



ARMY LISTS

ASSYRIA AND BABYLON

Edited by Richard Jeffrey-Cook. Contributions from Simon Hall, Nik Gaukroger and Lance Flint. Front image by Simon Clarke.

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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

The 12th century BCE saw the collapse of the Mycenaean and Hittite civilisations and the decline of Egypt. The Mycenaean world entered a dark age. The Greek world was disrupted by an internal migration, the Dorian movement. The Dorians were illiterate Greeks who migrated as far south as Crete and Rhodes. The Hittite empire was replaced by Phrygians and Luvians (Carians and Lycians) in Anatolia. Most of the successors of Ramesses III were a lacklustre lot and the Egyptian empire began to become unstitched in the reign of Ramesses XI (1103 to 1070 BCE). The Kushites broke away around 1080 BCE.

Assyria however was doing rather well. Under the reign of Tiglath-Pileser I it reached the Mediterranean in the west and conquered Babylon. This success was only temporary, and it was overrun by the Aramean tribes. Soon the Assyrians occupied little more than their own heartland. The Aramean, Phrygian and Luvian states are referred to as Syro-Hittite.

Palestine now enters recorded history. The Philistines had originated as Sea Peoples, possibly settled by the Egyptians. They elbowed aside the native Canaanites and occupied the interior as far as the Jordan. The Hebrew tribes that occupied the highlands eventually established their own independent kingdom and were able to establish a capital on the former Canaanite settlement of Jerusalem. After David and Solomon two kingdoms emerged, Judah that occupied Jerusalem and its environs and Israel.

Egypt during this period had been unable to stop large numbers of Libyan tribesmen from settling in the Delta and Nile valley. The two main tribes were the Meshwesh and the Libu. In around 945 BCE an Egyptian of Libyan descent established himself as Pharaoh and a new era referred to as Libyan Egyptian started.

The ninth century BCE witnessed a new Assyrian expansion. Some of the Syro-Hittite states were conquered and territories including Israel and the Phoenician cities of Tyre and Sidon were paying tribute. The Phoenicians established a trading empire across the Mediterranean and went on to found colonies, most notably Carthage in North Africa.

To the north of Assyria, the state of Urartu emerged. To the north of Urartu, the Cimmerians appeared from the Pontic steppe and threatened both Urartu and the Phrygian kingdoms. Next to Urartu in north west Iran were the Mannaians. Other tribes including the Medes and Persians appeared on the Iranian plateau. Beyond Babylon the state of Elam also emerged from the dark age.

In 745 BCE, the Assyrian kingdom was once again invigorated with the ascension of Tiglath-Pileser III. The Assyrians defeated the Urartians and conquered both Babylon and Damascus. They conquered much of the Fertile Crescent and obtained vassalage from most of their neighbours. In Egypt, the Kushites advanced southwards and overthrew the Libyan dynasties. The Kushites were however unable to resist the Assyrians who established a puppet king as Pharoah.

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In 702 BCE, the Cimmerians defeated and killed the Assyrian king Sargon II. They invaded and conquered Phrygia and weakened the kingdom of Urartu with their constant attacks. They however overextended themselves in invading Lydia and were themselves defeated. This left the Lydians as the major power in Western Anatolia.

In the seventh century BCE, the Assyrian empire tore itself apart with civil wars. A coalition of Medes, Scythians and Babylon overthrew the Assyrians and destroyed Nineveh in 612 BCE. The Medes seized much of the north whilst the Babylonians seized the Assyrian heartland and under Nebuchadnezzar II control was in full control of Babylonia, Assyria, Phoenicia, Israel, Palestine, northern Arabia, and parts of Asia Minor. Nebuchadnezzar II died in 562 BCE and a succession of weak kings followed. The scene was set for Cyrus the Great of Persia to seize the Median Empire, capture Babylon and establish the Achaemenid Persian empire.

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

These lists use the traditional chronology. An alternative chronology of the ancient Near East was 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.

SYRO-HITTITE



1100 TO 901 BCE

HISTORICAL NOTES

The Luwian, Aramaic and Phoenician speaking states that arose following the collapse of the Hittite Empire are referred to as Syro-Hittite. The Syro-Hittite states may be divided into two groups: a northern group where Hittite rulers remained in power, and a southern group where Aramaeans came to rule from about 1000 BCE. These states were highly decentralised. Northern group kingdoms include Tabal, Kammanu, Hilakku, Quwe, Gurgum, Kummuh and Carchemish. The southern group kingdoms included Palastin, Bit Gabbari, Bit-Adini, Bit Bahiani, Pattin, Ain Dara, Bit Agusi, Hatarikka-Luhuti and Hamath.

TROOP NOTES

Chariots similar to the earlier period were used. The majority of Syro-Hittite infantry appear to have been lightly equipped.

HISTORICAL ENEMIES

Early Nomad; Highland Raiders; Gasgan; Middle Assyrian; Early Hebrew; Syro-Hittite; Philistine; Dark Age Greek; Hebrew; Phoenician; Early Arab

SYRO-HITTITE



ARMY COMMANDER	1	Any Instinctive	DATES	1100 BCE to 901 BCE
Sub-Generals	0-1	Any Instinctive	Terrain	Standard, Coastal, Mountains
Internal Allied Generals	1-3	Any Instinctive	САМР	Unfortified; Poor or Average
Trent				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
2-horse 2-crew chariots	CHARIOTS	Superior	Experienced	_	_	133		4	4,6
Z-Holse Z-clew charlots	Formed Loose	Protected	Bow	-	-	100	-	16	4,0
Camelry	CAMELRY	Average	Experienced	_	_	84	Dismountable (3)	0	4,6
Cameny	Tribal Loose	Unprotected	Bow	-	-	04	Distilloulitable (5)	6	4,0
Spearmen	INFANTRY	Average	-	Short Spear	_	57		18	6,8,9
Spearmen	Tribal Loose	Protected	-	Short Spear	_	37		96	0,0,9
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
Archers	Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Compatibility (-14)	36	0,0
Skirmichora	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skirmishers	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat Sily	40	-	27	0,9
Clingora	INFANTRY	Average	Experienced		Combat Shr	35		0	6,9
Slingers	Skirmisher	Unprotected	Sling	-	Combat Shy	33	-	36	

Notes

Arab camelry dismount as the equivalent infantry.

CHANGES FROM LAST VERSION

PHILISTINE



1100 TO 732 BCE

HISTORICAL NOTES

The Philistines are known primarily for their conflict with the Israelites described in the Bible. They appear to have originated as the Peleset, a tribe of Sea Peoples who may have originated in the Aegean. They occupied five city states, Gaza, Ashkelon, Ashdod, Ekron and Gath.

TROOP NOTES

The Philistines may have been established as garrison troops in Canaan by Ramesses III. They gradually adopted Canaanite methods of warfare including the chariot. Infantry were equipped with shield, helmet and thrusting spear. Kharu was a region in Syria, renowned for archery.

HISTORICAL ENEMIES

Early Nomad; New Kingdom Egyptian; Early Hebrew; Syro-Hittite; Hebrew; Phoenician; Early Arab; Libyan Egyptian; Later Syro-Hittite; Early Neo-Assyrian Empire; Later Hebrew; Neo-Assyrian Empire

PHILISTINE



ARMY COMMANDER		1	Any Instinctive			DATES		1100 BCE to 732 BCE			
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Coastal			
Internal Allied Gener	ALS					Самр		Unfortified or Mobile;	Unfortified or Mobile; Poor or Average		
	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			105		8	4,6	
Charlots	Formed Lo	ose	Protected	Bow	-	-	100	-	20	4,0	
Best spearmen	INFANTE	Υ	Average	-	Short Spear	Melee Expert	88		0	6	
best spearmen	Formed Cl	ose	Protected	-	Short Spear	Melee Expert	00	-	24		
Spearmen	INFANTE	Υ	Average	-	Short Spear		72	-	18	6,8,9	
Spearmen	Formed Cl	ose	Protected	-			12		48	0,0,7	
Javelinmen	INFANTE	Υ	Average	Unskilled			63	Shoot & Charge (6)	0	6,8,9	
Javenininen	Formed Lo	ose	Protected	Javelin			00	Shoot & Charge (0)	20	0,0,7	
Kharu archers	INFANTE	ΥY	Average	Skilled	_	_	69	Combat Shy (-14)	0	6	
Miaru arcifers	Formed Lo	ose	Unprotected	Bow		_	07	Combat Sily (-14)	6		
Hebrew mercenaries (from	INFANTE	Υ	Average	-	Short Spear	Melee Expert	83		0	6	
1006 to 1003 BCE)	Formed Lo	ose	Protected	-	Short Spear	Iviciec Expert	00		6		
Archers	INFANTE	Υ	Average	Experienced		Combat Shy	40		0	6,9	
Auchers	Skirmish	er	Unprotected	Bow		Collidat Sily	40		18	0,7	
Slingers	INFANTF	Ϋ́	Average	Experienced		Combat Shy	35	0	0	6,9	
omigers	Skirmish	er	Unprotected	Sling	-	Compatibility	30	-	9	0,9	

ALLIES

Aramaean allies - Syro-Hittite (before 900 BCE)

Aramaean allies - Later Syro-Hittite (from 900 BCE)

Phoenician allies (from 1000 BCE)

Egyptian allies - Libyan Egyptian (from 734 BCE)

PHILISTINE



Notes

No command may have more than one TuG of best spearmen. Philistines may appear as vassal allies until 627 BCE. Only one external ally may be taken.

CHANGES FROM LAST VERSION

DARK AGE GREEK



1100 TO 671 BCE

HISTORICAL NOTES

The Greek dark ages or Geometric period (after the characteristic art) extended from around 1100 BCE to the first evidence of the Greek city states in the 9th century BCE. By 1050 BCE all traces of Mycenaean civilization disappear. During the 10th century the Greeks appear to have moved into sites on the Anatolian coast including Miletus and Ephesus. By the 9th century they appear in Cyprus and at least one colony was established in Syria at Al Mina.

The Archaic period which followed the Greek Dark Ages saw a massive increase in population and the establishment of the distinctive polis, the Greek city state.

TROOP NOTES

Chariots appear in Geometric period art but warriors appear to have usually dismounted to fight.

Foot are depicted as fighting with sword and or javelins. Both chariot warriors and foot carried large but flimsy "Diplyon" shields. Other foot included unshielded warriors with bows or javelins some of whom might have fought amongst the close fighters. The transition to hoplites appears to have started in the early 7th century where troops with hoplite shield, spear and javelins are shown alongside troops with Diplyon shields.

HISTORICAL ENEMIES

Syro-Hittite; Dark Age Greek; Phoenician; Phrygian; Cimmerian; Lydian

DARK AGE GREEK



ARMY COMMANDER	1	Any Instinctive	DATES	1100 BCE to 671 BCE
SUB-GENERALS	0-1	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals	0-3	Any Instinctive	САМР	Unfortified or Mobile; Poor or Average
Type				

	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
Chariots	CHARIOTS	Average	Experienced	Short Spear	_	92	Dismountable (5)	0	4,6
Citations	Formed Loose	Protected	Javelin	bitore spear		74	Distributitable (0)	6	1,0
Cavalry (from 900 BCE)	CAVALRY	Average	-	Short Spear	_	90	_	0	4,6
Cavally (HOIII 900 BCE)	Formed Loose	Protected	-			<i></i>		12	7,0
Spearmen	INFANTRY	Average	-	Short Spear		57	_	24	6,8,9
Spearmen —	Tribal Loose	Protected	-		<u>-</u>		<u>-</u>	132	
Regrade spearmen	INFANTRY	Average	-	Short Spear	_	57	Integral Shooters (6)	0	6,8,9
regrade spearmen	Tribal Loose	Protected	-		-	07		24	0,0,7
Regrade spearmen as	INFANTRY	Average	Unskilled	_	Melee Expert	69	Shoot & Charge (6)		6,8,9
swordsmen (before 900 BCE)	Tribal Loose	Protected	Javelin		Tricico Expert	J)	Shoot & Charge (0)	Up to half	
Regrade spearmen as proto-	INFANTRY	Average	Unskilled	Long Spear	Combat Shy	57	Shoot & Charge (6)		6,8
hoplites (from 725 BCE)	Tribal Close	Protected	Javelin	Tollg Shear	Controat only	<i>U</i> /	Jiloot & Cilaige (0)	Any	
Javelinmen	INFANTRY	Average	Experienced		Combat Shy	25		0	6,9
javemmien	Skirmisher	Unprotected	Javelin	-	Compat 511y	20	-	27	0,9
Archers	INFANTRY	Average	Experienced		Combat Shy	40	_	0	6.9
Aucticis	Skirmisher	Unprotected	Bow		Collidat Sily	moat Shy 40		18	0,7

Notes

Chariots dismount as Tribal Loose, Superior, Protected, Short Spear.

CHANGES FROM LAST VERSION

HEBREW



1000 TO 801 BCE

HISTORICAL NOTES

Before 1000 BCE the zone of foothills behind the coastal plain of the southern Levant was relatively unpopulated. Favourable climatic conditions resulted in the unification of the biblical kingdom of Israel. Jerusalem appears to have been a Canaanite city state recognising Egyptian overlordship. The collapse of Egyptian control in the area led to the growth of Israel, the Hebrew language emerging as a dialect of Canaanite.

A united monarchy appeared under Saul, David and Solomon. The death of Solomon (approximately 925 BCE) led to the split into the kingdoms of Israel and Judah.

TROOP NOTES

Chariots initially appear to have been captured or imported from Egypt.

HISTORICAL ENEMIES

Middle Assyrian; Syro-Hittite; Philistine; Early Arab; Libyan Egyptian; Later Syro-Hittite; Early Neo-Assyrian Empire

HEBREW



ARMY COMMANDER		1	Any Instinctive			DATES		1000 BCE to 801 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Mountains		
INTERNAL ALLIED GENE	ERALS	0-1	Any Instinctive (Juda	nean ally for Israel 86	7 to 850 BCE)	Самр		Unfortified; Poor or Av	erage	-
	ТүрЕ									
	TRAINING A	NĐ	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATIO	N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
United Monarchy uni	DER DAVID (TO	968	BCE)							
Chariots	CHARIO	ΓS	Superior	Experienced			133		0	4
Chanots	Formed Lo	ose	Protected	Bow		-	155	-	4	4
United Monarchy uni	DER SOLOMON	(FROM	y 969 BCE) or Isi	RAEL						
Chariots	CHARIO :	ΓS	Superior	Experienced			133		8	4,6
Chanots	Formed Lo	ose	Protected	Bow		-	155	-	20	4,0
JUDAH										
Chariots	CHARIO :	ΓS	Superior	Experienced			133		4	4,6
Chanots	Formed Lo	ose	Protected	Bow	-	-	155	-	12	4,0
Gibborim (not Israel)	INFANTR	Υ	Average	-	Short Spear	Melee Expert	83		6	6,8
Giodolilli (liot Isiael)	Formed Lo	ose	Protected	-	Short Spear	Melee Expert	00	-	12	
Spearmen	INFANTR	Y	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	16	6,8,9
Spearmen	Tribal Loo		Protected	Javelin	Short Spear	_	00	Silout & Charge (0)	64	0,0,7
Archers	INFANTR		Average	Experienced		_	48	Combat Shy (-14)	0	6,8
- Helielo	Tribal Loo		Unprotected	Bow			10		16	
Skirmishers	INFANTR		Average	Experienced	ļ .	Combat Shy	40	_	0	6,9
	Skirmishe		Unprotected	Bow			10		27	<u></u>
Slingers	INFANTR		Average	Experienced	_	Combat Shy	35	-	0	6,9
	Skirmishe	er	Unprotected	Sling					18	- , -

HEBREW



ALLIES

Aramaean allies - Later Syro-Hittite (Israel in 853 BCE) Phoenician allies (Israel in 853 BCE)

CHANGES FROM LAST VERSION

PHOENICIAN



1000 TO 332 BCE

HISTORICAL NOTES

Phoenicia is a classical Greek term for the major Canaanite port towns. They were organised into city-states, most notable of which were Tyre, Sidon, Anrad and Berytus. Culturally they were similar to other Canaanites. The Phoenicians also had a significant influence in Cyprus. They traded extensively across the Mediterranean, silver hoards dated before 800 BCE include silver originating in Sardinia and Spain.

The Persians conquered Phoenicia in 539 BCE. They prospered by providing fleets for Persian kings. A rebellion in Sidon in 350 or 349 BCE was crushed by Artaxerxes III. Phoenician culture disappeared in the Hellenistic period but flourished in Carthage until destroyed by the Romans in 146 BCE.

TROOP NOTES

Phoenician troops were identical to Canaanite troops. Influenced by Assyria, at least some Phoenicians crewed 4-horse chariots with 3 crew, 2 armed with thrusting spears. From the seventh century BCE the Phoenicians were increasingly influenced by the Greek style of warfare.

HISTORICAL ENEMIES

Syro-Hittite; Philistine; Dark Age Greek; Phoenician; Early Neo-Assyrian Empire; Neo-Assyrian Empire; Later Sargonid Assyrian; Saitic Egyptian; Neo-Babylonian Empire; Median Empire; Alexandrian Macedonian; Achaemenid Persian - Royal Army; Achaemenid Persian - Satrapal Army; Later Achaemenid Persian; Asiatic Greek

PHOENICIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1000 BCE to 332 BCE			
SUB-GENERALS	0-	1 Any Instinctive			TERRAIN		Coastal			
Internal Allied Genera	ALS 0-	3 Any Instinctive			Самр		Flexible; Poor or Avera	ge		
	Түрв				-					
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min		
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
2-horse 2-crew chariots	CHARIOTS	Superior	Experienced	_	_	133	_	4	4,6	
(before 740 BCE)	Formed Loose	Protected	Bow			100		12	7,0	
4-horse 3-crew chariots	CHARIOTS	Superior	Experienced	Short Spear	_	147	Melee Expert (32),	4	4,6	
(from 740 to 490 BCE)	Formed Loose	Protected	Bow	Short Spear		1 17	Shoot & Charge (14)	12	1,0	
Regrade 4-horse 3-crew	CHARIOTS	Average	-	G1 G	D	07	1.4.1 E (25)		4.6	
chariots (from 660 to 490 BCE)	Formed Close	ArmHrs/ Protected	-	Short Spear	Devastating Chargers	97	Melee Expert (25)	All or none	4,6	
Cavalry (from 740 BCF)	CAVALRY	Average	-	Short Spear	_	90	_	0	4,6	
Cavalry (from 740 BCE)	Formed Loose	Protected	-	Short Spear		70		6	1,0	
Spearmen	INFANTRY	Average	-	Short Spear	_	67	_	24	6,8,9	
	Formed Loose	Protected	-	Short Spear		07		90	0,0,5	
Regrade spearmen as	INFANTRY	Average	-	Long Spear	_	86	Orb (2)		6,8	
hoplites (from 650 BCE)	Formed Close	Protected	-	Long Spear			010 (2)	Any	0,0	
Archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8	
7 Herrers	Tribal Loose	Unprotected	Bow			10	Contout Sity (11)	16		
Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9	
	Skirmisher	Unprotected	Bow		Comoat Dily	10		27	0,5	
Slingers	INFANTRY	Average	Experienced	_	Combat Shy	35	_	0	6,9	
	Skirmisher	Unprotected	Sling		Comoat only			18	— 0,9	
Javelinmen	INFANTRY	Average	Experienced	_	Combat Shy	25	_	0	6,9	
Ja v Chiminen	Skirmisher	Unprotected	Javelin		Controde Sity	20		18	<u> </u>	

PHOENICIAN



Notes

Cypriot armies must regrade their chariots.

CHANGES FROM LAST VERSION

EARLY ARAB



1000 TO 301 BCE

HISTORICAL NOTES

This list covers all dry-steppe or desert nomads or semi-nomads.

TROOP NOTES

Depictions of camel-riders show them equipped with bows.

HISTORICAL ENEMIES

Middle Assyrian; Syro-Hittite; Philistine; Hebrew; Early Arab; Libyan Egyptian; Later Syro-Hittite; Chaldean Babylonian; Early Neo-Assyrian Empire; Later Hebrew; Neo-Assyrian Empire; Kushite Egyptian; Later Sargonid Assyrian; Saitic Egyptian; Neo-Babylonian Empire; Achaemenid Persian - Satrapal Army; Later Achaemenid Persian

EARLY ARAB



ARMY COMMANDER		1	Any Instinctive			DATES		1000 BCE to 301 BCE			
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Plains, Desert			
Internal Allied Gener	ALS	0-3	Any Instinctive			САМР		Unfortified or Mobile; Poor or Average			
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	O PTIONAL	Min		
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Camel riders	CAMELR	Y	Average	Experienced		_	84	Dismountable (3)	4	4,6	
Carrier riders	Tribal Loc	se	Unprotected	Bow			04	Distributitable (5)	60	-1, 0	
Best warriors	INFANTE	Y	Superior	Unskilled	Short Spear		83	Shoot & Charge (8)	0	6	
Dest warriors	Tribal Loc	se	Protected	Javelin	Short Spear		00	Shoot & Charge (0)	18		
Warriors	INFANTE	Y	Average	Unskilled	Short Spear	_	60	Shoot & Charge (6)	18	6,8,9	
vv airiois	Tribal Loc	se	Protected	Javelin		_		onoot & Gharge (o)	98	0,0,7	
Archers	INFANTE	Y	Average	Experienced			48	Combat Shy (-14)	0	6,8,9	
Alcheis	Tribal Loc	se	Unprotected	Bow		-	40	Combat Sily (-14)	18	0,0,9	
Skirmishing archers	INFANTE	Y	Average	Experienced		Combat Shy	40		0	6,9	
	Skirmishe	er	Unprotected	Bow		Collidat Sily	40		36	<u> </u>	
Skirmishing javelinmen	INFANTE	Y	Average	Experienced		Combat Shy	25		0	6,9	
	Skirmishe	er	Unprotected	Javelin	-	Combat sily	20	-	36	0,9	
Skirmishing slingers	INFANTE	Y	Average	Experienced		Combat Shy	35	_	0	6,9	
entities siiigeis	Skirmishe	er	Unprotected	Sling	_	Combat sily	30	-	18	0,7	

NOTES

Minima for foot do not apply to entirely mounted ally contingents. Arab camelry dismount as the equivalent infantry.

CHANGES FROM LAST VERSION

MANNA!AN



950 TO 610 BCE

HISTORICAL NOTES

The Mannaians lived in north west Iran and were neighbours to the Urartian and Assyrian empires. The kingdom began to flourish around 850 BCE. Around 800 BCE they came into conflict with Urartu. Between 750 to 730 BCE the Mannaians expanded as Urartu and Assyria were engaged in conflict. In 716 BCE king Sargon II of Assyria seized the capital Izirtu. In 705 BCE the Cimmerians killed Sargon II and migrated to the east and west of Mannae. In 676 BCE the Mannaians revolted against Esarhaddon of Assyria. The Medes conquered the remnants of Mannai in 616 BCE.

TROOP NOTES

Mannaians used chariots, cavalry and infantry. Chariots had two crew, an archer and driver. Cavalry were equipped with spears but may have adopted the bow under the influence of their neighbours and the Cimmerians. Infantry used spears, shields and side arms. Archers are also depicted.

HISTORICAL ENEMIES

Middle Assyrian; Mannaian; Chaldean Babylonian; Early Neo-Assyrian Empire; Early Urartian; Phrygian; Cimmerian; Urartian; Neo-Assyrian Empire; Later Sargonid Assyrian; Neo-Babylonian Empire; Median Empire

MANNAIAN



ARMY COMMANDER	1	Any Instinctive			DATES		950 BCE to 610 BCE			
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Mountains			
INTERNAL ALLIED GENERA	ALS				САМР		Unfortified or Mobile; Poor or Average			
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size	
2-horse 2-crew chariots	CHARIOTS	Superior	Experienced			133		0	4,6	
Z-1101Se Z-Clew Charlots	Formed Loose	Protected	Bow		-	133		6	4,0	
Upgrade chariots to 4-horse	CHARIOTS	Superior	Experienced	Short Spear		147	Melee Expert (32),		4,6	
3-crew (from 750 BCE)	Formed Loose	Protected	Bow	Short spear	-	14/	Shoot & Charge (14)	All	4,0	
Cavalry	CAVALRY	Average	-	Short Spear		90		4	4,6	
Cavally	Formed Loose	Protected	-	Short spear		90	-	12	4,0	
Upgrade cavalry (from 800	CAVALRY	Average	Experienced			115			4,6	
BCE)	Formed Loose	Protected	Bow	-	-	110		Any	4,0	
Reclassify cavalry (from 750	CAVALRY	Average	Experienced			94		0	4,6	
BCE)	Formed Flexible	Unprotected	Bow	-	-	24	-	6	4,0	
Spearmen	INFANTRY	Average	-	Short Spear		57	Integral Shooters (6)	24	6,8,9	
Speamen	Tribal Loose	Protected	-	Short spear	-	37	integral Shooters (0)	72	0,0,9	
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8	
Auchers	Tribal Loose	Unprotected	Bow			40	Compatibily (-14)	60	0,0	
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9	
DKIIIII1011C19	Skirmisher	Unprotected	Bow	-	Combat Sily	70		27	0,9	
Javelinmen	INFANTRY	Average	Experienced	_	Combat Shy	25	_	0	6,9	
javemmien	Skirmisher	Unprotected	Javelin	-	Compatibility	40	-	9	0,7	

Javelin

Skirmisher

Unprotected

MANNAIAN



ALLIES

Aramean allies - Syro-Hittite (before 900 BCE)

Aramean allies - Later Syro-Hittite (from 900 to 700 BCE)

Assyrian allies - Middle Assyrian (from 895 to 894 BCE)

Zikirtu allies - Early Iranian (from 800 BCE)

Urartian allies - Early Urartian (from 800 to 747 BCE)

Urartian allies - Urartian (from 747 BCE)

Cimmerian allies (from 745 BCE)

Assyrian allies - Neo-Assyrian Empire (from 745 to 681 BCE)

Assyrian allies - Later Sargonid Assyrian (from 680 BCE)

NOTES

Only one ally may be taken.

CHANGES FROM LAST VERSION

LIBYAN EGYPTIAN



945 TO 720 BCE

HISTORICAL NOTES

The Twenty-second dynasty of Egypt was founded by Shoshenq I in 945 BCE. He was descended from Meshwesh immigrants, Libyans that had been settled in the Nile delta. This brought stability to the country. In around 830 BCE Shoshenq III lost control of Middle and Upper Egypt and henceforth the dynasty only controlled Lower Egypt. The Twenty-third dynasty controlled Upper and Middle Egypt but this kingdom quickly fragmented into local city states. The kingdoms fell to the Kushites in 732 BCE who had reunited the entire country by 720 BCE.

TROOP NOTES

During the Third Intermediary Period the Egyptians came to rely less on native troops and more on settled immigrants, in particular the Meshwesh and the Libu. These Libyans were to form a national militia in the Saitic period. Egyptian infantry used round shields and two light spears. Other troops are represented with helmets, a single spear and a short sword.

HISTORICAL ENEMIES

Early Libyan; Philistine; Hebrew; Early Arab; Libyan Egyptian; Early Neo-Assyrian Empire; Later Hebrew; Neo-Assyrian Empire; Kushite Egyptian

LIBYAN EGYPTIAN



ARMY COMMANDER	1	Any Professional	DATES	945 BCE to 720 BCE
SUB-GENERALS	0-1	Any Professional	TERRAIN	Standard, Coastal
Internal Allied Generals	0-3	Any Instinctive (Up to 1 Libu, up to 2 Meshwesh)	САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Chariots	CHARIOTS	Average	Skilled			150		4	4,6
	Drilled Loose	Protected	Bow			100		16	 ,0
Cavalry	CAVALRY	Average	-	Short Spear		90		0	4,6
Cavally	Formed Loose	Protected	-	onort spear		<i>7</i> U		6	4,0
Royal Guard	INFANTRY	Superior	-	Short Spear	Melee Expert	131		0	6,8
Noyal Gualu	Drilled Close	Protected	-			101		8	0,0
"Invincible" Meshwesh	INFANTRY	Average	-	Short Spear	Melee Expert	88		8	6,8,9
	Formed Close	Protected	-	onort spear	ivieiee Exheit	00		36	- 0,8,9
Libu	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	0	6,8,9
	Formed Loose	Protected	Javelin			/ U	SHOOL & CHarge (0)	18	U,U,9
Egyptian close fighters	INFANTRY	Poor	-	Short Spear		47		0	6,8
rgypuan close nginers	Drilled Close	Protected	-			4/		16	_ U,0
Egyptian archers	INFANTRY	Poor	Experienced			41	Combat Shy (-9)	6	6.8
rgypuan aicheis	Drilled Loose	Unprotected	Bow			41		16	_ 0,0
Libu or Nubian archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow		Compat Sny	40		18	
Libu, Palestinian or Bedouin	INFANTRY	Average	Experienced		Combat Chir	25		0	6,9
javelinmen	Skirmisher	Unprotected	Javelin		Combat Shy	25	- '	36	

Notes

An internal Meshwesh ally general can only command Meshwesh. An internal Libu ally general must command all and only Libu.

CHANGES FROM LAST VERSION

LATER SYRO-HITTITE



900 TO 700 BCE

HISTORICAL NOTES

This list covers the Aramaean and Neo-Hittite successor kingdoms of Syria and Cilicia. These states fell to the onslaught of Assyria and Urartu.

TROOP NOTES

During the ninth and eighth centuries BCE 3 and 4 crew chariots were introduced, probably drawn by 4 horses. 2 crew chariots also seem to have been used. Cavalry equipped with spears and mounted archers were used. Camelry were adopted by some states. Infantry used round shields and spears. Archers were also used.

HISTORICAL ENEMIES

Middle Assyrian; Philistine; Hebrew; Early Arab; Later Syro-Hittite; Early Neo-Assyrian Empire; Early Urartian; Phrygian; Later Hebrew; Urartian; Neo-Assyrian Empire

LATER SYRO-HITTITE



1	1 Any Instinctive 0-1 Any Instinctive			DATES		900 BCE to 700 BCE			
0-1			TERRAIN		Coastal, Plains, Mountains				
s 1-3	Any Instinctive			САМР		Unfortified; Poor or Av	verage		
ТүрЕ									
TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min		
FORMATION	PROTECTION	Weaponry	Melee Weaponry	Characteristics	PTS	Characteristics	Max	UG Size	
CHARIOTS	Superior	Experienced			122		8	4,6	
Formed Loose	Protected	Bow		-	155	-	24	4,0	
CHARIOTS	Superior	Experienced	Short Spear	-	1.47	Melee Expert (32),		4,6	
Formed Loose	Protected	Bow			147	Shoot & Charge (14)	Up to half		
CHARIOTS	Superior	Experienced	Short Spear		- 147	Melee Expert (32),	Half	4,6	
Formed Loose	Protected	Bow		-		Shoot & Charge (14)	All	4,0	
CHARIOTS	Superior	Experienced	Short Spear	Melee Expert 180	190	Shoot & Charge (14)	0	4,6	
Formed Loose	Protected	Bow			100		6	4,0	
CAVALRY	Average	+	Short Spear	- 90	90		0	4,6	
Formed Loose	Protected	-			-	6	4,0		
CAVALRY	Average	Experienced			97	-	0	4,6	
Formed Loose	Unprotected	Bow		-	07		6	- 4,0	
CAMELRY	Average	Experienced			0.1	Dismountable (3)	0	4,6	
Tribal Loose	Unprotected	Bow		-	04		6	- 4,0	
INFANTRY	Superior	-	Chart Crans		0.4		0	6,8	
Formed Loose	Protected	-	Short Spear	-	94	-	8	0,0	
INFANTRY	Average	-	Short Speer		67	-	0	6,8	
Formed Loose	Protected	-	SHOIL Speal	-	07		18	0,0	
INFANTRY	Average	-	Chart Char		57		12	6.8.9	
	TYPE TRAINING AND FORMATION CHARIOTS Formed Loose CHARIOTS Formed Loose CHARIOTS Formed Loose CHARIOTS Formed Loose CAVALRY Formed Loose CAVALRY Formed Loose CAMELRY Tribal Loose INFANTRY Formed Loose INFANTRY Formed Loose	TYPE TRAINING AND CHARIOTS Formed Loose CHARIOTS Superior Formed Loose Protected CAVALRY Average Formed Loose CAVALRY Formed Loose CAMELRY Tribal Loose Unprotected INFANTRY Superior Formed Loose Protected INFANTRY Average Formed Loose Protected INFANTRY Formed Loose Protected Protected Protected INFANTRY Average Formed Loose Protected Protected INFANTRY Average Protected	O-1 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY CHARIOTS Superior Experienced Formed Loose Protected Bow CAVALRY Average - Formed Loose Protected Bow CAVALRY Average Formed Loose Protected CAVALRY Average Experienced Formed Loose Unprotected Bow CAMELRY Average Experienced Tribal Loose Unprotected Bow INFANTRY Superior - Formed Loose Protected - INFANTRY Average - INFANTRY Average - Formed Loose Protected -	O-1 Any Instinctive	O-1 Any Instinctive CAMP	O-1 Any Instinctive Terrain	O-1 Any Instinctive I-3 Any Instinctive	1-3 Any Instinctive TERRAIN Castal, Plains, Mount-try	

Militia spearmen

Tribal Loose

Protected

Short Spear

57

LATER SYRO-HITTITE



Archers	INFANTRY	Average	Experienced		48	Combat Shy (-14)	0	60
	Tribal Loose	Unprotected	Bow				24	6,8
Skirmishers	INFANTRY	Average	Experienced	- Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow	- Combat Sny	40		18	
Slingers	INFANTRY	Average	Experienced	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling	- Combat Shy			27	0,9

ALLIES

Israelite allies - Hebrew (before 800 BCE)

Israelite allies - Later Hebrew (from 800 to 722 BCE)

Phoenician allies (from 900 to 722 BCE)

Notes

Arab camelry dismount as the equivalent infantry.

Only one external ally may be chosen.

CHANGES FROM LAST VERSION

CHALDEAN BABYLONIAN



900 TO 627 BCE

HISTORICAL NOTES

Adad-nirani II of Assyria twice attacked and defeated Shamash-mudaamiq of Babylon. For nearly 300 years Babylon was dominated by the Assyrians. The Assyrians forced Babylon into vassalage. On occasion Assyrian kings ruled Babylon directly. In 780 BCE Babylon was seized by the Chaldeans, but the Babylonian king Nabonaasar overthrew the Chaldean usurpers in 748 BCE. With the accession of Tiglath-Pilaser III Babylon came under renewed attack, sacked and reduced to vassalage. In 729 BCE Babylon was ruled directly. In 721 BCE the Babylonians revolted under a Chaldean leader with Elamite support. Sennacherib sacked Babylon after it was seized by an Elamite king. A puppet king was overthrown with Elamite support forcing the Assyrian king Esarhaddon to rule Babylon personally. Brutal Assyrian civil wars led to the Babylonian ruler Nabopolassar founding the Neo-Babylonian empire.

TROOP NOTES

Babylonian troops were influenced by Assyria but mostly consisted of Aramean and Chaldean troops.

HISTORICAL ENEMIES

Early Arab; Mannaian; Later Elamite; Early Neo-Assyrian Empire; Neo-Assyrian Empire

CHALDEAN BABYLONIAN

DATES

Combat Shy

40

1 Any Instinctive

Average

Unprotected



0

18

900 BCE to 627 BCE

SUB-GENERALS 0-2		2 Any Instinctive			TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERA	Internal Allied Generals 0-2		Any Instinctive			САМР		Unfortified or Mobile; Poor or Average		
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots	CHARIO	TS	Superior	Experienced		-	133	-	4	4,6
Citations	Formed Lo	ose	Protected	Bow					12	
Upgrade chariots with three	CHARIO	ΓS	Superior	Experienced	Short Spear	-	147	Melee Expert (32),		4,6
crew	Formed Lo	ose	Protected	Bow			17/	Shoot & Charge (14)	Any	
Chaldean or Aramean	CAVALR	Y	Average	-	Short Spear	- 90	90	-	0	4,6
cavalry	Formed Lo	ose	Protected	-			70		8	
Guard infantry	INFANTF	Υ	Superior	-	Short Spear	-	94	-	0	6,8
	Formed Lo	ose	Protected	-					8	
Archers	INFANTF	Υ	Average	Experienced	_	-	48	Combat Shy (-14)	24	6,8
	Tribal Loc	se	Unprotected	Bow				Comoat sily (-14)	96	0,0
Lorn	INFANTF	Ϋ́	Poor	-	Short Space		00		0	8,9,10
Levy	Tribal Loc	se	Unprotected	-	Short Spear	- 23	23	-	30	- 0,9,10

Experienced

Bow

ALLIES

Skirmishers

ARMY COMMANDER

Elamite allies - Later Elamite (from 890 to 640 BCE)

INFANTRY

Skirmisher

CHANGES FROM LAST VERSION

LATER VEDIC INDIAN



900 TO 530 BCE

HISTORICAL NOTES

The Kuru kingdom declined after its defeat by the non-Vedic Salva tribe. The political centre of Vedic culture shifted east, into the Panchala kingdom on the Ganges. By 600 BCE the Videha kingdom became one of the major political and cultural centres. Towards the end of the Vedic period Videha appears to have been part of the Vriji confederation and absorbed in the Magadha empire.

TROOP NOTES

Vedic troops don't appear to have changed greatly from earlier periods. Elephants were used to link the mounted troops on the flanks to the infantry in the centre.

HISTORICAL ENEMIES

Later Vedic Indian; Early Scythian or Saka; Achaemenid Persian - Royal Army

LATER VEDIC INDIAN



ARMY COMMANDER	1	Any Instinctive	DATES	900 BCE to 530 BCE
SUB-GENERALS	0-1	Any Instinctive (before 600 BCE, 0-3 from 600 BCE)	TERRAIN	Plains, Coastal, Jungle
Internal Allied Generals	0-2	Any Instinctive	САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Elephants	ELEPHANTS	Average	-		Shove	240		0	2,3,4
Elephants	Tribal Loose	Protected	-	<u>-</u>	SHOVE	240	_	4	2,0,4
Heroic charioteers	CHARIOTS	Superior	Experienced	_		133	Dismountable (7)	8	4,6
	Formed Loose	Protected	Bow		-	100		24	- 4,0
Swordsmen	INFANTRY	Average	-	_	Melee Expert	81	-	0	6,8
	Formed Close	Protected	-					12	
Archers	INFANTRY	Average	Experienced	_		48	Combat Shy (-14)	16	6,8
AICHEIS	Tribal Loose	Unprotected	Bow		-	40		72	
Followers	INFANTRY	Poor	-	_		22	-	0	8,9,10
I.OHOME12	Tribal Close	Unprotected	-		-	44		20	
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40	-	0	6,9
Skirmisners	Skirmisher	Unprotected	Bow		Combat sily	40		12	0,9
Clingora	INFANTRY	Average	Experienced		Combat Shy	35	-	0	6,9
Slingers	Skirmisher	Unprotected	Sling	- Comb	Combat sily	33		9	

NOTES

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

CHANGES FROM LAST VERSION

LATER ELAMITE



890 TO 539 BCE

HISTORICAL NOTES

During this period Elam was generally allied with Babylon and helped to resist Assyrian influence. The Elamites were defeated by Sargon II and later by his son Sennacherib. Elamite attacks on Assyria and Babylon were defeated and civil war further weakened the kingdom. In 640 BCE the Assyrian Ashurbanipal captured Elam and annexed the country. Elam remained fragmented among different small kingdoms until captured by the Medes by 587 BCE.

TROOP NOTES

Elam continued to rely on its archery. Kallapani were troops on fast carts, each cart carrying several archers to support true chariots or cavalry. Chariots were pulled by mule-type horses. Cavalry were unarmoured, carrying a bow, spear and sword. Ashurbanipal records that in defeating the Elamites he carried off men of the bow and the shield. The Persians may have acquired the concept of Sparabara from the Elamites.

HISTORICAL ENEMIES

Chaldean Babylonian; Early Neo-Assyrian Empire; Early Iranian; Neo-Assyrian Empire; Later Sargonid Assyrian; Neo-Babylonian Empire

LATER ELAMITE



ARMY COMMANDER		1 Any Instinctive			DATES		890 BCE to 539 BCE		
SUB-GENERALS	0	-1 Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Gener	ALS 0	-2 Any Instinctive			Самр		Unfortified or Mobile;	Poor or Ave	erage
	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
4-horse chariots (from 740	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	138	Shoot & Charge (10)	0	4,6
BCE)	Formed Loose	Protected	Bow	Short spear	Meiee Expert	150	SHOOL & CHarge (10)	6	4,0
2-horse chariots	CHARIOTS	Superior	Experienced			133		0	4,6
2-noise charlots	Formed Loose	Protected	Bow	-	-	133	-	6	4,0
Elemite anyelmy	CAVALRY	Average	Experienced			94		0	4,6
Elamite cavalry	Formed Flexibl	le Unprotected	Bow	-	-	94	-	12	4,0
Archers riding kallapani	INFANTRY	Average	Experienced		Dismountable	61		8	4,6
chariots	Formed Loose	Unprotected	Bow	-	Dismountable	01	-	24	4,0
ARCHERS BEHIND LONG-S	HIELD SPEARME	n (from 660 BCE)	1/2 front rank a	ND $1/2$ REAR RAN	ıĸ				
Enant was least as least	INFANTRY	Average	Experienced		Pavise	69	C = m=1==+ C1== (1 1)	0	6,8
Front rank sparabara	Formed Flexibl	le Unprotected	Bow	-	ravise	09	Combat Shy (-14)	16	0,8
Rear rank archers	INFANTRY	Average	Experienced		Pavise	62	Combat Shy (-14)	=	0
Near rank archers	Formed Loose	Unprotected	Bow	-	ravise	02	Combat Sily (-14)	=	0
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	16	6,8
Archers	Formed Loose	Unprotected	Bow	-	-	54	Compat Sny (-14)	80	0,8
Cmanana	INFANTRY	Average	-	Chart Char		57		0	6,8,9
Spearmen	Tribal Loose	Protected	-	Short Spear	-	3/	-	9	0,8,9
Claimaigh and	INFANTRY	Average	Experienced		CombetChe	40		0	6.0
Skirmishers	Skirmisher	Unprotected	Bow	-	Combat Shy	40	-	27	6,9

LATER ELAMITE



ALLIES

Babylonian allies - Chaldean Babylonian (before 626 BCE) Babylonian allies - Neo-Babylonian Empire (from 626 BCE)

Arab allies - Early Arab

Notes

Only one external ally may be taken.

The minima and maxima for archers and spearmen represents the total of front rank sparabara. An equal number of rear rank archers must be taken.

CHANGES FROM LAST VERSION

EARLY NEO-ASSYRIAN EMPIRE



883 TO 745 BCE

HISTORICAL NOTES

After the death of Tiglath-Pileser I in 1076 BCE, Assyria was in comparative decline for the next 150 years. Beginning with the campaigns of Adad-nirari II, Assyria again became a great power. The next king, Ashurnasirpal II (883 to 859 BCE), embarked on a vast program of expansion. Ashurnasirpal II introduced a policy of mass deportation of conquered people which was followed by his successors. Ashurnasirpal's son, Shalmaneser III ruled for 35 years. He fought against Urartu and then marched an army against an alliance of Aramean states headed by Hadadezer of Damascus and including Ahab, king of Israel, at the Battle of Qarqar in 853 BCE. Shalmaneser took the neo Hittite state of Carchemish in 849 BCE, and in 842 BCE, marched an army against Hazael, King of Damascus, besieging the city and forcing tribute, but not taking it. In 841 BCE, he also brought under tribute Jehu of Israel, and the Phoenician states of Tyre, and Sidon.

The last four years of Shalmaneser's life were disturbed by the rebellion of his eldest son Ashur-nadin-aplu. This was quashed with difficulty by Shamshi-Adad V, Shalmaneser's second son, who succeeded him upon his death in 824 BCE. The long and bitter civil war had allowed the Babylonians to the south, the Medes, Mannaians, the Persians, the Arameans, and the Syro-Hittites in the west to largely shake off Assyrian rule. During this period, Urartu took the opportunity to reassert its influence on the region. Assyrian fortunes were recovered by Adad-nirari III (806 BCE to 783 BCE) before Assyria entered a period of stagnation before the ascent of Tiglath-Pileser III in 745 BCE.

TROOP NOTES

Assyrian armies of this period were a development from earlier periods. The army consisted of a chariotry provided by a land-owning nobility and some regular elite chariotry of the king. Cavalry developed out of the chariotry and in this period appears to have operated in pairs consisting of a mounted archer and a mounted spearman. Infantry consisted of better trained regular infantry supported by conscripted peasants. Light troops were supplied by conquered regions.

HISTORICAL ENEMIES

Philistine; Hebrew; Phoenician; Early Arab; Mannaian; Libyan Egyptian; Later Syro-Hittite; Chaldean Babylonian; Later Elamite; Early Urartian; Phrygian; Early Iranian; Later Hebrew

EARLY NEO-ASSYRIAN EMPIRE



ARMY COMMANDER	1	Any Professional			DATES		883 BCE to 745 BCE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Genera	ALS				САМР		Unfortified or Fortified	; Poor or Ave	rage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT@RY	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Palace chariots	CHARIOTS	Exceptional	Skilled			206		0	4,6
i alace cliallots	Drilled Loose	Protected	Bow	-	-	200	-	6	4,0
Sha shepe chariots	CHARIOTS	Superior	Skilled			182		8	4,6
Sha shepe chanots	Drilled Loose	Protected	Bow	-	-	102	-	16	4,0
Upgrade chariots to 3-crew	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)		4,6
	Drilled Loose	Protected	Bow	Short Spear	Melec Expert	1/4	Silout & Charge (14)	Up to half	4,0
Cavalry	CAVALRY	Average	Unskilled	Short Spear		104		4	4,6
Cavany	Formed Loose	Protected	Bow	Short Spear	_	104		6	4,0
Ashsharittu or huradu	INFANTRY	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	8	6,8
Asiisiiaittu Oi iiuiauu	Drilled Close	Protected	-	Short Spear	integral shooters	00	Meice Expert (10)	24	0,0
Hupshu or sabe	INFANTRY	Average	-	Short Spear	Integral Shooters	63		0	6,8,9
Trupsilu of sabe	Tribal Loose	Protected	-	Short Spear	integral shooters	00		48	0,0,7
Levy	INFANTRY	Poor	-	Short Spear		23		0	8,9,10
Levy	Tribal Loose	Unprotected	-	Short Spear	_	20		10	0,7,10
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
Auchers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	16	0,0
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow		Combat Sily	40		18	0,2
Slingers	INFANTRY	Average	Experienced		Combat Shy	35	_	0	6,9
	Skirmisher	Unprotected	Sling	-	Compatibility	50	-	18	0,2

EARLY NEO-ASSYRIAN EMPIRE



ALLIES

Aramean or Neo-Hittite allies - Later Syro-Hittite

CHANGES FROM LAST VERSION

EARLY URARTIAN



860 TO 747 BCE

HISTORICAL NOTES

Urartu was a kingdom centred on Lake Van in the Armenian Highlands. It is mentioned as early as 1274 BCE as one of the states of Nairi, a loose confederation of small kingdoms. It emerges in the mid-ninth century as a powerful rival of Assyria which lay to the south. Urartu expanded whenever Assyria was under weak rulers or fighting civil wars. It reached its greatest extent in the mid-eighth century when it encompassed present-day Armenia and the southern part of present-day Georgia and the sources of both the Euphrates and Tigris.

TROOP NOTES

The Assyrians prized the Urartian horses. Urartian chariots were similar to Assyrian designs but lighter with only 2 horses and 2 crew. Urartian cavalry were the strength of the army. Infantry were spearmen equipped with round shields and helmets.

HISTORICAL ENEMIES

Mannaian; Later Syro-Hittite; Early Neo-Assyrian Empire; Phrygian; Early Iranian

EARLY URARTIAN



120

0

10

36

18

8,9,10

6.9

6.9

23

40

25

Combat Shy

Combat Shy

ARMY COMMANDER		1	Any Instinctive			DATES		860 BCE to 747 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Mountains		
INTERNAL ALLIED GENERAL	s	0-2	Provincial generals	Any Instinctive		САМР		Unfortified or Mobile;	Poor or Ave	erage
	ТүрЕ									
	TRAINING A	NĐ	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Chariots	CHARIO	ΓS	Superior	Experienced			133		4	4,6
Charlots	Formed Lo	ose	Protected	Bow	-	-	100	-	10	4,0
Cavalry	CAVALR	Y	Average	-	Short Spear		90		4	4,6
Lavally	Formed Lo	ose	Protected	-	Short spear	-	90		16	4,0
Spearmen	INFANTE	Y	Average	-	Short Spear		67		16	6,8,9
Shearmen	г		D 1		Siloit Spear	-	07	-	100	- 0,0,9

Experienced

Bow

Experienced

Javelin

Short Spear

ALLIES

Iavelinmen

Levied troops

Skirmishers

Musasirian allies - Mannaian

Neo-Hittite and Arameaean allies - Later Syro-Hittite

Formed Loose

INFANTRY

Tribal Loose

INFANTRY

Skirmisher

INFANTRY

Skirmisher

Protected

Poor

Unprotected

Average

Unprotected

Average

Unprotected

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

PHRYGIAN



850 TO 676 BCE

HISTORICAL NOTES

During the 8th century BCE, the Phrygian kingdom with its capital at Gordium in the upper Sakarya River valley expanded into an empire dominating most of central and western Anatolia and encroaching upon the larger Assyrian Empire to its southeast and the kingdom of Urartu to the northeast. Midas may have been a king of Phrygia. The Phrygian kingdom was overwhelmed by Cimmerian invaders in the seventh century BCE.

TROOP NOTES

Little is known about Phrygian armies. They appear to have consisted of chariotry, cavalry, spearmen and archers similar to neighbouring states.

HISTORICAL ENEMIES

Dark Age Greek; Mannaian; Later Syro-Hittite; Early Neo-Assyrian Empire; Early Urartian; Cimmerian; Urartian; Neo-Assyrian Empire; Lydian; Later Sargonid Assyrian

PHRYGIAN



ARMY COMMANDER		1	Any Instinctive			DATES		850 BCE to 676 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERA	ALS	0-3	Any Instinctive			САМР		Unfortified or Mobile; I	Poor or Ave	erage
	ТүрЕ									
	TRAINING	AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	FORMATION	9N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Phrygian chariots	CHARIO	TS	Superior	Experienced	Short Spear	_	124	_	0	4,6
Tinygian chanous	Formed Lo	ose	Protected	Javelin	onore opear		121		12	1,0
Upgrade chariots (from 750	CHARIO	TS	Superior	Experienced	Short Spear	Melee Expert	157	Shoot & Charge (14)		4,6
BCE)	Formed Lo	ose	Protected	Javelin	Bilore Spear	Iviciee Expert	107	Shoot & Charge (11)	Any	1,0
Cavalry	CAVALE	RΥ	Average	-	Short Spear	<u>.</u>	90	<u>_</u>	6	4,6
Cavany	Formed Lo	ose	Protected	-	Short Spear		70		12	7,0
Spearmen	INFANT	RY	Average	Unskilled	Short Spear	<u>_</u>	60	Shoot & Charge (6)	36	6,8,9
Spearmen	Tribal Lo	ose	Protected	Javelin	Short Spear	_		Shoot & Charge (0)	100	0,0,>
Light cavalry	CAVALE	RΥ	Average	Experienced	_	_	47	Cantabrian (16),	0	4,6
Light cavalry	Skirmish	er	Unprotected	Javelin	_		77	Combat Shy (-4)	6	7,0
Archers	INFANT	RY	Average	Experienced		Combat Shy	40		0	6,9
Attitles	Skirmish	.er	Unprotected	Bow	-	Combat Sily	40	-	27	0,9
Slingers	INFANT	RY	Average	Experienced		Combat Shy	35		0	6,9
Simgers	Skirmish	.er	Unprotected	Sling	-	Combat sny	30	-	18	0,9
Javelinmen	INFANT:	RY	Average	Experienced		Combat Shy	25		0	6,9
Javenninen	Skirmish	.er	Unprotected	Javelin	- 	Combat sily	20	<u>-</u>	27	0,9
ALLIES										

ALLIES

Cimmerian allies (from 750 BCE)

Urartian allies - Early Urartian (before 746 BCE)

Urartian allies - Urartian (from 746 BCE)

PHRYGIAN



Notes

Only one external ally may be taken.

CHANGES FROM LAST VERSION

EARLY IRANIAN



836 TO 550 BCE

HISTORICAL NOTES

This list covers the early Iranian states including the Medes, Zikirtu, Andia and Parsua. According to Herodotus, Median spearmen, archers and cavalry originally fought intermixed. Parsua was influenced by neighbouring Elam.

TROOP NOTES

The cavalry were influenced by the Cimmerians and Scythians.

HISTORICAL ENEMIES

Later Elamite; Early Neo-Assyrian Empire; Early Urartian; Cimmerian; Urartian; Neo-Assyrian Empire; Later Sargonid Assyrian; Neo-Babylonian Empire; Median Empire; Early Scythian or Saka

EARLY IRANIAN



6.9

ARMY COMMANDER		Any Instinctive			DATES		836 BCE to 550 BCE		
SUB-GENERALS	0-	-2 Any Instinctive			TERRAIN		Plains, Mountains		,
INTERNAL ALLIED GEN	erals 0	-2 Any Instinctive			САМР		Flexible; Poor or Avera	age	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Nobles and followers	CAVALRY	Superior	Experienced			147	Melee Expert (32)	0	4,6
ryoules and followers	Formed Loose	Protected	Bow	-	-	147	Melee Expert (32)	6	4,0
Horse archers	CAVALRY	Average	Experienced			94		6	4,6
1 1015E dictiets	Formed Flexible	Unprotected	Bow	-	-	24	-	24	4,0
Upgrade horse archers	CAVALRY	Average	Skilled			129			4,6
Opgrade noise archers	Formed Flexible	Unprotected	Bow	-	-	129	-	Up to half	4,0
Charman	INFANTRY	Average	-	Short Spear		57		12	6,8,9
Spearmen	Tribal Loose	Protected	-	Short spear	-	37	- -	72	0,0,9
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	12	6.8
1 MCHC19	T.::11 I	T.T.,	D	-		40	Compat Sity (-14)	70	6,8

Combat Shy

40

Bow

Experienced

Bow

ALLIES

Skirmishers

Cimmerian allies (from 750 to 630 BCE)

Scythian allies - Early Scythian or Saka (from 680 BCE)

Tribal Loose

INFANTRY

Skirmisher

Mannaian allies (from 669 to 610 BCE)

Notes

Spearmen and archers may be combined in a TuG of 6 or 9 comprising front rank spearmen and 2 rear ranks of archers.

Unprotected

Average

Unprotected

Cimmerian and Scythian allies may not be taken together.

CHANGES FROM LAST VERSION

LATER HEBREW



800 TO 586 BCE

HISTORICAL NOTES

The northern kingdom of Israel was conquered by Shalmaneser V in 722 BCE. The southern kingdom of Judah with its capital at Jerusalem was conquered by Nebuchadnezzar II of Babylon in 586 BCE.

TROOP NOTES

Israel appears as a significant chariot power. Gibborim were a military caste descended from David's palace guard.

HISTORICAL ENEMIES

Philistine; Early Arab; Libyan Egyptian; Later Syro-Hittite; Early Neo-Assyrian Empire; Neo-Assyrian Empire; Kushite Egyptian; Later Sargonid Assyrian; Saitic Egyptian; Neo-Babylonian Empire

LATER HEBREW



ARMY COMMANDER		1	Any Instinctive			DATES		800 BCE to 586 BCE		
Sub-Generals		0-3	Any Instinctive			TERRAIN		Mountains		
Internal Allied Gener	ALS					Самр		Unfortified; Poor or Ave	erage	
	ТүрЕ									
	TRAINING AN	ND .	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min	
Name	Formation	ī	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
ISRAEL (FROM 800 TO 72	2 BCE)									
3-crew chariots	CHARIOT	S	Superior	Experienced	Short Spear		147	Melee Expert (32),	8	4,6
5-crew chanots	Formed Loo	se	Protected	Bow	Short spear	-	14/	Shoot & Charge (14)	20	4,0
JUDAH										
3-crew chariots	CHARIOT	S	Superior	Experienced	Chart Crass		147	Melee Expert (32),	4	4,6
5-crew chanots	Formed Loo	se	Protected	Bow	Short Spear	-	14/	Shoot & Charge (14)	12	4,0
Regrade chariots (from 702	CHARIOT	S	Superior	Experienced	Short Spear	Melee Expert	180	Shoot & Charge (14)	4	4,6
BCE)	Formed Loo	se	Protected	Bow	31101t Spear	Melee Expert	100	SHOOL & Charge (14)	All	4,0
Gibborim (not Israel)	INFANTR'	Y	Average	-	Short Spear	Melee Expert	83		6	6,8
Globoliii (iiot isiaei)	Formed Loo	se	Protected	-	Short spear	Melee Expert	00	- '	12	
Spearmen	INFANTR	Y	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	16	6,8,9
Speamen	Tribal Loos	e	Protected	Javelin	Short Spear		00	Shoot & Charge (0)	90	0,0,7
Archers	INFANTR'		Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8
7 Hellels	Tribal Loos		Unprotected	Bow			40	Combat Sily (-14)	16	0,0
Skirmishers	INFANTRY		Average	Experienced	_	Combat Shy	40	_	0	6,9
CIMILIDATELO	Skirmishe		Unprotected	Bow			10		27	0,2
Slingers	INFANTRY		Average	Experienced		Combat Shy	35	_	0	6,9
	Skirmishe	r	Unprotected	Sling		Collidations			18	

LATER HEBREW



ALLIES

Philistine allies (from 715 to 688 BCE)

Egyptian allies - Kushite Egyptian (from 715 to 688 BCE)

Phoenician allies (from 702 to 688 BCE)

Egyptian allies - Saitic Egyptian (from 608 to 605 BCE and 601 to 599 BCE)

Notes

Philistine and Egyptian allies may be used together. No other external allies may be used together.

CHANGES FROM LAST VERSION

CIMMERIAN



750 TO 630 BCE

HISTORICAL NOTES

The Cimmerians probably originated on the Pontic Steppe and invaded Anatolia by crossing the Caucasus. They are first mentioned in Assyrian annals in 714 BCE when they assisted Sargon II to defeat the kingdom of Urartu. They also seemed to have occupied Mannaian territory. In around 696 or 695 BCE they conquered Phrygia. In 679 BCE they invaded Assyrian territory but were defeated by Esarhaddon of Assyria. They were defeated again by Ashurbanipal. In 654 or 652 BCE they invaded Lydia killing the Lydian king Gyges. Ten years later they captured Sardis and raided some of the Greek cities in Ionia. Their success was short-lived and they were expelled by Alyathes II. This defeat marked the end of Cimmerian power.

TROOP NOTES

The Cimmerians were a classic horse archer army with a best equipped nobility.

HISTORICAL ENEMIES

Dark Age Greek; Mannaian; Phrygian; Early Iranian; Urartian; Neo-Assyrian Empire; Lydian; Later Sargonid Assyrian; Early Scythian or Saka; Thracian Lowland Tribes

CIMMERIAN



ARMY COMMANDER	1	Any Instinctive	DATES	750 BCE to 630 BCE
Sub-Generals	0-3	Any Instinctive	Terrain	Plains
Internal Allied Generals			Самр	Mobile; 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
Nobles and followers	CAVALRY	Superior	Experienced			147	Melee Expert (32)	0	4,6
1400les alla lollowels	Formed Loose	Protected	Bow		_	147	Tviciec Expert (02)	12	-1, 0
Horse archers	CAVALRY	Average	Experienced			94		12	4,6
Proise archers	Formed Flexible	Unprotected	Bow	-	-	7 4	-	60	4,0
Upgrade horse archers	CAVALRY	Average	Skilled			129			4,6
Opgrade noise archers	Formed Flexible	Unprotected	Bow	-	-	149	-	Up to half	4,0
Foot archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	6,8
root archers	Tribal Loose	Unprotected	Bow	-	-	30	Combat Sily (-9)	36	0,0
East anarman	INFANTRY	Poor	Experienced	Short Spear		41		0	6,8,9
Foot spearmen	Tribal Loose	Protected	Javelin	- Short spear	-	41	-	18	0,0,9
Light horse archers	CAVALRY	Average	Experienced			57	Combat Shy (-4)	0	4,6
Light horse archers	Skirmisher	Unprotected	Bow	-	-	37	Combat Sily (-4)	12	4,0
Archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
VICITEIS	Skirmisher	Unprotected	Bow		Compat sily	40	-	18	0,9
Clingara	INFANTRY	Average	Experienced		Combat Shir	35		0	6,9
Slingers	Skirmisher	Unprotected	Sling		Combat Shy	30	-	9	0,9

ALLIES

Thracian allies - Thracian Lowland Tribes (from 680 to 675 BCE)

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

URARTIAN



746 TO 585 BCE

HISTORICAL NOTES

In 714 BCE, the Urartu kingdom suffered heavily from Cimmerian raids and the campaigns of Sargon II. The main temple at Mushashir was sacked, and the Urartian king Rusa I was crushingly defeated by Sargon II at Lake Urmia. Rusa's son Argishti II (714 to 685 BCE) restored Urartu's position against the Cimmerians, however it was no longer a threat to Assyria and peace was made with the new king of Assyria Sennacherib in 705 BCE. This in turn helped Urartu enter a long period of development and prosperity, which continued through the reign of Argishti's son Rusa II (685 to 645 BCE).

After Rusa II, however, the Urartu grew weaker under constant attacks from Cimmerian and Scythian invaders. Late during the 7th century BCE, Urartu was invaded by Scythians and Medes. In 612 BCE, the Median king Cyaxares the Great together with Nabopolassar of Babylon and the Scythians conquered Assyria after it had been badly weakened by civil war. The Medes then took over the Urartian capital of Van towards 585 BCE, effectively ending the sovereignty of Urartu.

TROOP NOTES

Urartian armies may have been influenced by fighting the Cimmerians. Urartian chariots may have had 4 horses but seem to have kept only 2 crew.

HISTORICAL ENEMIES

Mannaian; Later Syro-Hittite; Phrygian; Early Iranian; Cimmerian; Neo-Assyrian Empire; Later Sargonid Assyrian; Neo-Babylonian Empire; Median Empire; Early Scythian or Saka

URARTIAN



ARMY COMMANDER	2	Any Instinctive			DATES		746 BCE to 585 BCE		
SUB-GENERALS	0-	2 Any Instinctive			TERRAIN		Mountains		
INTERNAL ALLIED GENER	ALS 0	2 Provincial generals -	Any Instinctive		САМР		Unfortified or Mobile;	Poor or Ave	erage
	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
Royal army 2-crew chariots	CHARIOTS	Superior	Experienced			133		0	4,6
Royal allily 2-crew challots	Formed Loose	Protected	Bow	<u>-</u>	-	133	-	12	4,0
Royal army cavalry	CAVALRY	Average	Experienced	Short Spear		135	Melee Expert (23)	4	4,6
Royal allily Cavally	Drilled Loose	Protected	Bow	Short Spear	-	130	Meiee Expert (23)	6	4,0
Provincial cavalry	CAVALRY	Average	-	Short Spear		90		0	4,6
1 TOVITICIAL CAVAILY	Formed Loose	Protected	-	Short Spear	-	90	-	12	4,0
Regrade provincial cavalry	CAVALRY	Average	Experienced			87		0	4,6
Regrade provincial cavally	Formed Loose	Unprotected	Bow	<u>-</u>	-	07	-	6	4,0
Cimmerian mercenaries	CAVALRY	Average	Experienced			94		0	4,6
Chillinerian mercenanes	Formed Flexible	Unprotected	Bow	<u>-</u>	-	7 4	-	12	4,0
David American common	INFANTRY	Average	-	Short Spear		72		16	6,8
Royal Army spearmen	Drilled Loose	Protected	-	Short Spear	-	12	-	48	0,0
Charman	INFANTRY	Average	-	Short Spear		67		0	6,8,9
Spearmen	Formed Loose	Protected	-	Short Spear	-	07	-	72	0,0,9
Levied troops	INFANTRY	Poor	-	Short Spear		23		0	8,9,10
Levied doops	Tribal Loose	Unprotected	-	Short Spear	-	23	-	10	0,9,10
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	<u>-</u>	Compatibily	40	-	36	U,7
Javelinmen	INFANTRY	Average	Experienced		Combat Shy	25		0	6,9
Javemilleli	Skirmisher	Unprotected	Javelin	<u>-</u>	Compatibily	20	-	18	0,5

URARTIAN



ALLIES

Musasirian allies - Mannaian (from 746 to 619 BCE)

Neo-Hittite and Arameaean allies - Later Syro-Hittite (before 729 BCE)

Median allies - Early Iranian (from 714 to 621 BCE)

Median allies - Median Empire (from 620 to 585 BCE)

Cimmerian allies (from 680 to 640 BCE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

NEO-ASSYRIAN EMPIRE



745 TO 681 BCE

HISTORICAL NOTES

When Tiglath-Pileser III ascended the throne civil war and pestilence were devastating the country. He invaded Babylonia and defeated its king Nabonassar. After subjecting Babylon to tribute, defeating Urartu and conquering the Medes, Persians and Neo-Hittites, Tiglath-Pileser III directed his armies into Aramea, of which large swathes had regained independence, and the commercially successful Mediterranean seaports of Phoenicia. He took Arpad near Aleppo in 740 BCE after a siege of three years, and razed Hamath. Azariah, king of Judah had been an ally of the king of Hamath, and thus was compelled by Tiglath-Pileser to do him homage and pay yearly tribute. In 738 BCE, Tiglath-Pileser III occupied Philistia and invaded Israel, imposing on it a heavy tribute. At the instigation of the king of Judah he attacked Damascus and forced tribute from the Arabs. In 729 BCE he captured the Babylonian king and was crowned the King of Babylon. In 725 BCE he died and was succeeded by Shalmaneser V. King Hoshea of Israel suspended paying tribute, and allied himself with Egypt against Assyria in 725 BCE. This led Shalmaneser to invade Syria and besiege Samaria (capital city of Israel) for three years. Shalmaneser V died suddenly in 722 BCE, while laying siege to Samaria, and the throne was seized by Sargon II, the Turtanu (General) who quickly took Samaria and carried the people of Israel into captivity. Sargon II led a series of campaigns against Elam, Babylon, Carchemish, Media, Parsua, Mannaia and Urartu. As a result of his victories Cyprus gave allegiance and Phrygia offered friendship. In 705 BCE, Sargon was killed in battle while driving out the Cimmerians. He was succeeded by his son Sennacherib. In 701 BCE the Egyptians, Judah and Phoenicians formed an alliance against the Assyrians. