



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: ¼ to ¾ of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has ¼ to ¾ Skilled.
- 5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

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

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

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

FRIENDLY AND SCENARIO GAMES

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

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HISTORICAL INTRODUCTION

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 fourways, Hurrians in the north-west, Assyrians in the north-east, Kassites ruling Babylonia and the Dynasty of Sealand in the south. The Mitanni a 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.

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A NOTE ON CHRONOLOGY

The first completely reliable date in history is 763 BCE. In the tenth year of Ashur Dan III a solar eclipse was observed and recorded. Modern astronomers can calculate 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.

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MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

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

CAMPS

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

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

UGs

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

Notes

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

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 Yamhhad 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			Any			TERRAIN		Standard, Mountains		
Internal Allied Genera	ALS	0-2	Any Instinctive			САМР		Unfortified or Mobile;	Poor or Ave	erage
	Түрв									
	TRAINING	AND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	Min	
Name	FORMAT	ION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chariots (before 1595 BCE)	CHARI	OTS	Superior	Experienced			99		0	4,6
Charlots (before 1393 BCE)	Formed I	oose	Unprotected	Bow	-	-	22	-	6	4,0
Chariots (from 1595 BCE)	CHARIC	OTS	Superior	Experienced			133		4	4,6
Chanots (Hom 1393 bCE)	Formed I	oose	Protected	Bow	-	-	155	-	12	4,0
Guard spearmen	INFANT	ΓRY	Superior	-	Short Spear		101		0	6,8
Guara spearmen	Drilled L	oose	Protected	-	Short spear	-	101	-	8	0,0
Standing army anarman	INFANT	ΓRY	Average	-	Short Spear		72		16	6,8,9
Standing army spearmen	Drilled L	oose	Protected	-	Short Spear	-	14	-	48	0,0,9
Seasonal army spearmen	INFAN	ΓRY	Average	-	Short Spear		57		0	6,8,9
Seasonal anniy speamien	Tribal Lo	oose	Protected	-	Short spear	-	37	-	72	0,0,9
Archers	INFAN.	ΓRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
Archers	Tribal Lo	oose	Unprotected	Bow	-	-	40	Combat Shy (-14)	12	0,0
Concernation	INFAN.	ΓRY	Poor	-			22		0	8,9,10
Conscript levy	Tribal C	lose	Unprotected	-	-	-	44	-	20	0,9,10
Claimer : - l :	INFAN	ΓRY	Average	Experienced		C	40		0	6,9
Skirmishing archers	Skirmis	her	Unprotected	Bow	-	Combat Shy	40	-	24	0,9
Chirmighing alingara	INFAN	TRY	Average	Experienced		Combat Shy	25		0	6.0
Skirmishing slingers	Skirmis	her	Unprotected	Sling		Combat sny	35	-	24	6,9
Chiemaigh in a javvalin maga	INFAN.	TRY	Average	Experienced		Combat Shy	25		0	6,9
Skirmishing javelinmen	Skirmis	her	Unprotected	Javelin	_	Combat 3my	20	-	24	0,9

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 Gener	ALS					Самр		Flexible or Mobile; Poc	r or Averag	ge
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min	
Name	Formatio	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots	CHARIOT	S	Superior	Experienced			99		0	4,6
Chanots	Formed Lo	ose	Unprotected	Bow	-	-	22	-	6	4,0
Chariots (from 1590 BCE)	CHARIOT	S	Superior	Experienced			108		4	4,6
	Drilled Loc	se	Unprotected	Bow	-	-	100	-	12	4,0
Patinua	INFANTR	Y	Average	Unskilled		Melee Expert	79	Shoot & Charge (6)	16	6,8,9
Retinue	Formed Lo	ose	Protected	Javelin		Meiee Expert	19	SHOOL & Charge (0)	48	0,0,9
Retinue archers	INFANTR	Y	Average	Skilled	_		69		0	6,8
I/euilue alcileis	Formed Lo	ose	Unprotected	Bow	-	-	09	-	8	0,0
Aamu Warriors	INFANTR	Y	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	6,8,9
Adiliu Walliois	Tribal Loo	se	Protected	Javelin	Short Spear	-	00	SHOOL & Charge (0)	48	0,0,9
Skirmishing archers	INFANTR	Y	Poor	Experienced		Combat Shy	32		0	6,9
Skillinsilling archers	Skirmishe	r	Unprotected	Bow	-	Collidat Sily	32	-	24	0,9
Skirmishing slingers	INFANTR	Y	Poor	Experienced		Combat Shy	27		0	6,9
okiiiiig siiiigeis	Skirmishe	r	Unprotected	Sling	_	Compatibily	41	-	24	0,5
Chirmichina involinmon	INFANTR	Y	Poor	Experienced		Combat Shy	17		0	6,9
Skirmishing javelinmen	Skirmishe	r	Unprotected	Javelin	_	Combat sily	1/	-	24	0,9
ATTEC										

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, Mycenaeans began to take advantage of the new trading opportunities in the Mediterranean after the Minoan collapse. Mycenaeans 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



0

12

0

12

0

18

0

18

0

18

18

6.8

6,8,9

6,8,9

6.9

Combat Shy (-14)

Shoot & Charge (6)

Shoot & Charge (4)

48

70

45

40

35

25

Fleet of Foot

Combat Shy

Combat Shy

Combat Shy

ARMY COMMANDER		1	Any Instinctive			DATES		1600 BCE to 1251 BCE															
SUB-GENERALS		1-3	Any Instinctive			TERRAIN		Coastal, Mountains															
INTERNAL ALLIED GENERA	LS					САМР		Unfortified or Flexible;	Poor or Av	erage													
	ТүрЕ																						
Training		ND	ND	ND	ND	ND	ND	ND	ND	ND	ND	AND	AND	ND	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Melee Weaponry	Characteristics	PTS	Characteristics	MAX	UG SIZE													
Charioteers in Dendra	CHARIO	TS	Superior	-	Long Spear		184		4	4,6													
panoply	Formed Lo	ose	-/Fully Armoured	-	Long Spear	-	104	- '	8	4,0													
Chariotoora with involing	CHARIO	TS	Average	Experienced	Short Spear		92		0	4,6													
harioteers with javelins	Formed Lo	ose	Protected	Javelin	- Short spear	-	94	- '	12	4,0													
naarman	INFANTE	Ϋ́	Average	-	Long Spear	Shield Cover	91	Integral Shooters (6)	16	6,8													
Spearmen	Г 1 С1		D 1		Long Spear	Silieia Covei	91	integral shooters (0)	40														

Short Spear

Experienced

Bow

Unskilled

Tavelin

Experienced

Tavelin

Experienced

Bow

Experienced

Sling

Experienced

Iavelin

CHANGES FROM LAST VERSION

Formed Close

INFANTRY

Tribal Loose

INFANTRY

Formed Loose

INFANTRY

Tribal Loose

INFANTRY

Skirmisher

INFANTRY

Skirmisher

INFANTRY

Skirmisher

Protected

Average

Unprotected

Average

Protected

Average

Unprotected

Average

Unprotected

Average

Unprotected

Average

Unprotected

None.

Archers

Libyans

Iavelinmen

Skirmishers

Skirmishing slingers

Skirmishing javelinmen

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

DATES

Any Professional

Poor

Unprotected

Average

Unprotected

Average

Unprotected



0

20

0

18

12

8,9,10

6,9

1595 BCE to 1250 BCE

23

40

25

Combat Shy

Combat Shy

		1 119 11010001011	~~								
Sub-Generals	(0-3 Any Professiona	al		TERRAIN		Standard, Coastal				
Internal Allied Genera	ALS				САМР		Unfortified or Fortified	l; Poor or A	verage		
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min			
Name	Formation	Ркотестю	n Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE		
Chariots	CHARIOTS	Superior	Skilled			182		8	4,6		
Charlots	Drilled Loose	Protected	Bow	-	-	102	-	16	4,0		
Provincial or unagal chariota	CHARIOTS	Average	Skilled			150		0	4,6		
Provincial or vassal chariots	Drilled Loose	Protected	Bow		-	150	-	16	4,0		
Aweluti qashati	INFANTRY	Average	Skilled		Combat Shy	55		0	6,8		
Aweidu qasilad	Formed Loos	e Unprotecte	ed Bow	-	Collidat Sily	00	-	8	0,0		
Shukituhli	INFANTRY	Average	Experienced	Short Spear	Combat Shy	60		0	6,8		
Situktuiiii	Formed Loos	e Protected	Bow	Short spear	Collidat Sily	00	-	8	0,0		
Alik ilki ananman	INFANTRY	Average	-	Short Spear	Integral Shooters	73		6	6,8		
lik ilki spearmen	Formed Loos	e Protected	-	Short spear	integral shooters	/3	-	18	0,0		
Alik ilki archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,8		
Allk liki dictiets	Formed Loos	e Unprotecte	ed Bow	-	Combat sny	40	-	16	0,0		

Short Spear

ALLIES

Ashshabu levy

Skirmishers

Javelinmen

Bedouin allies - Early Nomad

ARMY COMMANDER

Syro-Canaanite allies (before 1340 BCE)

Hittite allies - Hittite Empire (from 1340 BCE)

INFANTRY

Tribal Loose

INFANTRY

Skirmisher

INFANTRY

Skirmisher

Experienced

Bow

Experienced

Javelin

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	RMY COMMANDER		Any Instinctive			DATES	DATES		1595 BCE to 1105 BCE			
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Standard, Coastal				
Internal Allied Genera	ALS	0-2	Any Instinctive			САМР		Unfortified or Fortified; I	Poor or Av	verage		
	ТүрЕ											
	TRAINING.	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min			
NAME	FORMATI	9N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE		
Chariots	CHARIC	TS	Average	Skilled			140		12	4,6		
Chanois	Formed Lo	oose	Protected	Bow	<u>-</u>	-	140	-	20	4,0		
Best chariots	CHARIC	TS	Superior	Skilled			182		0	4,6		
Dest Chanots	Drilled Lo	ose	Protected	Bow	- -	-	102	-	6	4,0		
Charman	INFANT	RY	Average	Unskilled		Melee Expert	79	Shoot & Charge (6)	16	6,8,9		
pearmen	Formed La	oose	Protected	Javelin	<u>-</u>	Meiee Expert	13	SHOOL & CHAIge (0)	60	0,0,9		
Archers	INFANT	RY	Average	Experienced			48	Combat Shy (-14)	0	6,8		
Archers	Tribal Lo	ose	Unprotected	Bow	-	-	40	Combat Sny (-14)	12	0,0		
Sutu or Haripu mercenaries	INFANT	RY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	6,8,9		
Sutu of Haripu mercenaries	Tribal Lo	ose	Unprotected	Javelin	- -	-	39	& Charge (4)	18	0,0,9		
Skirmishing archers	INFANT	RY	Poor	Experienced		Combat Shy	32		0	6,9		
Skilllistillig archers	Skirmish	ıer	Unprotected	Bow	- -	Collidat Sily	34	-	24	0,9		
Skirmishing slingers	INFANT	RY	Poor	Experienced		Combat Shy	27		0	6,9		
Skillinstillig stillgers	Skirmish	ıer	Unprotected	Sling	- -	Collidat Sily	47	-	24	0,9		
Chirmighing involinmen	INFANT	RY	Poor	Experienced		Combat Shy	17	7	0	6,9		
Skirmishing javelinmen	Skirmish	er	Unprotected	Javelin	<u>-</u>	Collidat Sily	1/	-	12	0,9		

CHANGES FROM LAST VERSION

None.

