dismountable (5)	4	4
	Formed Loose	Protected	Bow	-	-	-	-	16	
Swordsmen	INFANTRY	Average	-	-	Melee Expert	81	-	0	4
	Formed Close	Protected	-	-	-	-	-	8	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8	4
	Tribal Loose	Unprotected	Bow	-	-	-	-	64	
Followers	INFANTRY	Poor	-	-	-	22	-	0	4,6
	Tribal Close	Unprotected	-	-	-	-	-	12	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow	-	-	-	-	8	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling	-	-	-	-	6	

NOTES

Heroic charioteers dismount as Formed Loose, Superior, Protected, 2-H Cut-Crush.

CHANGES FROM LAST VERSION

None.

TROJAN WAR - ACHAEAN



ARMY COMMANDER		1	Instinctive Talented (Agamemnon)			DATES		1193 BCE to 1183 BCE	
SUB-GENERALS		1-2	Any Instinctive			TERRAIN		Coastal	
INTERNAL ALLIED GENERALS		1	Instinctive Legendary (Achilles) or Mediocre (Patroclus)			CAMP		Fortified; Poor or Average	
TYPE									
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Heroic charioteers	CHARIOTS	Superior	Experienced	Short Spear	-	124	Dismountable (7)	4	4
	Formed Loose	Protected	Javelin					16	
Spearmen	INFANTRY	Average	-	Short Spear	-	62	-	12	4,6
	Tribal Close	Protected	-					52	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					12	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					18	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					12	
Wooden horse	BATTLE WAGONS	Superior	Experienced	-	-	170	-	0	2
	Tribal Loose	Protected	Bow					2	
ONLY COMMANDED BY ACHILLES OR PATROCLUS (ALLY-GENERAL)									
Myrmidons	INFANTRY	Superior	-	-	Melee Expert, Devastating Chargers	135	-	0	4,6
	Formed Flexible	Protected	-					6	

TROJAN WAR - ACHAEAN



ONLY COMMANDED BY NESTOR (SUB-GENERAL)

Pylian charioteers	CHARIOTS	Superior	-	Long Spear	-	184	-	4	4
	Formed Loose	-/Fully Armoured	-					4	
Pylian Spearmen	INFANTRY	Average	-	Long Spear	Shield Cover	91	Integral Shooters (6)	4	4
	Formed Close	Protected	-					16	
Pylian Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					4	

NOTES

SPECIAL RULE: The Wooden horse is depicted on a base 2BW x 2BW. It is treated as a Battlewagon TuG with 2 elements. It fights as a Battlewagon TuG in column. It can turn 90 degrees with an M9 action.

Nestor can only command Pylian troops.

The rules do not normally provide for a legendary general other than a C-in-C. Achilles does not have to include otherwise compulsory troops in his contingent if he commands Myrmidons.

Chariot warriors dismount as Formed Loose, Protected, Short Spear of the same quality.

CHANGES FROM LAST VERSION

None.

TROJAN WAR - TROJAN



ARMY COMMANDER	1	Instinctive Talented (Hector)	DATES	1193 BCE to 1183 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Coastal
INTERNAL ALLIED GENERALS			CAMP	Flexible; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Heroic charioteers	CHARIOTS		Superior	Experienced	Short Spear	-	124	Dismountable (7)	4	4
	Formed Loose		Protected	Javelin					4	
Apollonian guard	INFANTRY		Superior	-	Short Spear	-	101	-	0	4
	Formed Close		Protected	-					4	
Trojan spearmen	INFANTRY		Average	-	Short Spear	-	62	-	4	4,6
	Tribal Close		Protected	-					32	
Trojan archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	4	4
	Tribal Loose		Unprotected	Bow					16	
Upgrade archers as guard	INFANTRY		Superior	Experienced	-	-	61	-	0	4
	Tribal Loose		Unprotected	Bow					4	
Sarpedon's Lycian warriors	INFANTRY		Average	-	-	Devastating Chargers	70	-	0	4,6
	Formed Loose		Protected	-					6	
Pelagians and Ciconians	INFANTRY		Average	-	Short Spear	-	57	-	0	4,6
	Tribal Loose		Protected	-					8	
Paeonians	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow					4	
Asiatic troops	INFANTRY		Average	Unskilled	Short Spear	-	60	Melee Expert (16), Shoot & Charge (6)	4	4,6
	Tribal Loose		Protected	Javelin					24	
Thracians	INFANTRY		Average	Experienced	Short Spear	Melee Expert, Shoot & Charge	49	-	0	4,6
	Skirmisher		Unprotected	Javelin					12	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					12	

TROJAN WAR - TROJAN



Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					18	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					12	

ALLIES

Hittite allies - Hittite Empire

NOTES

Chariot warriors dismount as Formed Loose, Protected, Short Spear of the same quality.

CHANGES FROM LAST VERSION

Added more archers and adjusted minimums.



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

HITTITE OLD AND MIDDLE KINGDOM



ARMY COMMANDER		1	Any		DATES		1680 BCE to 1380 BCE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Chariots (before 1595 BCE)	CHARIOTS	Superior	Experienced	-	-	99	-	0	1,2
	Formed Loose	Unprotected	Bow					2	
Chariots (from 1595 BCE)	CHARIOTS	Superior	Experienced	-	-	133	-	1	1,2
	Formed Loose	Protected	Bow					4	
Guard spearmen	INFANTRY	Superior	-	Short Spear	-	101	-	0	1,2
	Drilled Loose	Protected	-					4	
Standing army spearmen	INFANTRY	Average	-	Short Spear	-	72	-	4	1,2
	Drilled Loose	Protected	-					16	
Seasonal army spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2
	Tribal Loose	Protected	-					24	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Conscript levy	INFANTRY	Poor	-	-	-	22	-	0	2,3
	Tribal Close	Unprotected	-					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					8	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					8	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					8	

HITTITE OLD AND MIDDLE KINGDOM



ALLIES

Mesopotamian allies (from 1650 to 1620 BCE) - Later Amorite

Kizzuwatna Hurrian allies (from 1530 to 1490 BCE) - Highland Raiders

Hurrian allies (1400 BCE) - Highland Raiders

CHANGES FROM LAST VERSION

Hurrian allies in 1400 BCE.

HYKSOS



ARMY COMMANDER	1	Any Instinctive	DATES	1645 BCE to 1535 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS				

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS	Superior	Experienced	-	-	99	-	0	2	1,2
	Formed Loose	Unprotected	Bow	-	-	108	-	1	4	1,2
Chariots (from 1590 BCE)	CHARIOTS	Superior	Experienced	-	-	79	Shoot & Charge (6)	4	16	1,2
	Drilled Loose	Unprotected	Bow	-	Melee Expert	69	-	0	4	1,2
Retinue	INFANTRY	Average	Unskilled	-	-	60	Shoot & Charge (6)	0	16	1,2
	Formed Loose	Protected	Javelin	-	-	42	-	0	8	1,2,3
Retinue archers	INFANTRY	Average	Skilled	-	-	35	-	0	8	1,2,3
	Formed Loose	Unprotected	Bow	-	-	20	-	0	8	1,2,3
Aamu Warriors	INFANTRY	Average	Unskilled	Short Spear	-	42	Shoot & Charge (6)	0	16	1,2
	Tribal Loose	Protected	Javelin	-	Combat Shy	35	-	0	8	1,2,3
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	8	1,2,3
	Skirmisher	Unprotected	Bow	-	Combat Shy	20	-	0	8	1,2,3
Skirmishing slingers	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	8	1,2,3
	Skirmisher	Unprotected	Sling	-	Combat Shy	20	-	0	8	1,2,3
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	8	1,2,3
	Skirmisher	Unprotected	Javelin	-	Combat Shy	20	-	0	8	1,2,3

ALLIES

Bedouin allies - Early Nomad - up to 2 contingents
 Egyptian vassal allies - Old or Middle Kingdom Egyptian

HYKSOS



NOTES

No more than two external ally contingents may be taken.

CHANGES FROM LAST VERSION

None.

MINOAN AND EARLY MYCENAEAN



ARMY COMMANDER	1	Any Instinctive	DATES	1600 BCE to 1251 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS				

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Charioteers in Dendra panoply	CHARIOTS		Superior	-	Long Spear	-	184	-	1	1,2
	Formed Loose		-/Fully Armoured	-					4	
Charioteers with javelins	CHARIOTS		Average	Experienced	Short Spear	-	92	-	0	1,2
	Formed Loose		Protected	Javelin					4	
Spearmen	INFANTRY		Average	-	Long Spear	Shield Cover	91	Integral Shooters (6)	4	1,2
	Formed Close		Protected	-					16	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose		Unprotected	Bow					4	
Javelinmen	INFANTRY		Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	1,2
	Formed Loose		Protected	Javelin					4	
Libyans	INFANTRY		Average	Experienced	-	Fleet of Foot	45	Shoot & Charge (4)	0	1,2
	Tribal Loose		Unprotected	Javelin					6	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					6	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher		Unprotected	Sling					6	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher		Unprotected	Javelin					6	

CHANGES FROM LAST VERSION

None.

MITANNI



ARMY COMMANDER	1	Any Professional	DATES	1595 BCE to 1250 BCE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS				

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Superior	Skilled	-	-	182	-	2	1,2
	Drilled Loose		Protected	Bow	-	-		-	6	
Provincial or vassal chariots	CHARIOTS		Average	Skilled	-	-	150	-	0	1,2
	Drilled Loose		Protected	Bow	-	-		-	6	
Aweluti qashati	INFANTRY		Average	Skilled	-	Combat Shy	55	-	0	1,2
	Formed Loose		Unprotected	Bow	-	Combat Shy		-	4	
Shukituhli	INFANTRY		Average	Experienced	Short Spear	Combat Shy	60	-	0	1,2
	Formed Loose		Protected	Bow	Short Spear	Combat Shy		-	4	
Alik ilki spearmen	INFANTRY		Average	-	Short Spear	Integral Shooters	73	-	2	1,2
	Formed Loose		Protected	-	Short Spear	Integral Shooters		-	6	
Alik ilki archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	1,2
	Formed Loose		Unprotected	Bow	-	Combat Shy		-	6	
Ashshabu levy	INFANTRY		Poor	-	Short Spear	-	23	-	0	2,3
	Tribal Loose		Unprotected	-	Short Spear	-		-	6	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow	-	Combat Shy		-	6	
Javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher		Unprotected	Javelin	-	Combat Shy		-	4	

ALLIES

Bedouin allies - Early Nomad
 Syro-Canaanite allies (before 1340 BCE)
 Hittite allies - Hittite Empire (from 1340 BCE)

MITANNI



NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Reclassified shukituhli.

KASSITE BABYLONIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1595 BCE to 1105 BCE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chariots	CHARIOTS	Average	Skilled					4	
	Formed Loose	Protected	Bow	-	-	140	-	8	1,2
Best chariots	CHARIOTS	Superior	Skilled					0	
	Drilled Loose	Protected	Bow	-	-	182	-	2	1,2
Spearmen	INFANTRY	Average	Unskilled					4	
	Formed Loose	Protected	Javelin	-	Melee Expert	79	Shoot & Charge (6)	20	1,2
Archers	INFANTRY	Average	Experienced					0	
	Tribal Loose	Unprotected	Bow	-	-	48	Combat Shy (-14)	4	1,2
Sutu or Haripu mercenaries	INFANTRY	Average	Experienced					0	
	Tribal Loose	Unprotected	Javelin	-	-	39	Fleet of Foot (6), Shoot & Charge (4)	6	1,2
Skirmishing archers	INFANTRY	Poor	Experienced					0	
	Skirmisher	Unprotected	Bow	-	Combat Shy	42	-	8	1,2,3
Skirmishing slingers	INFANTRY	Poor	Experienced					0	
	Skirmisher	Unprotected	Sling	-	Combat Shy	35	-	8	1,2,3
Skirmishing javelinmen	INFANTRY	Poor	Experienced					0	
	Skirmisher	Unprotected	Javelin	-	Combat Shy	20	-	4	1,2,3
CHANGES FROM LAST VERSION									
None.									

SYRO-CANAANITE



ARMY COMMANDER		1	Any Professional		DATES		1590 BCE to 1100 BCE		
SUB-GENERALS		0-2	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		1-3	Any Professional						
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Royal maryannu chariotry	CHARIOTS	Superior	Skilled	-	-	182	-	*1	1,2
	Drilled Loose	Protected	Bow					4	
Other maryannu chariotry	CHARIOTS	Average	Skilled	-	-	140	-	*2	1,2
	Formed Loose	Protected	Bow					8	
Royal guard	INFANTRY	Superior	-	Short Spear	-	101	-	0	1,2
	Drilled Loose	Protected	-					4	
Royal foot archers	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	0	1,2
	Drilled Loose	Unprotected	Bow					4	
Hittite spearmen (see note)	INFANTRY	Average	-	Short Spear	-	72	-	0	1,2
	Drilled Loose	Protected	-					4	
Hupshu, Khepetj or 'Apiru spearmen	INFANTRY	Average	Unskilled	-	-	53	Shoot & Charge (6)	4	1,2
	Tribal Loose	Protected	Javelin					20	
Hupshu, Khepetj or 'Apiru archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4	1,2
	Tribal Loose	Unprotected	Bow					10	
Mercenaries	INFANTRY	Average	-	-	Devastating Chargers	70	-	0	1,2
	Formed Loose	Protected	-					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	

SYRO-CANAANITE



ALLIES

Egyptian allies - New Kingdom Egyptian (from 1500 BCE)
Mitanni allies (before 1340 BCE)

NOTES

* Royal maryannu must be in the C-in-C's command, are optional in an internal allied command but cannot be included in a sub-general's command. Other maryannu are compulsory in an internal allied command but not compulsory in a Syro-Canaanite ally contingent.
Hittite spearmen are only available to the Hittite vice-royalties of Carchemish and Aleppo from 1350 to 1180 BCE in which case no ally may be taken. They cannot be used in allied contingents supplied to the Mitanni.
Mitanni and Egyptian allies cannot be used together.

CHANGES FROM LAST VERSION

Hittite spearmen.

NEW KINGDOM EGYPTIAN



ARMY COMMANDER		1	Any Professional			DATES		1500 BCE to 1069 BCE		
SUB-GENERALS		1-3	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS										
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Superior	Skilled	-	-	182	-	2	1,2
	Drilled Loose		Protected	Bow	-	-		-	8	
Pharoah's chariots	CHARIOTS		Exceptional	Skilled	-	-	206	-	0	1,2
	Drilled Loose		Protected	Bow	-	-		-	2	
Egyptian Royal Guard	INFANTRY		Superior	-	Short Spear	-	101	Melee Expert (22)	0	1
	Drilled Loose		Protected	-					1	
Close fighters	INFANTRY		Average	-	Short Spear	-	72	-	2	1,2
	Drilled Loose		Protected	-					8	
Close fighters with heavy axe	INFANTRY		Average	-	Short Spear	Melee Expert	88	-	0	*see note
	Drilled Loose		Protected	-					1/4	
Archers	INFANTRY		Average	Experienced	-	-	58	Combat Shy (-14)	2	1,2
	Drilled Loose		Unprotected	Bow	-	-			8	
Javelinmen	INFANTRY		Average	Experienced	-	-	71	Shoot & Charge (6)	0	1,2
	Drilled Loose		Protected	Javelin	-	-			4	
Syro-Canaanite javelinmen	INFANTRY		Average	Unskilled	-	-	53	Shoot & Charge (6)	0	1,2
	Tribal Loose		Protected	Javelin	-	-			6	
Light archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow	-				6	
Nubian archers	INFANTRY		Average	Skilled	-	-	63	Combat Shy (-14)	0	1,2
	Tribal Loose		Unprotected	Bow	-				4	
Nubian skirmishers	INFANTRY		Average	Skilled	-	Combat Shy	89	-	0	1,2
	Skirmisher		Unprotected	Bow	-				4	

NEW KINGDOM EGYPTIAN



Skirmishing javelinmen	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	28	-	0 8	1,2
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 4	1,2
FROM 1450 TO 1176 BCE									
Syro-Canaanite maryannu	CHARIOTS Formed Loose	Average Protected	Skilled Bow	-	-	140	-	0 2	1,2
Gasgan mercenaries	INFANTRY Formed Loose	Average Protected	- -	-	Devastating Chargers	70	-	0 2	1,2
FROM 1276 BCE									
Shardana Royal Guard	INFANTRY Drilled Loose	Superior Protected	- -	Short Spear	-	101	Melee Expert (22)	0 1	1
FROM 1199 BCE									
Regrade close fighters	INFANTRY Drilled Close	Average Protected	- -	Short Spear	-	77	-	All or none	1,2
Libyan swordsmen	INFANTRY Tribal Loose	Average Unprotected	- -	Short Spear	Devastating Chargers	44	-	**2 6	1,2
Sherden	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Melee Expert (16), Shoot & Charge (6)	**2 6	1,2
FROM 1175 TO 1143 BCE									
Sea Peoples military colonists	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Melee Expert (16), Shoot & Charge (6)	**2 8	1,2

NOTES

*1 element of fighters with heavy axes can replace an element in a TuG of close fighters. This option is not permitted if the close fighters are regraded from Loose to Close formation.

** Libyan swordsmen, Sherden and Sea Peoples military colonists are not compulsory in an allied contingent.

Close fighters and close fighters with heavy axe may interpenetrate drilled Archers and vice versa in the same or opposite direction in the movement phase.

CHANGES FROM LAST VERSION

None.

GASGAN



ARMY COMMANDER	1	Any Instinctive	DATES	1450 BCE to 1001 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS				

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Average	Experienced	-	-	51	-	0	1,2
	Tribal Loose		Unprotected	Javelin					4	
Chieftains and their retinues	INFANTRY		Superior	-	-	Devastating Chargers	84	-	0	1,2
	Tribal Loose		Protected	-					6	
Warriors	INFANTRY		Average	-	-	Devastating Chargers	60	-	10	1,2
	Tribal Loose		Protected	-					44	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					12	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher		Unprotected	Javelin					12	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher		Unprotected	Sling					6	

NOTES

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

CHANGES FROM LAST VERSION

None.

HITTITE EMPIRE



ARMY COMMANDER		1	Any Professional		DATES		1400 BCE to 1180 BCE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any (Anatolian vassal)						
TYPE									
NAME	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE WEAPONRY	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY		CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Golden Chariot Fighters	CHARIOTS	Exceptional	Skilled	-	-	206	-	0	1,2
	Drilled Loose	Protected	Bow	-	-			2	
Hittite chariots	CHARIOTS	Superior	Skilled	-	-	182	-	1	1,2
	Drilled Loose	Protected	Bow	-	-			6	
Upgrade Hittite chariots with 3rd man (from 1275 BCE)	CHARIOTS	Superior	Skilled	-	Melee Expert	215	-		1,2
	Drilled Loose	Protected	Bow	-				Any	
Hittite guard spearmen	INFANTRY	Superior	-	Short Spear	-	101	-	0	1,2
	Drilled Loose	Protected	-					4	
Hittite spearmen	INFANTRY	Average	-	Short Spear	-	72	-	2	1,2
	Drilled Loose	Protected	-					12	
Provincial spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2
	Tribal Loose	Protected	-					4	
Hittite conscripts	INFANTRY	Poor	-	Short Spear	-	23	-	0	2,3
	Tribal Loose	Unprotected	-					6	
Kaska troops (from 1380 BCE)	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	1,2
	Tribal Loose	Protected	-					4	
Light archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	

HITTITE EMPIRE



ANATOLIAN VASSAL ALLY COMMAND COMPRISING:

Anatolian chariots	CHARIOTS	Superior	Experienced	-	-	133	-	1	1,2
	Formed Loose	Protected	Bow					4	
Regrade Anatolian chariots	CHARIOTS	Average	Experienced	Short Spear	-	92	-		1,2
	Formed Loose	Protected	Javelin					Any	
Anatolian spearmen	INFANTRY	Average	-	Short Spear	-	57	-	2	1,2
	Tribal Loose	Protected	-					6	
Anatolian archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Anatolian slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	

ALLIES

Mitanni allies (from 1348 BCE)

Syro-Canaanite allies - up to 2 contingents (from 1340 BCE)

NOTES

An Anatolian contingent is optional. A Hittite sub-general may command an Anatolian contingent if no Anatolian ally generals are taken.

A Hittite sub-general may command one Syro-Canaanite allied contingent (picked from the Syro-Canaanite list).

Mitanni allies may not be taken with Syro-Canaanite allies.

CHANGES FROM LAST VERSION

Anatolian contingent optional. Date for Gasgan troops. Additional Anatolian spearmen.

MIDDLE ASSYRIAN



ARMY COMMANDER	1	Any Professional	DATES	1365 BCE to 884 BCE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS				

NAME	TYPE	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
	TRAINING AND		WEAPONRY	MELEE WEAPONRY					
Palace chariots	CHARIOTS	Exceptional	Skilled	-	-	206	-	0	1,2
	Drilled Loose	Protected	Bow					2	
Sha shepe chariots	CHARIOTS	Superior	Skilled	-	-	182	-	2	1,2
	Drilled Loose	Protected	Bow					6	
Ashsharittu or huradu	INFANTRY	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	2	1,2
	Drilled Close	Protected	-					8	
Hupshu or sabe	INFANTRY	Average	-	Short Spear	Integral Shooters	63	-	0	1,2
	Tribal Loose	Protected	-					16	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					6	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					6	

NOTES

If the C-in-C represents the turtanu rather than the king or regent, then no palace chariots are permitted.

CHANGES FROM LAST VERSION

None.

LATER MYCENAEAN



ARMY COMMANDER	1	Any Instinctive	DATES	1250 BCE to 1180 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS				

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Heroic charioteers	CHARIOTS		Superior	Experienced	Short Spear	-	124	Dismountable (7)	2	1,2
	Formed Loose		Protected	Javelin					8	
Picked men	INFANTRY		Superior	-	Short Spear	-	87	-	0	1,2
	Tribal Close		Protected	-					6	
Spearmen	INFANTRY		Average	-	Short Spear	-	62	-	6	1,2
	Tribal Close		Protected	-					24	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose		Unprotected	Bow					6	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					6	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher		Unprotected	Javelin					9	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher		Unprotected	Sling					6	

NOTES

Chariot warriors dismount as Formed Loose, Protected, Short Spear of the same quality.
A command cannot have more than one TuG of picked men.

CHANGES FROM LAST VERSION

Added picked men.

EARLY HEBREW



ARMY COMMANDER	1	Any Instinctive	DATES	1250 BCE to 1001 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive		

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Picked men and men of valour	INFANTRY		Superior	-	Short Spear	Melee Expert	103	-	0	1,2
	Tribal Loose		Protected	-					8	
Warriors	INFANTRY		Average	Experienced	-	Fleet of Foot	45	Shoot & Charge (4)	10	1,2
	Tribal Loose		Unprotected	Javelin					40	
Mercenaries (from 1020 BCE)	INFANTRY		Average	-	-	Devastating Chargers	70	-	0	1,2
	Formed Loose		Protected	-					6	
Vassal levies	INFANTRY		Poor	-	-	-	22	-	0	2,3
	Tribal Close		Unprotected	-					3	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					6	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher		Unprotected	Javelin					9	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher		Unprotected	Sling					6	

NOTES

A command may have only 1 UG of picked men.

CHANGES FROM LAST VERSION

None.

SEA PEOPLES



ARMY COMMANDER	1	Any Instinctive	DATES	1230 BCE to 1101 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Coastal
INTERNAL ALLIED GENERALS	0-3	Any Instinctive		

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Average	Experienced						
	Formed Loose		Protected	Javelin	Short Spear	-	92	-	0 2	1,2
Chieftains and their retinues	INFANTRY		Superior	Unskilled						
	Tribal Loose		Protected	Javelin	Short Spear	Melee Expert	105	Shoot & Charge (8)	0 8	1,2
Common warriors	INFANTRY		Average	Unskilled						
	Tribal Loose		Protected	Javelin	Short Spear	-	60	Melee Expert (16), Shoot & Charge (6)	8 40	1,2
Regrade common warriors	INFANTRY		Average	Experienced						
	Tribal Loose		Unprotected	Javelin	Short Spear	-	44	-		1,2
Migrant families	INFANTRY		Poor	-						
	Tribal Close		Unprotected	-	-	-	22	-	0 3	2,3
Javelinmen	INFANTRY		Average	Experienced						
	Skirmisher		Unprotected	Javelin	-	Combat Shy	28	-	4 12	1,2

NOTES

A command may not have more than 1 UG of chieftains and their retinue.

CHANGES FROM LAST VERSION

None.

EARLY VEDIC INDIAN



ARMY COMMANDER	1	Any Instinctive	DATES	1200 BCE to 901 BCE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Plains, Coastal, Jungle
INTERNAL ALLIED GENERALS	1-2	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Heroic charioteers	CHARIOTS	Average	Experienced	-	-	105	Dismountable (5)	2	1,2
	Formed Loose	Protected	Bow	-	-	-	-	8	
Swordsmen	INFANTRY	Average	-	-	Melee Expert	81	-	0	1,2
	Formed Close	Protected	-	-	-	-	-	4	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4	1,2
	Tribal Loose	Unprotected	Bow	-	-	-	-	32	
Followers	INFANTRY	Poor	-	-	-	22	-	0	2,3
	Tribal Close	Unprotected	-	-	-	-	-	6	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow	-	-	-	-	4	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling	-	-	-	-	4	

NOTES

Heroic charioteers dismount as Formed Loose, Superior, Protected, 2-H Cut-Crush.

CHANGES FROM LAST VERSION

None.

TROJAN WAR - ACHAEAN



ARMY COMMANDER		1	Instinctive Talented (Agamemnon)			DATES	1193 BCE to 1183 BCE		
SUB-GENERALS		1-2	Any Instinctive				TERRAIN	Coastal	
INTERNAL ALLIED GENERALS		1	Instinctive Legendary (Achilles) or Mediocre (Patroclus)						
TYPE									
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY					
Heroic charioteers	CHARIOTS	Superior	Experienced	Short Spear	-	124	Dismountable (7)	1	1,2
	Formed Loose	Protected	Javelin					6	
Spearmen	INFANTRY	Average	-	Short Spear	-	62	-	6	1,2
	Tribal Close	Protected	-					24	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					6	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					9	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					6	
Wooden horse	BATTLE WAGONS	Superior	Experienced	-	-	170	-	0	1
	Tribal Loose	Protected	Bow					1	
ONLY COMMANDED BY ACHILLES OR PATROCLUS (ALLY-GENERAL)									
Myrmidons	INFANTRY	Superior	-	-	Melee Expert, Devastating Chargers	135	-	0	1,2
	Formed Flexible	Protected	-					4	

TROJAN WAR - ACHAEAN



ONLY COMMANDED BY NESTOR (SUB-GENERAL)

Pylian charioteers	CHARIOTS	Superior	-	Long Spear	-	184	-	1	1,2
	Formed Loose	-/Fully Armoured	-					2	
Pylian Spearmen	INFANTRY	Average	-	Long Spear	Shield Cover	91	Integral Shooters (6)	2	1,2
	Formed Close	Protected	-					8	
Pylian Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	

NOTES

Nestor can only command Pylian troops.

The rules do not normally provide for a legendary general other than a C-in-C. Achilles does not have to include otherwise compulsory troops in his contingent if he commands Myrmidons.

Chariot warriors dismount as Formed Loose, Protected, Short Spear of the same quality.

CHANGES FROM LAST VERSION

None.

TROJAN WAR - TROJAN



ARMY COMMANDER		1	Instinctive Talented (Hector)			DATES		1193 BCE to 1183 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Coastal		
INTERNAL ALLIED GENERALS										
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE WEAPONRY	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS		PTS	CHARACTERISTICS	MAX		
Heroic charioteers	CHARIOTS	Superior	Experienced	Short Spear	-	124	Dismountable (7)	1	1,2	
	Formed Loose	Protected	Javelin					4		
Apollonian guard	INFANTRY	Superior	-	Short Spear	-	101	-	0	1,2	
	Formed Close	Protected	-					2		
Trojan spearmen	INFANTRY	Average	-	Short Spear	-	62	-	2	1,2	
	Tribal Close	Protected	-					18		
Trojan archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	2	1,2	
	Tribal Loose	Unprotected	Bow					8		
Upgrade archers as guard	INFANTRY	Superior	Experienced	-	-	61	-	0	1,2	
	Tribal Loose	Unprotected	Bow					2		
Sarpedon's Lycian warriors	INFANTRY	Average	-	-	Devastating Chargers	70	-	0	1,2	
	Formed Loose	Protected	-					4		
Pelasgians and Ciconians	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2	
	Tribal Loose	Protected	-					4		
Paeonians	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					4		
Asiatic troops	INFANTRY	Average	Unskilled	Short Spear	-	60	Melee Expert (16), Shoot & Charge (6)	2	1,2	
	Tribal Loose	Protected	Javelin					12		
Thracians	INFANTRY	Average	Experienced	Short Spear	Melee Expert, Shoot & Charge	49	-	0	1,2	
	Skirmisher	Unprotected	Javelin					6		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		

TROJAN WAR - TROJAN



Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					9	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					6	

ALLIES

Hittite allies - Hittite Empire

NOTES

Chariot warriors dismount as Formed Loose, Protected, Short Spear of the same quality.

CHANGES FROM LAST VERSION

Added more archers and adjusted minimums.