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 Genera	1-3	Any Professional			Самр		Unfortified or Mobile; I	Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Royal maryannu chariotry	CHARIOTS	Superior	Skilled	_	_	182	_	*4	4,6
	Drilled Loose	Protected	Bow			102		12	1,0
Other maryannu chariotry	CHARIOTS	Average	Skilled	_	_	140	_	*6	4,6
	Formed Loose	Protected	Bow			110		24	1,0
Royal guard	INFANTRY	Superior	-	Short Spear	_	101	_	0	6,8
	Drilled Loose	Protected	-	Short Spear		101		8	0,0
Royal foot archers	INFANTRY	Average	Experienced	_	_	58	Combat Shy (-14)	0	6,8
	Drilled Loose	Unprotected	Bow				Gomout Bily (11)	8	0,0
Hittite spearmen (see note)	INFANTRY	Average	-	Short Spear	_	72	_	0	6,8
intute spearmen (see note)	Drilled Loose	Protected	-	Short Spear		7 2		16	0,0
Hupshu, Khepetj or 'Apiru	INFANTRY	Average	Unskilled	_	_	53	Shoot & Charge (6)	16	6,8,9
spearmen	Tribal Loose	Protected	Javelin	_	_	00	Shoot & Charge (0)	56	0,0,7
Hupshu, Khepetj or 'Apiru	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	12	6,8
archers	Tribal Loose	Unprotected	Bow	_		40	Combat Sily (-14)	28	
Mercenaries	INFANTRY	Average	-	_	Devastating Chargers	70	_	0	6
Iviciccitaties	Formed Loose	Protected	-		Devastating Chargers	70		6	
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9
	Skirmisher	Unprotected	Bow	_	Comoat Sily	40	_	12	0,7
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	25		0	6.9
Skirmiching izvelinmen	Skirmisher	Unprotected	Javelin		Comfoat only	40	-	12	6,9
Skirmishing slingers	INFANTRY	Average	Experienced	_	Combat Shy	35		0	6,9
	Skirmisher	Unprotected	Sling		Goillout Dily			9	<u> </u>

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 Hiittite vice-royalities 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 GENER	ALS				САМР		Unfortified or Fortified;	Poor or A	verage	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	O PTIONAL	Min		
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Chariots	CHARIOTS	Superior	Skilled	_	_	182	_	8	4,6	
Chanots	Drilled Loose	Protected	Bow	_		102		24	-1, 0	
Pharoah's chariots	CHARIOTS	Exceptional	Skilled			206		0	4,6	
Thandan's chamots	Drilled Loose	Protected	Bow	-	-	200	-	6	4,0	
Egyptian Royal Guard	INFANTRY	Superior	-	Short Spear		101	Melee Expert (22)	0	4	
Egypuali Noyal Gualu	Drilled Loose	Protected	-	Short Spear	-	101	Melee Expert (22)	4	4	
Close fighters	INFANTRY	Average	-	Short Spear		72		8	6,8	
Close lighters	Drilled Loose	Protected	-	Short Spear	-	14	-	24	- 0,0	
Close fighters with heavy	INFANTRY	Average	-	Short Spear	Melee Expert	88		0	*see	
axe	Drilled Loose	Protected	-	Short Spear	Meiee Expert	00	-	1/4	note	
Archers	INFANTRY	Average	Experienced			58	Combat Shy (-14)	8	6,8	
Archers	Drilled Loose	Unprotected	Bow	-	-	50	Combat sily (-14)	24	0,0	
Javelinmen	INFANTRY	Average	Experienced			71	Shoot & Charge (6)	0	6,8	
Javenninen	Drilled Loose	Protected	Javelin	-	-	/1	SHOOL & Charge (0)	8	- 0,0	
Syro-Canaanite javelinmen	INFANTRY	Average	Unskilled			53	Shoot & Charge (6)	0	6,9	
Syro-Canaanne javennmen	Tribal Loose	Protected	Javelin	-	-	<i>J</i> 5	Shoot & Charge (0)	18	0,9	
Light archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9	
Light archers	Skirmisher	Unprotected	Bow	-	Combat sny	40	-	18	0,9	
NI which arehore	INFANTRY	Average	Skilled			63	Combat Shy (-14)	0	6,8	
ubian archers	Tribal Loose	Unprotected	Bow	<u>-</u>	- -	US	Combat Shy (-14)	8	0,8	
Nubian skirmishers	INFANTRY	Average	Skilled		Combat Shy	66		0	6,9	
INUUIAII SKIIIIIISIICIS	Skirmisher	Unprotected	Boyy	-	Combat sny	00	-	9	0,9	

Bow

Skirmisher

Unprotected

NEW KINGDOM EGYPTIAN

T	ADTEM
TA	OKILIM
DT	GLORIAM

Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	25		0	6,9
Skiillisiiiig javeiiiiiieii	Skirmisher	Unprotected	Javelin	-	Collidat Sily	20	-	24	0,9
Slingers	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
Jilligers	Skirmisher	Unprotected	Sling	-	Combat Sily	30	-	12	0,9
FROM 1450 ТО 1176 ВСЕ									
Syro-Canaanite maryannu	CHARIOTS	Average	Skilled			140		0	4,6
	Formed Loose	Protected	Bow		<u>-</u>	140		6	4,0
Gasgan mercenaries	INFANTRY	Average	-		Devastating Chargers	70		0	6
Gasgaii illeicellailes	Formed Loose	Protected	-	-	Devastating Chargers	70	-	6	0
FROM 1276 BCE									
Chardona Davial Cuard	INFANTRY	Superior	-	Chart Crans		101	Melee Expert (22)	0	4
Shardana Royal Guard	Drilled Loose	Protected	-	Short Spear	-	101	Meiee Expert (22)	4	4
FROM 1199 BCE									
	INFANTRY	Average	-						
Regrade close fighters	Drilled Close	Protected	-	Short Spear	-	77	-	All or none	6,8
Libyan swordsmen	INFANTRY	Average	-	Chart Crans	Deventation Charges	44		**8	6,8,9
Libyan swordsmen	Tribal Loose	Unprotected	-	Short Spear	Devastating Chargers	44	-	18	0,0,9
Sherden	INFANTRY	Average	Unskilled	Chart Char		60	Melee Expert (16),	**6	6,8,9
Sherden	Tribal Loose	Protected	Javelin	Short Spear	-	00	Shoot & Charge (6)	18	0,0,9
FROM 1175 тО 1143 ВСЕ									
Sea Peoples military	INFANTRY	Average	Unskilled	Clarate Caraca		60	Melee Expert (16),	**8	600
colonists	Tribal Loose	Protected	Javelin	Short Spear	-	60	Shoot & Charge (6)	24	6,8,9
Notes									

Notes

CHANGES FROM LAST VERSION

None.

^{*}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.

 $[\]hbox{** 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.

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			САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chariots	CHARIOTS	Average	Experienced	_		51		0	4,6
Citations	Tribal Loose	Unprotected	Javelin	-	01	-	8	4,0	
Chieftains and their retinues	INFANTRY	Superior	-	Days stating Chargers	84	-	0	6	
	Tribal Loose	Protected	-	- Devastating Chargers			04	18	
Warriors	INFANTRY	Average	-	- Devastating Chargers		60		36	6,8,9
vv aiii0i5	Tribal Loose	Protected	-			00		128	0,0,9
Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	40		0	6,9	
Skilllisillig archers	Skirmisher	Unprotected	Bow	- -	Combat Sily	40	-	36	- 0,9
Skirmishing javelinmen	INFANTRY	Average	Experienced		C 1 - + C1	25		0	6,9
Skirmisning javeiinmen	Skirmisher	Unprotected	Javelin	- Combat Shy		20	-	36	0,9
Chimpoighing alingana	INFANTRY	Average	Experienced		Cambat Chry	35		0	(0
Skirmishing slingers	Skirmisher	Unprotected	Sling	- Combat Shy	33	-	18	6,9	

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



6,9

ARMY COMMANDER		1	Any Professional			DATES		1400 BCE to 1180 BCE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains				
Internal Allied General	LS	0-2	Any (Anatolian vassal)			Самр		Unfortified or Fortified; Poor or Average			
	ТүрЕ										
	TRAINING .	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
NAME	FORMATIO	9N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Golden Chariot Fighters	CHARIO	TS	Exceptional	Skilled	_	_	206	_	0	4,6	
	Drilled Lo		Protected	Bow			200		6	1,0	
Hittite chariots	CHARIO		Superior	Skilled		-	182	_	4	4,6	
	Drilled Lo		Protected	Bow				16	16	1,0	
Upgrade Hittite chariots with	CHARIO		Superior	Skilled	_	Melee Expert	215	-		4,6	
3rd man (from 1275 BCE)	Drilled Lo		Protected	Bow					Any	.,.	
Hittite guard spearmen	INFANT		Superior	-	Short Spear	-	101	-	0	6,8	
	Drilled Lo	ose	Protected	-					8		
Hittite spearmen	INFANT	RY	Average	-	Short Spear	-	72	_	8	6,8,9	
	Drilled Lo	ose	Protected	-			7 2		36		
Provincial spearmen	INFANT	RY	Average	-	Short Spear		57		0	6,8,9	
	Tribal Lo	ose	Protected	-	Short Spear				9	0,0,7	
Hittite conscripts	INFANT	RY	Poor	-	Short Spear		23		0	8,9,10	
i fitute conscripts	Tribal Lo	ose	Unprotected	-	Short spear	-	20	-	20	0,9,10	
Kaska troops (from 1380	INFANT	RY	Average	-		Daynetating Chargers	60		0	600	
BCE)	Tribal Lo	ose	Protected	-	<u>-</u>	Devastating Chargers		-	9	6,8,9	
Light archers	INFANT	RY	Average	Experienced		Combat Shy	40		0	6,9	
Tigitt attitets	Skirmish	er	Unprotected	Bow	- -	Combat Shy	40	-	18	0,7	

Combat Shy

35

Experienced

Sling

INFANTRY

Skirmisher

Slingers

Average

Unprotected

HITTITE EMPIRE



Anatolian contingenr (COMPRISING:								
Anatolian chariots	CHARIOTS	Superior	Experienced			133		4	4,6
1 matonan challots	Formed Loose	Protected	Bow			100		8	 ,0
Regrade Anatolian chariots	CHARIOTS	Average	Experienced	Short Spear		92	_		4,6
Regiade Anatonan Chanots	Formed Loose	Protected	Javelin		<u>-</u>	74		Any	4,0
Anatolian spearmen	INFANTRY	Average	-	Short Spear		57		6	6,8,9
1 materian speamien	Tribal Loose	Protected	-					16	
Anatolian archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Aliatoliali alcilels	Skirmisher	Unprotected	Bow			40		9	
Anatolian slingers	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
Anatonan sungers	Skirmisher	Unprotected	Sling	-	Combat Sily	33	-	9	0,7

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			САМР	Unfortified or Mobile; Poor or Average	
and the second					

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT © RY	BASE	OPTIONAL	M in	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE
Palace chariots	CHARIOTS	Exceptional	Skilled		_	206		0	4,6
Talace charlots	Drilled Loose	Protected	Bow			200	_	6	4 ,0
Sha shepe chariots	CHARIOTS	Superior	Skilled			182		8	4,6
	Drilled Loose	Protected	Bow	-	-	102	-	16	4,0
Ashsharittu or huradu	INFANTRY	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	8	6,8
Ashshanttu of hufauu	Drilled Close	Protected	-		integral bilooters	00	Meice Expert (10)	24	0,0
Hupshu or sabe	INFANTRY	Average	-	Short Spear	Integral Shooters	63	-	0	6,8,9
riupsiiu oi save	Tribal Loose	Protected	-			03		48	- 0,8,9
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
VICTIETS	Tribal Loose	Unprotected	Bow		-	40	Compatibily (-14)	16	_ 0,0
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
SKIIIIIISIICIS	Skirmisher	Unprotected	Bow	-	Combat Sily	40	-	18	0,9
Skirmishing slingers	INFANTRY	Average	Experienced		Combat Shy	bat Shy 35	35 -	0	6.9
Skiiiiisiiiiig siiiigeis	Skirmisher	Unprotected	Sling	-	Compat Sny			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			Самр	Unfortified; Poor or Average
ТүрЕ	-			

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Heroic charioteers	CHARIOTS	Superior	Experienced	Short Spear	_	124	Dismountable (7)	8	4,6
TIETOIC CHAHOLEETS	Formed Loose	Protected	Javelin	Short spear	-	124	Distillountable (7)	24	4,0
Picked men	INFANTRY	Superior	-	Short Spear		87	-	0	6
1 ICKEU IIIEII	Tribal Close	Protected	-	SHOIL Speal	-	0/		18	U
C	INFANTRY	Average	-	Short Spear		62	-	18	6,8,9
Spearmen	Tribal Close	Protected	-		-	02		76	0,0,9
Archers	INFANTRY	Average	Experienced		-	48	Combat Shy (-14)	0	6,8
VICUEIS	Tribal Loose	Unprotected	Bow			40		16	0,0
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
2KIIIII11211C12	Skirmisher	Unprotected	Bow		Compat Sily	40	-	18	0,9
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	25		0	6,9
skiiilisiiiig javeliiilleli	Skirmisher	Unprotected	Javelin		Combat sily	40	-	27	0,9
Skirmishing slingers	INFANTRY	Average	Experienced		Combat Shir	35	-	0	6,9
Skiiiiisiiiig siiiigeis	Skirmisher	Unprotected	Sling		Combat Shy	33		18	0,9

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			Самр		Unfortified or Mobile; Poor, Average or Superior		
	ТүрЕ						_			
	TRAINING A		QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATIO		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ХАМ	UG SIZE
Picked men and men of	INFANTR		Superior	-	Short Spear	Melee Expert	103	_	0	6
valour	Tribal Loos	se	Protected	-	onore opear	Tvielee Expert	100		24	0
Warriors	INFANTR	Y	Average	Experienced		Fleet of Foot	45	Shoot & Charge (4)	40	6,8,9
vv alli015	Tribal Loos	se	Unprotected	Javelin	-	11661 01 1 001	40	SHOOL & CHAIGE (4)	120	0,0,7
Mercenaries (from 1020	INFANTR'	Y	Average	-		Daynatatina Characra	70		0	6,8,9
BCE)	Formed Loc	ose	Protected	-		Devastating Chargers	70	-	18	0,0,9
Vassal levies	INFANTR	Y	Poor	-			22		0	8,9,10
Vassai ievies	Tribal Clos	se	Unprotected	-	-	-	22	-	10	0,9,10
Skirmishers	INFANTR	Y	Average	Experienced		Combat Shy	40		0	6,9
3KIIIIIISIIEIS	Skirmishe	r	Unprotected	Bow	-	Compat Sily	40	-	18	0,9
Chiemaigh in a invaling an	INFANTR	Y	Average	Experienced		Cambat Chy	25		0	6,9
Skirmishing javelinmen	Skirmishe	r	Unprotected	Javelin	-	Combat Shy	23	-	27	0,9
Skirmishing slingers	INFANTR	Y	Average	Experienced	d <u>-</u>	Cambat Chr	35	-	0	6,9
	Skirmishe	r	Unprotected	Sling		Combat Shy			18	
Notes										ļ

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

SEA PEOPLES



1230 **TO** 1101 B€E

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, Ekwesh, 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	Any Instinctive			DATES		1230 BCE to 1101 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Coastal			
Internal Allied Genera	ALS	0-3	Any Instinctive			САМР	Unfortified or Mobile; Poo			oor or Average	
	ТүрЕ										
	TRAINING AN	ID	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	Min		
Name	FORMATION	ī	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Chariots	CHARIOT	S	Average	Experienced	Short Spear	_	92	_	0	4,6	
Chanots	Formed Loo	se	Protected	Javelin	Short Spear	_	72		6	4,0	
Chieftains and their retinues	INFANTR'	Y	Superior	Unskilled	Short Spear	Melee Expert	105	Shoot & Charge (8)	0	6,8	
Ciliertains and their retifices	Tribal Loos	е	Protected	Javelin	Short Spear	Meiee Expert	100	SHOOL & Charge (0)	24	0,0	
Common warriors	INFANTRY	Y	Average	Unskilled	Short Spear		60	Melee Expert (16),	32	6,8,9	
Common warners	Tribal Loos	е	Protected	Javelin	Short Spear	-	00	Shoot & Charge (6)	120	0,0,9	
Regrade common warriors	INFANTR'	Y	Average	Experienced	Short Spear		44			6,8,9	
Regiade Collinion Wallions	Tribal Loos	е	Unprotected	Javelin	Short spear	-	44	- -	Any	0,0,9	
Migrant families	INFANTR'	Y	Poor	-			22		0	8,9,10	
lyngiant fammes	Tribal Clos	е	Unprotected	-	-	-	44	-	10	0,9,10	
Javelinmen	INFANTR'	Y	Average	Experienced		Combat Shy	25		9	6,9	
Javenninen	Skirmishei		Unprotected	Javelin	-	Combat Sny	20 -		36		

Notes

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

CHANGES FROM LAST VERSION

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



12

6.9

1200 BCE to 901 BCE

ARMY COMMANDER	Kull Coniniander	1	Any instinctive			DATES		1200 BCE to 901 BCE			
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Plains, Coastal, Jungle			
Internal Allied Gener	RALS	1-2	2 Any Instinctive			САМР		Unfortified; Poor or Average			
	ТүрЕ										
	TRAINING A	NĐ	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Heroic charioteers	CHARIO	ΓS	Average	Experienced			105	Dismountable (5)	8	4,6	
meroic charloteers	Formed Lo	ose	Protected	Bow	-		100	Distribultable (3)	24	1,0	
Swordsmen	INFANTE	Υ	Average	-		Melee Expert	81		0	6,8	
SWOIUSIIIEII	Formed Cl	ose	Protected	-	-	Meiee Expert	01	-	12	- 0,0	
Archers	INFANTE	Υ	Average	Experienced			48	Combat Shy (-14)	16	6,8	
Alcheis	Tribal Loc	se	Unprotected	Bow	-	-	40	Collidat Sily (-14)	96	0,0	
Followers	INFANTE	Υ	Poor	-	_		22		0	8,9,10	
ronowers	Tribal Clo	se	Unprotected	-	-	-	24	-	20	0,9,10	
Skirmishers	INFANTE	ΥY	Average	Experienced		Cambat Chry	Chr 10	40 -	0	6,9	
Skirmishers	C1.::		T.T.,	D	- Compat Snv	40	-	10	\cup , \supset		

Combat Shy

35

Bow

Experienced

Sling

Notes

Slingers

ADMV COMMANDED

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

Skirmisher

INFANTRY

Skirmisher

Any Inctinctive

Unprotected

Average

Unprotected

CHANGES FROM LAST VERSION

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 Gene	RALS	1	Instinctive Legendary (Achilles) or Mediocre (Patroclus)		ocre (Patroclus)	Самр		Fortified; Poor or Average		
	ТүрЕ									
	TRAINING AN	ID	QUALITY	SHOOTING SKILL		M ANDAT@RY	BASE	O PTIONAL	Min	
Name	Formation	ī	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Heroic charioteers	CHARIOT	S	Superior	Experienced	Short Spear	_	124	Dismountable (7)	4	4,6
	Formed Loo	se	Protected	Javelin	Short Spear	_	127	Distributitable (7)	20	-1, 0
Spearmen	INFANTRY	Y	Average	-	Short Spear	_	62	<u>_</u>	18	6,8,9
Spearmen	Tribal Clos	е	Protected	-	Short Spear		02		76	
Archers	INFANTRY	Y	Average	Experienced			48	Combat Shy (-14)	0	6,8
Archers	Tribal Loos	e	Unprotected	Bow		-	40	Combat Sily (-14)	16	0,0
Skirmishers	INFANTR!	Y	Average	Experienced		Combat Shy	40		0	6,9
JKIIIIISIICIS	Skirmisher		Unprotected	Bow	-	Combat Sily	40	-	18	0,9
Skirmishing javelinmen	INFANTR!	Y	Average	Experienced		Combat Shy	25		0	6,9
	Skirmisher		Unprotected	Javelin		Combat Sily	20		27	
Skirmishing slingers	INFANTR!	Y	Average	Experienced		Combat Shy	35		0	6,9
	Skirmisher		Unprotected	Sling	-	Combat Sily	30	-	18	0,9
Wooden horse	BATTLE WAG	ONS	Superior	Experienced			170		0	2
AA OOGETT HOLSE	Tribal Loos	е	Protected	Bow	<u>-</u>	<u> </u>	170	<u>-</u>	2	
Only commanded by A	CHILLES OR PA	TROC	CLUS (ALLY-GENERA	L)						
Marmaidana	INFANTR'	Y	Superior	-		Melee Expert,	135		0	600
Myrmidons	Formed Flexi	ble	Protected	-	-	Devastating Chargers	150	-	9	6,8,9

TROJAN WAR - ACHAEAN



Only commanded by Nestor (sub-general)											
Pylian charioteers	CHARIOTS	Superior	-	Long Spear		184	-	4	4.6		
	Formed Loose	-/Fully Armoured	-	Long Spear	_	104		6	4 ,0		
Pylian Spearmen	INFANTRY	Average	-	Long Spear	Shield Cover	91	Integral Shooters (6)	8	6,8		
	Formed Close	Protected	-	Long Spear	Siliela Covel	71		24	0,0		
Pylian Archers	INFANTRY	Average	Experienced	-		48	Combat Shy (-14)	0	ρ		
	Tribal Loose	Unprotected	Bow		-	40		8	0		

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

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 Genera	ALS				САМР		Flexible; Poor or Averag	;e	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT © RY	BASE	OPTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Heroic charioteers	CHARIOTS	Superior	Experienced	Short Spear		124	Dismountable (7)	4	4,6
Tieroic charioteers	Formed Loose	Protected	Javelin	Short Spear	-	124	Distilouitable (7)	8	4,0
Apollonian guard	INFANTRY	Superior	-	Short Spear		101		0	4,6
Aponoman guaru	Formed Close	Protected	-	3HOIT Spear	-	101	<u>-</u>	6	4,0
Trojan spearmen	INFANTRY	Average	-	Short Spear	_	62	<u>_</u>	6	6,8,9
	Tribal Close	Protected	-	Short Spear		02	_	48	0,0,7
Trojan archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	6	6,8
	Tribal Loose	Unprotected	Bow	_	_	70	Combat Sify (-14)	24	0,0
Upgrade archers as guard	INFANTRY	Superior	Experienced	_	_	61	_	0	6
	Tribal Loose	Unprotected	Bow			01		6	
Sarpedon's Lycian warriors	INFANTRY	Average	-	_	Devastating Chargers	70	_	0	6,8,9
	Formed Loose	Protected	-	_	Devastating Chargers	70	_	9	0,0,7
Pelasgians and Ciconians	INFANTRY	Average	-	Short Spear	_	57	_	0	6,8,9
relasgians and Cicomans	Tribal Loose	Protected	-	Short Spear	_	07	_	12	0,0,7
Paeonians	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8
1 acomans	Tribal Loose	Unprotected	Bow	_	_	70	Combat Sify (-14)	8	0,0
Asiatic troops	INFANTRY	Average	Unskilled	Short Spear		60	Melee Expert (16),	6	6,8,9
/ wiade doops	Tribal Loose	Protected	Javelin	onore spear	<u>-</u>		Shoot & Charge (6)	36	
Thracians	INFANTRY	Average	Experienced	Short Spear	Melee Expert, Shoot	46	_	0	6,9
	Skirmisher	Unprotected	Javelin	onore opear	& Charge	70	-	18	0,7

Trojan War - Trojan



Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skillinshers	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	40	-	18	0,9
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	25		0	6.9
	Skirmisher	Unprotected	Javelin	-	Combat Sily	20	-	27	0,9
Skirmishing slingers	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
	Skirmisher	Unprotected	Sling	-	Compat Sny	50	-	18	0,9

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

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

CAMPS

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

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

UGs

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

Notes

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

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 GENER,	ALS		Any Instinctive			САМР		Unfortified or Mobile;	Poor or Ave	erage
	ТүрЕ									
	TRAINING	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMAT	ION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots (before 1595 BCE)	CHARIC	OTS	Superior	Experienced			99		0	4
Charlots (before 1393 BCE)	Formed I	oose	Unprotected	Bow	<u>-</u>	-	77	-	4	4
Chariata (from 1505 DCC)	CHARIC	OTS	Superior	Experienced			133		4	4
Chariots (from 1595 BCE)	Formed I	oose	Protected	Bow	-	-	155	-	8	4
Cuard an agree on	INFANT	ΓRY	Superior	-	Chart Char		101		0	4
Guard spearmen	Drilled L	oose	Protected	-	Short Spear	-	101	-	4	4
Chan din a armay an agree an	INFANT	ΓRY	Average	-	Chart Char		72		10	4,6
Standing army spearmen	Drilled L	oose	Protected	-	Short Spear	-	14	-	32	4,0
Seasonal army spearmen	INFANT	ΓRY	Average	-	Short Spear		57		0	4,6
Seasonal anniy speamen	Tribal Lo	oose	Protected	-	Short spear	-	37	-	48	4,0
Archers	INFANT	ΓRY	Average	Experienced			48	Combat Chry (14)	0	4
Archers	Tribal Lo	oose	Unprotected	Bow	-	-	48	Combat Shy (-14)	8	4
Concernation	INFANT	ΓRY	Poor	-			22		0	4,6
Conscript levy	Tribal C	lose	Unprotected	-	-	-	44	-	12	4,0
Cl.;;	INFANT	ΓRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmishing archers	Skirmis	her	Unprotected	Bow	-	Combat Sny	30	-	16	4,0
Chirminhing alingara	INFANT	TRY	Average	Experienced		Combat Shr	43		0	4,6
Skirmishing slingers	Skirmis	her	Unprotected	Sling	_	Combat Shy	43	-	16	4,0
Claime in him a invalinment	INFANT	TRY	Average	Experienced		Cambatch	28		0	4,6
Skirmishing javelinmen	Skirmis	her	Unprotected	Javelin	_	Combat Shy	20	-	16	4,0

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 Gener	ALS					САМР		Flexible or Mobile; Poo	r or Averag	e	
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
NAME	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Chariots	CHARIO	ΓS	Superior	Experienced			99		0	4	
Charlots	Formed Lo	ose	Unprotected	Bow					4	-	
Chariots (from 1590 BCE)	CHARIO	ΓS	Superior	Experienced			108		4	4	
Chanots (noni 1390 BCE)	Drilled Lo	ose	Unprotected	Bow	-	-	100	-	8		
Retinue	INFANTE	Y	Average	Unskilled		Melee Expert	79	Shoot & Charge (6)	10	4,6	
Reuliue	Formed Lo	ose	Protected	Javelin		TVICICE EXPERT		Shoot & Charge (0)	32	4,0	
Retinue archers	INFANTE	Y	Average	Skilled			69		0	4	
Neuriue archers	Formed Lo	ose	Unprotected	Bow	-	-	09	-	4		
Aamu Warriors	INFANTE	Y	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	4,6	
Mainu Wainois	Tribal Loc	se	Protected	Javelin	Short Spear		00	SHOOL & Charge (0)	32	4,0	
Skirmishing archers	INFANTE	Y	Poor	Experienced		Combat Shy	42		0	4,6	
	Skirmish	er	Unprotected	Bow	-	Combat Sily	42	-	16	4,0	
Skirmishing slingers	INFANTE	Y	Poor	Experienced	_	Combat Shy	35	_	0	4,6	
	Skirmish	er	Unprotected	Sling		Collidat Sily	50		16	4,0	
Skirmishing javelinmen	INFANTE	Y	Poor	Experienced		Combat Shy		Combat Shy 20	ombat Shy 20 -	0	4,6
Triming javeninien	Skirmish	er	Unprotected	Javelin	-	Combat Sily	۷0		16	4,0	

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

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			САМР	Unfortified or Flexible; Poor or Average
Type				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT © RY	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Charioteers in Dendra	CHARIOTS	Superior	-	Long Spear	_	184	_	4	1
panoply	Formed Loose	-/Fully Armoured	-	Long Spear		104	_	4	
Charioteers with javelins	CHARIOTS	Average	Experienced	Short Spear		92		0	1
	Formed Loose	Protected	Javelin	Short Spear		74	_	8	
Spearmen	INFANTRY	Average	-	Long Spear	Shield Cover	91	Integral Shooters (6)	8	4
	Formed Close	Protected	-	Long Spear	Silicia Cover	<i>)</i> 1	integral bilooters (0)	32	
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1
Archers	Tribal Loose	Unprotected	Bow		_	40	Controat Sity (-14)	8	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	_	70	Shoot & Charge (6)	0	4.6
	Formed Loose	Protected	Javelin	Short Spear		7.0	Shoot & Charge (0)	8	-1, 0
Libyans	INFANTRY	Average	Experienced		Fleet of Foot	45	Shoot & Charge (4)	0	4,6
Lioyans	Tribal Loose	Unprotected	Javelin	-	11661 01 1 001	40	Jiloot & Charge (4)	12	4,0
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow	_	Collibat Sily		_	12	-1, 0
Skirmiching clingers	INFANTRY	Average	Experienced		Combat Shy	43		0	4,6
Skirmishing slingers	Skirmisher	Unprotected	Sling	-	Compatibility	70	-	12	-1 ,0
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
	Skirmisher	Unprotected	Javelin	-	Combat sily	۷0	-	12	4,∪

CHANGES FROM LAST VERSION

MITANNI



ARMY COMMANDER	1	Any Professional	DATES	1595 BCE to 1250 BCE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal
Internal Allied Generals			Самр	Unfortified or Fortified; Poor or Average
ТүрЕ				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	Base	OPTIONAL	Міи	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Chariots	CHARIOTS	Superior	Skilled	_	_	182	_	4	4
Citatiots	Drilled Loose	Protected	Bow		_	102	_	12	
Provincial or vassal chariots	CHARIOTS	Average	Skilled			150		0	1
- Trovincial of vassal charlots	Drilled Loose	Protected	Bow			100		12	
Aweluti qashati	INFANTRY	Average	Skilled	_	Combat Shy	55	_	0	4
7 Weidd qasilad	Formed Loose	Unprotected	Bow		Combat Sily	00		4	
Shukituhli	INFANTRY	Average	Experienced	Short Spear	Combat Shy	60		0	1
	Formed Loose	Protected	Bow	Short Spear	Combat Sily	00	_	4	
Alik ilki spearmen	INFANTRY	Average	-	Short Spear	Integral Shooters	73	_	4	4
7 dik liki spealilieli	Formed Loose	Protected	-	Short Spear	integral Shooters	70	_	12	
Alik ilki archers	INFANTRY	Average	Experienced		Combat Shy	40		0	1
THE HELDICIES	Formed Loose	Unprotected	Bow		Collidat Sily	40	-	12	
Ashshabu levy	INFANTRY	Poor	-	Short Spear		23		0	4,6
Ashshaou levy	Tribal Loose	Unprotected	-	Short Spear		20		12	4 ,0
Skirmichere	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmishers	Skirmisher	Unprotected	Bow	<u>-</u>			<u>-</u>	12	4, 0
Javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
	Skirmisher	Unprotected	Javelin		Compatibily	<i></i>	<u>-</u>	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 Genera	ALS	0-2	Any Instinctive			Самр		Unfortified or Fortified; I	Poor or Av	verage
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATIO)N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Chariots	CHARIO	TS	Average	Skilled			- 140		8	4
Chanots	Formed Lo	ose	Protected	Bow	-	-	140	-	16	
Best chariots	CHARIO	TS	Superior	Skilled		180	182		0	4
est chanots	Drilled Lo	ose	Protected	Bow	-	-	102		4	- 4
pearmen	INFANTI	RY	Average	Unskilled		Melee Expert	79	Shoot & Charge (6)	10	4,6
	Formed Lo	ose	Protected	Javelin		Meiee Expert	19	Shoot & Charge (0)	40	4,0
Archara	INFANTI	RY	Average	Experienced			48	Combat Shy (-14)	0	1
Spearmen Archers	Tribal Loc	ose	Unprotected	Bow	-	-	40	Compat Sny (-14)	8	
Sutu or Haripu mercenaries	INFANTI	RY	Average	Experienced			39	Fleet of Foot (6), Shoot	0	4,6
Sutu of Hampu mercenames	Tribal Loc	ose	Unprotected	Javelin		_	37	& Charge (4)	12	4,0
Skirmishing archers	INFANTI	RY	Poor	Experienced		Combat Shy	42		0	4,6
Skiiiiisiiiig alciieis	Skirmish	er	Unprotected	Bow	-	Collidat Sily	42	-	16	4,0
Skirmishing slingers	INFANTI	RY	Poor	Experienced		Combat Shy	35		0	4,6
orming simile similers	Skirmish	er	Unprotected	Sling	-	Compatibility	Combat Shy 35	-	16	-1 ,0
Skirmishing javelinmen	INFANTI	RY	Poor	Experienced		Combat Shy	20		0	4,6
skiimsiing javeiiimen	Skirmish	er	Unprotected	Iavelin	-	Combat Shy	20	-	8	4,0

CHANGES FROM LAST VERSION

SYRO-CANAANITE



4,6

ARMY COMMANDER	1	Any Professional			DATES		1590 BCE to 1100 BCE		
SUB-GENERALS	0-2	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Gener	ALS 1-3	Any Professional			Самр		Unfortified or Mobile; I	Poor or Ave	erage
	ТүрЕ				•				
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Royal maryannu chariotry	CHARIOTS	Superior	Skilled			182		4*	4
	Drilled Loose	Protected	Bow			102		8	-
Other maryannu chariotry	CHARIOTS	Average	Skilled			140		4*	4
- Curei maryamiu chanouy	Formed Loose	Protected	Bow	-	-	140	-	16	4
Royal guard	INFANTRY	Superior	-	Short Spear		101		0	4
wy ar gaura	Drilled Loose	Protected	-	Short Spear		101		4	-
Royal foot archers	INFANTRY	Average	Experienced			58	Combat Shy (-14)	0	1
	Drilled Loose	Unprotected	Bow			50	Combat Sily (-14)	4	-
Hittite spearmen (see note)	INFANTRY	Average	-	Short Spear		72		0	Δ
i neute spearmen (see note)	Drilled Loose	Protected	-	Short Spear		12		8	-
Hupshu, Khepetj or 'Apiru	INFANTRY	Average	Unskilled			53	Shoot & Charge (6)	10	4,6
spearmen	Tribal Loose	Protected	Javelin	-	-	00	SHOOL & Charge (0)	38	4,0
Hupshu, Khepetj or 'Apiru	INFANTRY	Average	Experienced			48	Combat Shy (-14)	8	4
archers	Tribal Loose	Unprotected	Bow			40	Combat Sily (-14)	20	-
Mercenaries	INFANTRY	Average	-		Devastating Chargers	70		0	4
Ivicicciancs	Formed Loose	Protected	-		Devastating Chargers	70		4	-
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Drilling alchers	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily		<u>-</u>	8	-1 ,0
Skirmishing javalinman	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
kirmishing javelinmen	Skirmisher	Unprotected	Javelin		Combat sily	20	-	8	4,0

Combat Shy

43

Experienced

Sling

INFANTRY

Skirmisher

Skirmishing slingers

Average

Unprotected

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 Hiittite vice-royalities 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



4,6

ARMY COMMANDER		1	Any Professional			DATES		1500 BCE to 1069 BCE		
Sub-Generals		1-3	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Genera	ALS					Самр		Unfortified or Fortified	; Poor or A	verage
	ТүрЕ									
	TRAINING AN	Ð	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	Formation		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chariots	CHARIOTS	S	Superior	Skilled			182		4	4
Charlots	Drilled Loos	se	Protected	Bow			102		16	
Pharoah's chariots	CHARIOT:	S	Exceptional	Skilled			206		0	4
Thatoan's charlots	Drilled Loos	se	Protected	Bow			200		4	-
Fountian Royal Cuard	INFANTRY	7	Superior	-	Short Spear		101	Melee Expert (22)	0	4
Lgypuan Noyai Guaiu	Drilled Loos	se	Protected	-	Short Spear		101	Meice Expert (22)	4	-
	INFANTRY	(Average	-	Short Spear		72		4	4
	Drilled Loos	se	Protected	-	Short Spear		12		16	-
Close fighters I Close fighters with heavy	INFANTRY	(Average	-	Short Spear	Melee Evnert	88		0	*see
axe	Drilled Loos	se	Protected	-	Short Spear	Iviciec Expert	00		1/4	note
Archers	INFANTRY	(Average	Experienced			58	Combat Shy (-14)	4	1
Alchers	Drilled Loos	se	Unprotected	Bow	Melee Weaponry Characteristics	50	Compatibility (-14)	16	4	
Javelinmen	INFANTRY	7	Average	Experienced			71	Shoot & Charge (6)	0	4
javenimien	Drilled Loos	se	Protected	Javelin			/ 1	Shoot & Charge (0)	4	-
Syro-Canaanite javelinmen	INFANTRY	7	Average	Unskilled			53	Shoot & Charge (6)	0	4,6
3y10-Canaanne javenninen	Tribal Loos	е	Protected	Javelin	-	-	00	Shoot & Charge (0)	12	4,0
Light archers	INFANTRY	7	Average	Experienced		Combat Shy	50		0	4,6
Tight althers	Skirmisher		Unprotected	Bow		Combat Shy		-	12	4,∪
Muhian archare	INFANTRY	7	Average	Skilled			63	Combat Shy (-14)	0	1
ubian archers	Tribal Loos	e	Unprotected	Bow	<u>-</u>	-	03	Compatibility (-14)	4	4

Combat Shy

89

Skilled

Bow

Average

Unprotected

INFANTRY

Skirmisher

Nubian skirmishers

NEW KINGDOM EGYPTIAN

M	OR'	FEIV	1
ET	GLO	RIAN	Ì

Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
Skiimisimig javeimmen	Skirmisher	Unprotected	Javelin	-	Combat Sily	20	-	16	4,0
Slingers	INFANTRY	Average	Experienced		Combat Shy	43		0	4,6
Sinigers	Skirmisher	Unprotected	Sling	-	Combat Sily	43	-	8	4,0
FROM 1450 ТО 1176 ВСЕ									
Syro-Canaanite maryannu	CHARIOTS	Average	Skilled			140		0	1
Sylo-Calidalite maryamiu	Formed Loose	Protected	Bow	-	-	140	-	4	4
Coacon marcanarias	INFANTRY	Average	-		Daynetating Chargers	70		0	
Gasgan mercenaries	Formed Loose	Protected	-	-	Devastating Chargers	70	-	4	4
FROM 1276 BCE									
Chardena David Cuard	INFANTRY	Superior	-	Chart Craar		101	Melee Expert (22)	0	
Shardana Royal Guard	Drilled Loose	Protected	-	Short Spear	-	101	Meiee Expert (22)	4	4
FROM 1199 ВСЕ									
Regrade close fighters	INFANTRY	Average	-	Short Spear		77			4
Regiade close lighters	Drilled Close	Protected	-	Short Spear	-	//	-	All or none	4
Libyan swordsmen	INFANTRY	Average	-	Short Spear	Devastating Chargers	44		**4	4,6
Lioyan swordsmen	Tribal Loose	Unprotected	-	Short Spear	Devastating Chargers	44	-	12	4,0
Sherden	INFANTRY	Average	Unskilled	Short Spear		60	Melee Expert (16),	**4	4,6
Sherden	Tribal Loose	Protected	Javelin	Short Spear	-	00	Shoot & Charge (6)	12	4,0
FROM 1175 TO 1143 BCE									
Sea Peoples military	INFANTRY	Average	Unskilled	Clarat Caraca		60	Melee Expert (16),	**4	16
colonists	Tribal Loose	Protected	Javelin	Short Spear	-	00	Shoot & Charge (6)	16	4,6
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.

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

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

GASGAN



ARMY COMMANDER	1	Any Instinctive	DATES	1450 BCE to 1001 BCE
Sub-Generals	1-3	Any Instinctive	Terrain	Mountains
Internal Allied Generals			САМР	Unfortified; Poor or Average

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots	CHARIOTS	Average	Experienced	_		51		0	1
Chanots	Tribal Loose	Unprotected	Javelin	-	-	01	-	4	4
Chieftains and their retinues	INFANTRY	Superior	-		Devastating Chargers	84		0	1
Ciliertanis and ulen leunues	Tribal Loose	Protected	-	- Devastating Chargers		04	_	12	4
Warriors	INFANTRY	Average	-	- Devastating Chargers		60		24	4,6
	Tribal Loose	Protected	-				-	86	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	0	0	4,6
Skiiilisiiilig archeis	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	30	-	24	4,0
Skirmishing involumon	INFANTRY	Average	Experienced		Combat Shy	28	n	0	4,6
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	<u>-</u>	Combat Sily	20	-	24	4,0
Skirmishing slingers	INFANTRY	Average	Experienced		Cambat Chry	40		0	4,6
	Skirmisher	Unprotected	Sling	- Combat Shy		43	43 -		4,0

Notes

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

CHANGES FROM LAST VERSION

HITTITE EMPIRE



4,6

ARMY COMMANDER	1	Any Professional			DATES		1400 BCE to 1180 BCE	}	
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied General	LS 0-2	Any (Anatolian vassal			Самр		Unfortified or Fortified	; Poor or Av	rerage
	ТүрЕ				_				
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Golden Chariot Fighters	CHARIOTS	Exceptional	Skilled			206	0	0	4
Golden Chanot Fighters	Drilled Loose	Protected	Bow	-	-	200	-	4	4
Hittite chariots	CHARIOTS	Superior	Skilled			182		4	4
Hittite chanots	Drilled Loose	Protected	Bow	-	-	102	-	12	4
Upgrade Hittite chariots with	CHARIOTS	Superior	Skilled		Melee Expert	215			1
3rd man (from 1275 BCE)	Drilled Loose	Protected	Bow	-	Meiee Expert	213	-	Any	4
Hittite guard snearmen	INFANTRY	Superior	-	Short Spear		101		0	4
	Drilled Loose	Protected	-		-	101	-	4	4
Hittite spearmen	INFANTRY	Average	-	Short Spear		72		4	4,6
Titute spearmen	Drilled Loose	Protected	-	Short Spear	-	14	-	24	4,0
Dravin aid an arms an	INFANTRY	Average	-	Chart Char		57		0	4,6
Provincial spearmen	Tribal Loose	Protected	-	Short Spear	-	37	-	6	4,0
I littita a an a grinta	INFANTRY	Poor	-	Chart Char		23		0	4,6
Hittite conscripts	Tribal Loose	Unprotected	-	Short Spear	-	23	-	14	4,0
Kaska troops (from 1380	INFANTRY	Average	-		Davis station Change	60		0	4,6
BCE)	Tribal Loose	Protected	-	-	Devastating Chargers	00	-	6	4,0
I inht analyana	INFANTRY	Average	Experienced		Cambat Chr	50		0	4,6
Light archers	Skirmisher	Unprotected	Bow	_	Combat Shy	<i>5</i> 0	-	12	4,0
Slingers	INFANTRY	Average	Experienced		Combat Shy	43		0	4.6

Combat Shy

43

Sling

Unprotected

Skirmisher

Slingers

HITTITE EMPIRE



Anatolian vassal ally o	COMMAND COMPRI	SING:							
Anatolian chariots	CHARIOTS	Superior	Experienced			133		4	1
1 Matoman Charlots	Formed Loose	Protected	Bow			100		4	
Regrade Anatolian chariots	CHARIOTS	Average	Experienced	Short Spear		92			1
regrade / matoriali challots	Formed Loose	Protected	Javelin	Short Spear		<i>74</i>		Any	
Anatolian spearmen	INFANTRY	Average	-	Short Spear		57		4	4,6
	Tribal Loose	Protected	-			5/		12	 ,0
Anatolian archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Anatolian archers	Skirmisher	Unprotected	Bow					6	
Anatolian slingers	INFANTRY	Average	Experienced		Combat Shy	13		0	4,6
	Skirmisher	Unprotected	Sling	-	Combat Sny	43	-	6	4,0

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		Any Professional	Terrain	Standard, Coastal
Internal Allied Generals			Самр	Unfortified or Mobile; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Мім	
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Palace chariots	CHARIOTS	Exceptional	Skilled			206		0	1
Talace charlots	Drilled Loose	Protected	Bow			200		4	
Sha shepe chariots	CHARIOTS	Superior	Skilled			182		4	1
	Drilled Loose		-	102	-	12			
Ashsharittu or huradu	INFANTRY	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	4	1
Ashsharittu or huradu	Drilled Close	Protected	-	Short Spear	ilitegral silooters	00	Meiee Expert (10)	16	4
Hupshu or sabe	INFANTRY	Average	-	Short Spear	Integral Shooters	63		0	4,6
	Tribal Loose	Protected	-	Short Spear	integral Shooters	03	-	32	4,0
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1
Archers	Tribal Loose	Unprotected	Bow	-	-	40	Compat 511y (-14)	12	4
Chirmighora	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmishers	Skirmisher	Unprotected	Bow	-	Compat sny		-	12	4,0
Skirmishing slingers	INFANTRY	Average	Experienced		Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling	<u>-</u>	- Combat Shy			12	4,0

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

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			Самр	Unfortified; Poor or Average

	ТүрЕ								·
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT@RY	BASE	OPTIONAL	M in	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE
Heroic charioteers	CHARIOTS	Superior	Experienced	Short Spear	_	124	Dismountable (7)	4	1
Tieroic charioteers	Formed Loose	Protected	Javelin			124	Distributitable (7)	16	-
Picked men	INFANTRY	Superior	-	Short Spear		87		0	1
I ICACU IIICII	Tribal Close	Protected	-					12	'1
Spearmen	INFANTRY	Average	-	Short Spear		62		12	4,6
Spearmen	Tribal Close	Protected	-					52	-1 ,0
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1
/ HCHC18	Tribal Loose	Unprotected	Bow			40	Combat Shy (-14)	12	'1
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
DVIIIII911619	Skirmisher	Unprotected	Bow					12	-1 ,0
Skirmiching invalinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin			<i>2</i> 0	-	18	4,0
Skirmishing slingers	INFANTRY	Average	Experienced		Combat Shy	Shy 43	12	0	4,6
	Skirmisher	Unprotected	Sling		Compat Sily		-	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 General	.s 0-1	Any Instinctive			Самр		Unfortified or Mobile; Superior	Poor, Avera	age or
	ТүрЕ				-				
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Picked men and men of	INFANTRY	Superior	-	Short Spear	Melee Expert	103		0	4
valour	Tribal Loose	Protected	-	Short Spear	Ivicice Expert	100		16	
Warriors	INFANTRY	Average	Experienced	_	Fleet of Foot	45	Shoot & Charge (4)	26	4,6
	Tribal Loose	Unprotected	Javelin		Ticct of Toot	70	SHOOL & Charge (4)	80	-1, 0
Mercenaries (from 1020	INFANTRY	Average	-	_	Devastating Chargers	70	_	0	4,6
BCE)	Formed Loose	Protected	-	_	Devastating Chargers	70	_	12	7,0
Vassal levies	INFANTRY	Poor	-	_	_	22	_	0	4,6
v assar revies	Tribal Close	Unprotected	-	_		22	_	6	-1, 0
Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	4,6
	Skirmisher	Unprotected	Bow	_	Comoat Sily		_	12	7,0
Skirmishing javelinmen	INFANTRY	Average	Experienced	_	Combat Shy	28	_	0	4,6
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	Compat Sny		_	18	-1, 0
Skirmishing slingers	INFANTRY	Average	Experienced		Combat Shy	43		0	4,6
	Skirmisher	Unprotected	Sling	-			<u>-</u>	12	4, 0
Mommo									

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

SEA PEOPLES



ARMY COMMANDER	RMY COMMANDER	1	Any Instinctive			DATES		1230 BCE to 1101 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Coastal		
INTERNAL ALLIED GENERA	ALS	0-3	Any Instinctive			Самр		Unfortified or Mobile;	Poor or Ave	erage
	ТүрЕ									
	TRAINING	AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	FORMATI	0N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chariots	CHARIC	OTS	Average	Experienced	Short Spear		92		0	1
Citatiots	Formed L	oose	Protected	Javelin	2110111 0 pear		72		4	-
Chieftains and their retinues	INFANT	RY	Superior	Unskilled	Short Spear	Melee Expert	105	Shoot & Charge (8)	0	4
Ciliertains and their retifices	Tribal Lo	ose	Protected	Javelin			100	Silout & Charge (0)	16	4
Common warriors	INFANT	RY	Average	Unskilled	Short Spear		60	Melee Expert (16),	20	4,6
Collinion wallions	Tribal Lo	ose	Protected	Javelin	Short Spear	-	00	Shoot & Charge (6)	80	4,0
Regrade common warriors	INFANT	RY	Average	Experienced	Short Spear		44			4,6
Regiade Common Warnors	Tribal Lo	ose	Unprotected	Javelin	Short Spear	-	44	-	Any	4,0
Migrant families	INFANT	RY	Poor	-			22		0	4,6
	Tribal Cl	ose	Unprotected	-	-	-	22	-	6	-1 ,0
Iavelinmen	INFANT	RY	Average	Experienced	_	Combat Shy	28		6	4.6

Javelin

Combat Shy

28

Notes

Javelinmen

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

Skirmisher

Unprotected

CHANGES FROM LAST VERSION

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	Самр	Unfortified; Poor or Average
Troop	,		_	

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Heroic charioteers	CHARIOTS	Average	Experienced			105	Dismountable (5)	4	1
TICIOIC CHAHOLECIS	Formed Loose	Protected	Bow	-	-	105	Distilouitable (5)	16	4
Swordsmen	INFANTRY	Average	-	_	Melee Expert	81		0	1
2wordsilien	Formed Close	Protected	-	<u>-</u>	Meiee Expert	01	- -	8	4
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	8	1
Archers	Tribal Loose	Unprotected	Bow			40		64	4
Followers	INFANTRY	Poor	-			22		0	4,6
LOHOMEIS	Tribal Close	Unprotected	-	_	-	44	-	12	4,0
Chirmighora	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmishers	Skirmisher	Unprotected	Bow	_	Combat sily	50	-	8	4,0
Slingers	INFANTRY	Average	Experienced		Cambat Chry	12		0	1.6
	Skirmisher	Unprotected	Sling		Combat Shy	43	-	6	4,6

Notes

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

CHANGES FROM LAST VERSION

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 Gene	RALS	1	Instinctive Legendary	(Achilles) or Medi	ocre (Patroclus)	Самр		Fortified; Poor or Avera	ıge	
	ТүрЕ									
	TRAINING AN	ND .	QUALITY	SHOOTING SKILL		M ANDAT@RY	BASE	O PTIONAL	Min	
Name	Formation	1	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Heroic charioteers	CHARIOT	S	Superior	Experienced	Short Spear	<u>_</u>	124	Dismountable (7)	4	4
	Formed Loc	se	Protected	Javelin	Short Spear	_	127	Distributitable (7)	16	
Spearmen	INFANTR	Y	Average	-	Short Spear	_	62	<u>_</u>	12	4.6
	Tribal Clos	ie	Protected	-	Short Spear	_	02		52	4 ,0
Archers	INFANTR	Y	Average	Experienced			48	Combat Shy (-14)	0	1
	Tribal Loos	se	Unprotected	Bow		-	40	Combat Sily (-14)	12	4
Skirmishers	INFANTR	Y	Average	Experienced		Combat Shy	50		0	4,6
- SKIIIIISIIEIS	Skirmishe	r	Unprotected	Bow	-	Combat Sily	50	-	12	4,0
Skirmishing javelinmen	INFANTR	Y	Average	Experienced		Combat Shy	28		0	4,6
	Skirmishe	r	Unprotected	Javelin		Combat Sily	20		18	4 ,0
Skirmishing slingers	INFANTR	Y	Average	Experienced		Combat Shy	43		0	4,6
	Skirmishe	r	Unprotected	Sling	-	Combat Sily	40	-	12	4,0
Wooden horse	BATTLE WAG	ONS	Superior	Experienced			170		0	2
Woodell Holse	Tribal Loos	se	Protected	Bow	-	-	1/0	-	2	
Only commanded by A	CHILLES OR PA	TROC	CLUS (ALLY-GENERA	L)						
Marmoidona	INFANTR'	Y	Superior	-		Melee Expert,	135		0	4,6
Myrmidons	Formed Flexi	ble	Protected	-	-	Devastating Chargers	150	-	6	4,0

TROJAN WAR - ACHAEAN



ONLY COMMANDED BY NE	Only commanded by Nestor (sub-general)										
Pylian charioteers	CHARIOTS	Superior	-	Long Spear		184		4	1		
1 yhan chanoteers	Formed Loose	-/Fully Armoured	-	Long Spear	-	104	-	4			
Pylian Spearmen	INFANTRY	Average	-	Long Spear	Shield Cover	91	Integral Shooters (6)	4	1		
	Formed Close	Protected	-		Silicia Covei	91		16	'		
Pylian Archers	INFANTRY	Average	Experienced	_		48	Combat Shy (-14)	0	1		
	Tribal Loose	Unprotected	Bow		-	40		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

TROJAN WAR - TROJAN

DATES

Melee Expert, Shoot

& Charge

Combat Shy

49

50

Instinctive Talented (Hector)

Protected

Average

Unprotected

Average

Unprotected

Tribal Loose

INFANTRY

Skirmisher

INFANTRY

Skirmisher

ARMY COMMANDER

Thracians

Skirmishers



1193 BCE to 1183 BCE

Shoot & Charge (6)

24

12

0

12

4.6

And Confidence		Ţ	misuncuve ratefiled	(116001)		DATES		1193 DCE to 1103 DCE	1170 DCL to 1100 DCL				
Sub-Generals		0-3	Any Instinctive			TERRAIN		Coastal					
INTERNAL ALLIED GENER	ALS					Самр		Flexible; Poor or Averag	ge .				
	ТүрЕ					-							
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min				
Name	FORMATIO	N .	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE			
Heroic charioteers	CHARIOT	S	Superior	Experienced	Short Spear		124	Dismountable (7)	4	4			
THEFOIC CHAHOLEEIS	Formed Loc	se	Protected	Javelin	Short Spear	-	124	Distillountable (7)	4	4			
Anallanian ayard	INFANTR'	Y	Superior	-	Chart Char		101		0	4			
Apollonian guard	Formed Clo	se	Protected	-	Short Spear	-	101	- '	4	4			
Trainn an an man	INFANTR'	Y	Average	-	Short Spear		62		4	4,6			
Trojan spearmen	Tribal Clos	se	Protected	-	Short Spear	-	02	- '	32	4,0			
Trainn probara	INFANTR'	Y	Average	Experienced			48	Combat Shy (-14)	4	4			
Trojan archers	Tribal Loos	se	Unprotected	Bow	-	-	40	Combat sily (-14)	16	4			
Upgrade archers as guard	INFANTR'	Y	Superior	Experienced			61		0	4			
Opgrade archers as guard	Tribal Loos	se	Unprotected	Bow	-	-	01	- · ·	4	4			
Sarpedon's Lycian warriors	INFANTR'	Y	Average	-		Devastating Chargers	70		0	4,6			
Sarpedon's Lycian warnors	Formed Loc	ose	Protected	-	-	Devastating Chargers	70	- · ·	6	4,0			
Pelasgians and Ciconians	INFANTR'	Y	Average	-	Short Spear		57		0	4,6			
I elasgialis aliu Cicollialis	Tribal Loos	se	Protected	-	Short spear	-	37	- · ·	8	4,0			
Paeonians	INFANTR'	Y	Average	Experienced			48	Combat Shy (-14)	0	4			
1 acomails	Tribal Loos	se	Unprotected	Bow	<u>-</u>	-	40	Collidat 511y (-14)	4	4			
Agiatic troops	INFANTR'	Y	Average	Unskilled	Short Spear		60	Melee Expert (16),	4	4,6			
siatic troops	Tribal I oos	20	Protected	Invelin	SHOIL Spear	-	00	Shoot & Charge (6)	24	4,∪			

Short Spear

Javelin

Experienced

Javelin

Experienced

Bow

Trojan War - Trojan



Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	20		0	16
	Skirmisher	Unprotected	Javelin	-	Combat Sily	20	-	18	4,0
Skirmishing slingers	INFANTRY	Average	Experienced		Combat Shy	12		0	16
	Skirmisher	Unprotected	Sling	-	- Combat sny		-	12	4,0

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

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

HITTITE OLD AND MIDDLE KINGDOM



ARMY COMMANDER	1	Any			DATES		1680 BCE to 1380 BCE	}	
SUB-GENERALS	0-8	3 Any			TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERA	0-2	2 Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Melee Weaponry	Characteristics	PTS	Characteristics	Max	UG Size
Chariots (before 1595 BCE)	CHARIOTS	Superior	Experienced			99		0	1,2
Charlots (before 1393 BCE)	Formed Loose	Unprotected	Bow	<u>-</u>	-	99	-	2	1,2
Chariots (from 1595 BCE)	CHARIOTS	Superior	Experienced			133		1	1,2
Charlots (Holli 1999 BCE)	Formed Loose	Protected	Bow	-	-	100	-	4	1,2
Guard spearmen	INFANTRY	Superior	-	Short Spear		101		0	1,2
	Drilled Loose	Protected	-	Short Spear		101		4	1,2
Standing army spearmen	INFANTRY	Average	-	Short Spear	_	72	_	4	1,2
	Drilled Loose	Protected	-	Short Spear	_	7 2		16	1,2
Seasonal army spearmen	INFANTRY	Average	-	Short Spear	_	57	_	0	1,2
	Tribal Loose	Protected	-	Short Spear		07		24	1,2
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
Auchers	Tribal Loose	Unprotected	Bow			40	Combat Sily (-14)	4	1,2
Conscript levy	INFANTRY	Poor	-	_	_	22	_	0	2,3
Conscriptiony	Tribal Close	Unprotected	-	_		22		6	2,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
	Skirmisher	Unprotected	Bow		Collidat Sily	30		8	1,2
Skirmishing slingers	INFANTRY	Average	Experienced	_	Combat Shy	43	_	0	1,2
	Skirmisher	Unprotected	Sling		Control only			8	1,4
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	1,2
orministing javenimien	Skirmisher	Unprotected	Javelin	-	Compacing	20	-	8	1,4

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



0-2 PE NG AND	Any Instinctive			TERRAIN		Standard, Coastal		
NG AND	OHALITY							
NG AND	OHAI PTV							
	OHALETY							
ATION	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
	Protection	Weaponry	Melee Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE
IOTS	Superior	Experienced			99		0	1,2
l Loose	Unprotected	Bow	-	-))	-	2	1,2
IOTS	Superior	Experienced			108		1	1,2
Loose	Unprotected	Bow	-	-	100	-	4	1,2
VTRY	Average	Unskilled		Melee Expert	79	Shoot & Charge (6)	4	1,2
l Loose	Protected	Javelin	-	Meiee Expert	19	SHOOL & Charge (0)	MAX 0 2 1 4	1,4
VTRY	Average	Skilled			60		0	1,2
Loose	Unprotected	Bow	-	-	09	-	4	1,4
JTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	1,2
Loose	Protected	Javelin	Short Spear	_		Shoot & Charge (0)	16	1,2
JTRY	Poor	Experienced		Combat Shy	12		0	1,2,3
isher	Unprotected	Bow	-	Combat sily	42	-	8	1,2,0
JTRY	Poor	Experienced		Combat Shy	35		0	1,2,3
isher	Unprotected	Sling	-	Combat Siry		-	8	1,4,0
JTRY	Poor	Experienced	_	Combat Shy	20	_	0	1,2,3
isher	Unprotected	Javelin		Compatibility	<i></i>		8	1,∠,∪
	d Loose NTRY Loose NTRY hisher NTRY hisher NTRY hisher	d Loose Unprotected NTRY Average Loose Protected NTRY Poor hisher Unprotected NTRY Poor hisher Unprotected NTRY Poor hisher Unprotected NTRY Poor	MI Loose Unprotected Bow NTRY Average Unskilled Loose Protected Javelin NTRY Poor Experienced nisher Unprotected Bow NTRY Poor Experienced nisher Unprotected Sling NTRY Poor Experienced	MICHARDON MICHAR	NTRY Average Unskilled Short Spear - Loose Protected Javelin Short Spear - Combat Shy NTRY Poor Experienced - Combat Shy	NTRY	A Loose Unprotected Bow NTRY	A Loose Unprotected Bow Short Spear Go Shoot & Charge (6) O

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

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 Gener	ALS								
	Түрв				ı				
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG Size
Charioteers in Dendra	CHARIOTS	Superior	-	Long Spear		184		1	1,2
panoply	Formed Loose	-/Fully Armoured	-	Long Spear		104		4	1,2
Charioteers with javelins	CHARIOTS	Average	Experienced	Short Spear		92		0	1,2
Chanoteers with Javenins	Formed Loose	Protected	Javelin	Short Spear	-	94	-	4	1,2
Spearmen	INFANTRY	Average	-	Long Spear	Shield Cover	91	Integral Shooters (6)	4	1,2
Speamien	Formed Close	Protected	-	Long Spear	Silieid Cover	91	integral shooters (0)	16	1,2
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
Archers	Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Combat Sily (-14)	4	1,2
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	0	1,2
javenimien	Formed Loose	Protected	Javelin	Short Spear	-	70	SHOOL & Charge (0)	4	1,2
Libyans	INFANTRY	Average	Experienced		Fleet of Foot	45	Shoot & Charge (4)	0	1,2
Liuyans	Tribal Loose	Unprotected	Javelin	- -	rieet of root	40	31100t & Charge (4)	6	1,2
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
SKIIIIISIIEIS	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	50	-	6	1,2
Chirmighing alingara	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
Skirmishing slingers	Skirmisher	Unprotected	Sling	<u>-</u>	Combat sny	40	-	6	1,4
Chirmighing involinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	1,2
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	Combat sny	40	-	6	1,2

Changes from last version

MITANNI



ARMY COMMANDER		1	Any Professional			DATES		1595 BCE to 1250 BCE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	ALS									
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	A .	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Chariots	CHARIOT	S	Superior	Skilled			182		2	1,2
Charlots	Drilled Loo	se	Protected	Bow	-	-	102	-	6	1,2
Provincial or vassal chariots	CHARIOT	S	Average	Skilled			150		0	1,2
1 TOVITICIAL OF VASSAL CHARIOTS	Drilled Loo	se	Protected	Bow	-	-	150	-	6	1,2
Avvoluti gashati	INFANTR'	Y	Average	Skilled		Combat Shy	55		0	1,2
	Formed Loc	ose	Unprotected	Bow	-	Combat Sily	00	-	4	1,2
Shukituhli	INFANTR'	Y	Average	Experienced	Short Spear	Combat Shy	60		0	1,2
Silukituilii	Formed Loc	ose	Protected	Bow	Short Spear	Combat sily	00	-	4	1,2
Alik ilki spearmen	INFANTR'	Y	Average	-	Short Spear	Integral Shooters	73		2	1,2
Alik liki spearmen	Formed Loc	ose	Protected	-	Short Spear	integral shooters	73	-	6	1,2
Alik ilki archers	INFANTR'	Y	Average	Experienced		Combat Shy	40		0	1,2
Alik liki dicileis	Formed Loc	ose	Unprotected	Bow	-	Combat Sily	40	-	6	1,2
Ashshabu levy	INFANTR'	Y	Poor	-	Short Spear		23		0	2,3
Asiisiiaou ievy	Tribal Loos	se	Unprotected	-	Short Spear	-	20	-	6	2,0
Skirmishers	INFANTR'	Y	Average	Experienced		Combat Shy	50		0	1,2
	Skirmishe	r	Unprotected	Bow	- 	Combat Sily		<u>-</u>	6	1,4
Javelinmen	INFANTR'	Y	Average	Experienced		Combat Shy	28		0	1,2
Javeninnen	Skirmishe	r	Unprotected	Javelin	- -	Combat sily	20	-	4	1,2

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 Genera	ALS	0-2	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Sızı
Chariots	CHARIO	TS	Average	Skilled			140		4	1,2
Cilations	Formed Lo	ose	Protected	Bow	-	-	140	-	8	1,2
Best chariots	CHARIO	TS	Superior	Skilled			182		0	1,2
Dest chanots	Drilled Lo	ose	Protected	Bow	-	-	102	-	MAX 4 8 0 2 4 20 0 4	1,2
Spearmen	INFANTI	Ϋ́	Average	Unskilled		Melee Expert	79	Shoot & Charge (6)	MAX UC 4 8 0 2 4 20 0 4 20 0 4 0t 6 0 8 1 8 0 1	1,2
Speamien	Formed Lo	ose	Protected	Javelin	-	Meiee Expert	19	SHOOL & CHarge (0)		1,2
Archers	INFANTI	Ϋ́	Average	Experienced			48	Combat Shy (-14)	0	1,2
Alcheis	Tribal Loc	ose	Unprotected	Bow	-	-	40	Combat Sily (-14)	4	1,2
Sutu or Haripu mercenaries	INFANTI	Ϋ́	Average	Experienced			39	Fleet of Foot (6), Shoot	0	1,2
outu of Hampu mercenames	Tribal Loc	ose	Unprotected	Javelin	-	-	39	& Charge (4)	6	1,2
Skirmishing archers	INFANTI	Ϋ́	Poor	Experienced		Combat Shy	42		0	1,2,3
okillilisillilg archers	Skirmish	er	Unprotected	Bow	- -	Combat sily	42	-	8	1,2,0
Skirmishing slingers	INFANTI	Ϋ́	Poor	Experienced		Combat Shy	35		0	1,2,3
okiiiiisiiiiig siiiigeis	Skirmish	er	Unprotected	Sling	-	Combat sily	30	-	8	1,2,0
Skirmiching izvalinman	INFANTI	Ϋ́	Poor	Experienced		Combat Shy	20		0	1,2,3
Skirmishing javelinmen	Skirmish	er	Unprotected	Javelin	- -	Comoat sily	20	-	4	1,2,3

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 Genera	ALS	1-3	Any Professional							
	ТүрЕ									
	TRAINING AND	•	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	MHN	
NAME	FORMATION		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Royal maryannu chariotry	CHARIOTS		Superior	Skilled			182		*1	1,2
Royal maryalmu chanouy	Drilled Loose	2	Protected	Bow	<u>-</u>	-	102	-	4	1,4
Other maryannu chariotry	CHARIOTS		Average	Skilled	<u>_</u>	_	140	_	*2	1,2
	Formed Loos	е	Protected	Bow	_		140		8	1,2
Royal guard	INFANTRY		Superior	-	Short Spear	_	101	_	0	1,2
Noyal gualu	Drilled Loose		Protected	-	Short Spear	-	101		4	1,2
Royal foot archers	INFANTRY		Average	Experienced	_	_	58	Combat Shy (-14)	0	1,2
	Drilled Loose		Unprotected	Bow	_	_		Combat Sify (-14)	4	1,2
Hittite spearmen (see note)	INFANTRY		Average	-	Short Spear	_	72	_	0	1,2
	Drilled Loose	2	Protected	-	bitort spear		72		4	1,2
Hupshu, Khepetj or 'Apiru	INFANTRY		Average	Unskilled			53	Shoot & Charge (6)	4	1,2
spearmen	Tribal Loose		Protected	Javelin		_		Shoot & Charge (0)	20	1,2
Hupshu, Khepetj or 'Apiru	INFANTRY		Average	Experienced	_	_	48	Combat Shy (-14)	4	1,2
archers	Tribal Loose		Unprotected	Bow		_	40	Combat Sify (-14)	10	1,2
Mercenaries	INFANTRY		Average	-	<u>_</u>	Devastating Chargers	70	_	0	1,2
- Intercentances	Formed Loos	е	Protected	-	_	Devastating Chargers	70		2	1,2
Skirmishing archers	INFANTRY		Average	Experienced	_	Combat Shy	50	_	0	1,2
	Skirmisher		Unprotected	Bow		Comoat Sily			4	1,2
Skirmishing javelinmen	INFANTRY		Average	Experienced		Combat Shy	28		0	1,2
	Skirmisher		Unprotected	Javelin		Comoat July	20		4	1,4
Skirmishing slingers	INFANTRY		Average	Experienced	_	Combat Shy	43		0	1,2
OMITIMOTHING SIMISCIS	Skirmisher		Unprotected	Sling	_	Controat only	70	-	4	1,4

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 Hiittite vice-royalities 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 Genera	ALS				-				
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots	CHARIOTS	Superior	Skilled			182		2	1,2
Charlots	Drilled Loose	Protected	Bow	-	-	102	-	8	1,2
Pharoah's chariots	CHARIOTS	Exceptional	Skilled			206		0	1,2
Thatoan's charlots	Drilled Loose	Protected	Bow	-	-	200	-	2	1,2
Egyptian Royal Guard	INFANTRY	Superior	-	Short Spear		101	Melee Expert (22)	0	1
Egypuan Noyai Guaru	Drilled Loose	Protected	-	Short Spear	-	101	Meiee Expert (22)	1	1
Close fighters	INFANTRY	Average	-	Short Spear		72		2	1,2
Close lighters	Drilled Loose	Protected	-	31101t Spear	-	14	-	8	1,2
Close fighters with heavy	INFANTRY	Average	-	Short Spear	Melee Expert	88		0	*see
axe	Drilled Loose	Protected	-	Short Spear	Iviciec Expert	00		1/4	note
Archers	INFANTRY	Average	Experienced			58	Combat Shy (-14)	2	1,2
Attitets	Drilled Loose	Unprotected	Bow	-	-	50	Combat Sily (-14)	8	1,2
Javelinmen	INFANTRY	Average	Experienced			71	Shoot & Charge (6)	0	1,2
Javenninen	Drilled Loose	Protected	Javelin	-	-	/ 1	SHOOL & Charge (0)	4	1,4
Syro-Canaanite javelinmen	INFANTRY	Average	Unskilled			53	Shoot & Charge (6)	0	1,2
Sylo-Calidallite javellillileli	Tribal Loose	Protected	Javelin	-	-	00	SHOOL & Charge (0)	6	1,2
Light archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Light archers	Skirmisher	Unprotected	Bow		Combat Sily	00		6	1,4
Nubian archers	INFANTRY	Average	Skilled			63	Combat Shy (-14)	0	1,2
i vuotati atettets	Tribal Loose	Unprotected	Bow	-	<u>-</u>		Combat only (-14)	4	1,4
Nubian skirmishers	INFANTRY	Average	Skilled		Combat Shy	89		0	1,2
indotati skiiilisticis	Skirmisher	Unprotected	Bow	-	Compatibily	0)	-	4	1,4

NEW KINGDOM EGYPTIAN

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LV	OKILLI	V
Dan	GLORIA	M

Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	1,2
Skirmishing javenninen	Skirmisher	Unprotected	Javelin	-	Combat Sny	20	-	8	1,4
Clingara	INFANTRY	Average	Experienced	Skilled - Combat Shy 28 - 8	1,2				
Slingers	Skirmisher	Unprotected	Sling	-	Combat Sny	43	-	4	1,4
FROM 1450 ТО 1176 ВСЕ									
Syro-Canaanite maryannu	CHARIOTS	Average	Skilled			140		0	1,2
3y10-Canaanne maryannu	Formed Loose	Protected	Bow	· <u>-</u>	- -	140	-	2	1,4
Coccon marconorias	INFANTRY	Average	-		Downstating Chargers	70		0	1,2
Gasgan mercenaries	Formed Loose	Protected	-	-	Devastating Chargers	70	-	2	1,4
FROM 1276 BCE									
Shardana Royal Guard	INFANTRY	Superior	-	Chart Craar		1 0 1	Malaa Eyynant (22)	0	1
	Drilled Loose	Protected	-	Short Spear	-	101	Meiee Expert (22)	1	1
FROM 1199 BCE									
	INFANTRY	Average	-						
Regrade close fighters	Drilled Close	Protected	-	Short Spear	-	77	-	All or none	1,2
Libyan ayyordaman	INFANTRY	Average	-	Chart Char	Daynetating Chargers	11		**2	1,2
Libyan swordsmen	Tribal Loose	Unprotected	-	Short Spear	Devastating Chargers	44	-	6	1,4
Sherden	INFANTRY	Average	Unskilled	Chart Char		60	Melee Expert (16),	**2	1,2
PHETAGII	Tribal Loose	Protected	Javelin	Short Spear	<u>-</u>		Shoot & Charge (6)	6	1,4
FROM 1175 ТО 1143 ВСЕ									
Sea Peoples military	INFANTRY	Average	Unskilled	Short Spear		60	Melee Expert (16),	**2	1,2
colonists	Tribal Loose	Protected	Javelin	Short spear	<u>-</u>		Shoot & Charge (6)	8	1,4

Notes

CHANGES FROM LAST VERSION

^{*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.

GASGAN



Army Commander		1	Any Instinctive			DATES		1450 BCE to 1001 BCE	3	
SUB-GENERALS		1-3	Any Instinctive			TERRAIN		Mountains		
Internal Allied Genera	LS									
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Chariots	CHARIOT	S	Average	Experienced			51		0	1,2
Chanois	Tribal Loo	se	Unprotected	Javelin	-	-	JI	-	4	1,4
Chieftains and their retinues	INFANTR	Y	Superior	-		Devastating Chargers	84		0	1,2
Ciliertains and their retifities —	Tribal Loo	se	Protected	-	-	Devastating Chargers	04	-	6	1,2
Warriors	INFANTR	Y	Average	-		Devastating Chargers	60		10	1,2
vvaiiiois	Tribal Loo	se	Protected	-	-	Devastating Chargers	00	-	44	1,2
Skirmishing archers	INFANTR	Y	Average	Experienced		Combat Shy	50		0	1,2
Skilllisilling archers	Skirmishe	r	Unprotected	Bow	-	Compat Sily	50	-	12	1,2
Skirmishing javelinmen	INFANTR	Y	Average	Experienced		Combat Shy	28		0	1,2
Skiiilisiinig javeiiililieli –	Skirmishe	r	Unprotected	Javelin	-	Compat Sily	20	-	12	1,4
Chirmaighing alimagna	INFANTR	Y	Average	Experienced		Cambat Chy	43		0	1.0
Skirmishing slingers	Skirmishe	r	Unprotected	Sling	-	Combat Shy	43 -	6	1,2	
Notes										

NOTES

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

CHANGES FROM LAST VERSION

HITTITE EMPIRE



ARMY COMMANDER	1	Any Professional			DATES		1400 BCE to 1180 BCE	3	
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied General	LS 0-2	Any (Anatolian vassa	l)						
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Golden Chariot Fighters	CHARIOTS	Exceptional	Skilled			206		0	1,2
Golden Chanot righters —	Drilled Loose	Protected	Bow	-	-	200	-	2	1,4
Hittite chariots	CHARIOTS	Superior	Skilled			182		1	1,2
Tiltute Charlots	Drilled Loose	Protected	Bow	-	-	102	-	6	1,4
Upgrade Hittite chariots with	CHARIOTS	Superior	Skilled		Melee Expert	215			1,2
3rd man (from 1275 BCE)	Drilled Loose	Protected	Bow	_	Iviciee Expert	210	-	Any	1,2
Hittite guard spearmen	INFANTRY	Superior	-	Short Spear	_	101	_	0	1,2
	Drilled Loose	Protected	-			101		4	1,2
Hittite spearmen	INFANTRY	Average	-	Short Spear	_	72	_	2	1,2
	Drilled Loose	Protected	-	Short Spear	_	72	_	12	1,2
Provincial spearmen	INFANTRY	Average	-	Short Spear	_	57	_	0	1,2
1 TOVITICIAI SPEATITICII	Tribal Loose	Protected	-	Short Spear	_	07	_	4	1,2
Hittite conscripts	INFANTRY	Poor	-	Short Spear	_	23	_	0	2,3
- Intute conscripts	Tribal Loose	Unprotected	-	Short Spear	_	20	_	6	2,0
Kaska troops (from 1380	INFANTRY	Average	-		Devastating Chargers	60		0	1,2
BCE)	Tribal Loose	Protected	-	_	Devastating Chargers	00		4	1,2
Light archers	INFANTRY	Average	Experienced	_	Combat Shy	50		0	1,2
Light althers	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	00		6	1,4
Slingers	INFANTRY	Average	Experienced		Combat Shy	43	_	0	1,2
Simigers	Skirmisher	Unprotected	Sling	-	Combat Sily	70	-	4	1,4

HITTITE EMPIRE



Anatolian vassal ally o	COMMAND COMPRI	SING:							
Anatolian chariots	CHARIOTS	Superior	Experienced			133		1	1,2
1 Midlonan Charlots	Formed Loose	Protected	Bow			100		4	1,4
Regrade Anatolian chariots	CHARIOTS	Average	Experienced	Short Spear		92			1,2
- Regrade / Matonan Chanots	Formed Loose	Protected	Javelin	Jiloit Spear		14		Any	1,∠
Anatolian spearmen	INFANTRY	Average	-	Short Spear		57		2	1,2
1 maconan speamien	Tribal Loose	Protected	-					6	1,4
Anatolian archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
A MICHAIL AICHEIS	Skirmisher	Unprotected	Bow					4	1,4
Anatolian slingers	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
	Skirmisher	Unprotected	Sling	-	Combat Sny		-	4	1,4

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 GENE	RALS					-					
	ТүрЕ					_					
	TRAINING AN	ND .	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min		
Name	Formation	ī	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Palace chariots	CHARIOT	S	Exceptional	Skilled			206		0	1,2	
- alace charlots	Drilled Loo	se	Protected	Bow	-		200		2	1,4	
Sha shepe chariots	CHARIOT	S	Superior	Skilled			182		2	1,2	
ila silepe cilatiots	Drilled Loo	se	Protected	Bow		-	102	-	6	1,2	
Ashsharittu or huradu	INFANTRY	Y	Average	+	Short Spear	Integral Shooters	83	Melee Expert (16)	2	1,2	
7 ISHISHIAHUU OI HUIAUU	Drilled Clos	se	Protected	-				Tviciec Expert (10)	8	1,4	
Hupshu or sabe	INFANTRY	Y	Average	+	Short Spear	Integral Shooters	63		0	1,2	
Trupsilu or save	Tribal Loos	ie.	Protected	-	Short Spear	ilitegiai Silooteis	03	-	16	1,2	
Archers	INFANTRY	Y	Average	Experienced			48	Combat Shy (-14)	0	1,2	
7 HCHC18	Tribal Loos	ie.	Unprotected	Bow			40	Collidat Sily (-14)	6	1,4	
Skirmishers	INFANTRY	Y	Average	Experienced		Combat Shy	50		0	1,2	
281111111111111111111111111111111111111	Skirmishei	r	Unprotected	Bow	<u>-</u>	Comoat sny	J0	<u>-</u>	6	1,2	
kirmishing slingers	INFANTRY	Y	Average	Experienced		Combat Shy	43	<u> </u>	0	1,2	
	Skirmishei	r	Unprotected	Sling	_ 	Combat Shy	40	45 -	6		
Nome											

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

LATER MYCENAEAN



ARMY COMMANDER		1	Any Instinctive			DATES		1250 BCE to 1180 BCE	1	
SUB-GENERALS		1-3	Any Instinctive			TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERA	ALS									
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Heroic charioteers	CHARIO	TS	Superior	Experienced	Short Spear		124	Dismountable (7)	2	1,2
Tierore charloteers	Formed Lo	ose	Protected	Javelin	Short Spear		127	Distribulitable (7)	8	1,2
Picked men	INFANTE	RΥ	Superior	-	Short Spear	_	87	_	0	1,2
icked men	Tribal Clo	se	Protected	-	Short Spear	_	07	_	6	1,2
Spearmen	INFANTE	RΥ	Average	-	Short Spear	_	62	_	6	1,2
	Tribal Clo	se	Protected	-			02		24	1,2
Archers	INFANTE	RΥ	Average	Experienced		_	48	Combat Shy (-14)	0	1,2
7 deficis	Tribal Loc	ose	Unprotected	Bow	_	_		Combat Sify (-14)	6	1,2
Skirmishers	INFANTE	RΥ	Average	Experienced	_	Combat Shy	50	_	0	1,2
JAHHHSHC13	Skirmish	er	Unprotected	Bow	_	Comoat Sily	00		6	1,2
Skirmishing javelinmen	INFANTE	RΥ	Average	Experienced		Combat Shy	28		0	1,2
	Skirmish	er	Unprotected	Javelin		Collidat Sily	20		9	1,2
Skirmishing slingers	INFANTE	RY	Average	Experienced		Combat Shy	43		0	1,2
	Skirmish	er	Unprotected	Sling		Combat Shy			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-	Any Instinctive			TERRAIN		Mountains		
Internal Allied Gener	ALS 0-	1 Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Picked men and men of	INFANTRY	Superior	-	Short Spear	Melee Expert	103		0	1,2
valour	Tribal Loose	Protected	-	Short Spear	Meice Expert	100		8	1,2
Warriors	INFANTRY	Average	Experienced		Fleet of Foot	45	Shoot & Charge (4)	10	1,2
	Tribal Loose	Unprotected	Javelin			40	31100t & Charge (4)	40	1,2
Mercenaries (from 1020	INFANTRY	Average	-		Devastating Chargers	70		0	1,2
BCE)	Formed Loose	Protected	-	-	Devastating Chargers	70	-	6	1,2
Vassal levies	INFANTRY	Poor	-			22		0	2,3
Vassal levies	Tribal Close	Unprotected	-	-	-	44	-	3	2,3
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skilllisliers	Skirmisher	Unprotected	Bow	-	Compat sily	50	-	6	1,2
Chirmishing involumon	INFANTRY	Average	Experienced		Combat Shy	28		0	1.2
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	Compat sily	20	-	9	1,2
Skirmishing slingers	INFANTRY	Average	Experienced		Combat Chy	43		0	1,2
	Skirmisher	Unprotected	Sling	-	Combat Shy	45	5 −	6	

Notes

A command may have only 1 UG of picked men.

CHANGES FROM LAST VERSION

SEA PEOPLES



ARMY COMMANDER		1	Any Instinctive			DATES		1230 BCE to 1101 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Coastal		
Internal Allied Genera	LS	0-3	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots	CHARIO	ΓS	Average	Experienced	Short Spear	_	92		0	1,2
	Formed Lo	ose	Protected	Javelin	Short Spear	-	94	-	2	1,2
Chieftains and their retinues	INFANTE	Υ	Superior	Unskilled	Short Spear	Melee Expert	105	Shoot & Charge (8)	0	1,2
	Tribal Loc	se	Protected	Javelin		Melee Expert	105	SHOOL & Charge (0)	8	1,2
Common warriors	INFANTE	Υ	Average	Unskilled	Short Spear	-	60	Melee Expert (16),	8	1,2
Collinion warners	Tribal Loc	se	Protected	Javelin	Short Spear		00	Shoot & Charge (6)	40	1,2
Dogrado common unarriora	INFANTE	Υ	Average	Experienced	Short Spear		44			1,2
Regrade common warriors	Tribal Loc	se	Unprotected	Javelin	Short Spear	-	44	-	Any	1,2
Migrant families	INFANTE	Υ	Poor	-			22		0	2.3
Migrarit farilines	Tribal Clo	se	Unprotected	-	-	-	44	-	3	2,3
avelinmen	INFANTR	Υ	Average	Experienced		Combat Chy	28		4	1,2
	Skirmishe	er	Unprotected	Javelin		Combat Shy	28	-	12	
Nomes										

Notes

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

CHANGES FROM LAST VERSION

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 GENE	RALS	1-2	Any Instinctive			-				
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	O PTIONAL	Min	
Name	FORMATIO	9N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Heroic charioteers	CHARIO	TS	Average	Experienced			105	Dismountable (5)	2	1,2
Terore charioteers	Formed Lo	ose	Protected	Bow		-	100	Distributitable (5)	8	1,2
Swordsmen	INFANT	RY	Average	+	-	Melee Expert	81		0	1,2
	Formed C	lose	Protected	-			01	-	4	1,2
Archers	INFANT	RY	Average	Experienced		-	48	Combat Shy (-14)	4	1,2
Arcticis	Tribal Lo	ose	Unprotected	Bow	-			Combat sily (-14)	32	1,4
Followers	INFANT	RY	Poor	-			22		0	2,3
TOHOWEIS	Tribal Clo	ose	Unprotected	-	-	-	22	-	6	2,0
Skirmishers	INFANT	RY	Average	Experienced		Combat Shy	50		0	1,2
2KIIIII12IIC12	Skirmish	er	Unprotected	Bow	-	Collidat Sily	50	-	4	1,4
Slingers	INFANT	RY	Average	Experienced		Combat Chy	43	43 -	0	1.2
	Skirmish	er	Unprotected	Sling	-	Combat Shy			4	1,2
Nomes										

Notes

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

CHANGES FROM LAST VERSION

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 GENE	rals 1	Instinctive Legendary	y (Achilles) or Med	iocre (Patroclus)					
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
Heroic charioteers	CHARIOTS	Superior	Experienced	Short Spear		124	Dismountable (7)	1	1,2
Heloic chanoteers	Formed Loose	Protected	Javelin	Short Spear	-	124	Distributitable (1)	6	1,4
C	INFANTRY	Average	-	Clarate Caraca		62		6	1,2
Spearmen	Tribal Close	Protected	-	Short Spear	-	02	-	24	1,2
Archers	INFANTRY	Average	Experienced			48	C - m last Class (1.4)	0	1,2
	Tribal Loose	Unprotected	Bow	-	-	46	Combat Shy (-14)	6	1,2
Skirmishers	INFANTRY	Average	Experienced		Cambat Cha	50		0	1,2
Skirmisners	Skirmisher	Unprotected	Bow	-	Combat Shy	30	-	6	1,2
Chiemaighin a iorraliana an	INFANTRY	Average	Experienced		Combat Shy	28		0	1,2
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	Combat Sny	20	-	9	1,4
Climaighia a glia agra	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
Skirmishing slingers	Skirmisher	Unprotected	Sling	-	Combat Sny	43	-	6	1,2
Wooden horse	BATTLE WAGON	Superior	Experienced			170		0	1
Woodell Holse	Tribal Loose	Protected	Bow	<u>-</u>	-	170	-	1	1
ONLY COMMANDED BY A	CHILLES OR PATRO	CLUS (ALLY-GENERA	AL)						
Marmaidana	INFANTRY	Superior	-		Melee Expert,	135		0	1,2
Myrmidons	Formed Flexible	Protected	-	-	Devastating Chargers	150	-	4	1,2

TROJAN WAR - ACHAEAN



Only commanded by Nestor (sub-general)											
Pylian charioteers	CHARIOTS	Superior	-	Long Spear		184		1	1.2		
Tylian Chanoteers	Formed Loose	-/Fully Armoured	-	Long Spear	-	104	<u>-</u>	2	1,2		
Pylian Spearmen	INFANTRY	Average	-	Long Spear	Shield Cover	91	Integral Shooters (6)	2	1.2		
1 yılalı Spealmen	Formed Close	Protected	-	Long Spear	Silieid Cover	91		8	1,2		
Pylian Archers	INFANTRY	Average	Experienced	_		48	Combat Shy (-14)	0	1.2		
	Tribal Loose	Unprotected	Bow		-	40	Combat Sily (-14)	4	1,4		

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

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 Genera	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M andatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Heroic charioteers	CHARIOTS	Superior	Experienced	Short Spear		124	Dismountable (7)	1	1,2
Tierore charioteers	Formed Loose	Protected	Javelin	Short Spear		124	Distributitable (7)	4	1,4
Apollonian guard	INFANTRY	Superior	-	Short Spear		101		0	1,2
Tyonoman guaru	Formed Close	Protected	-	Short Spear		101		2	1,2
Trojan spearmen	INFANTRY	Average	-	Short Spear	_	62	_	2	1,2
	Tribal Close	Protected	-	Short Spear		02		18	1,2
Trojan archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	2	1,2
	Tribal Loose	Unprotected	Bow			40	Compatibily (-14)	8	1,2
Upgrade archers as guard	INFANTRY	Superior	Experienced	_	_	61	_	0	1,2
——————————————————————————————————————	Tribal Loose	Unprotected	Bow			01		2	1,2
Sarpedon's Lycian warriors	INFANTRY	Average	-		Devastating Chargers	70		0	1,2
	Formed Loose	Protected	-		Devastating Chargers	70		4	1,4
Pelasgians and Ciconians	INFANTRY	Average	-	Short Spear		57		0	1,2
r clasgians and Cicomans	Tribal Loose	Protected	-	Short Spear		07		4	1,2
Paeonians	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
1 acomans	Tribal Loose	Unprotected	Bow			40	Compatibily (-14)	4	1,2
Asiatic troops	INFANTRY	Average	Unskilled	Short Spear		60	Melee Expert (16),	2	1,2
	Tribal Loose	Protected	Javelin	Short Spear			Shoot & Charge (6)	12	1,2
Thracians	INFANTRY	Average	Experienced	Short Spear	Melee Expert, Shoot	49		0	1,2
1 maciano	Skirmisher	Unprotected	Javelin	onore opear	& Charge	マノ	<u>-</u>	6	1,∠/
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50	50	0	1,2
SKIIIIISIICIS	Skirmisher	Unprotected	Bow	-	Comoat Sily	50	-	6	1,4

Trojan War - Trojan



Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	1.2
	Skirmisher	Unprotected	Javelin	-	Compatibility		-	9	1,4
Skirmishing slingers	INFANTRY	Average	Experienced		Combat Shy	12		0	1.2
	Skirmisher	Unprotected	Sling	<u>-</u>	Combat Sily	40	-	6	1,2

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.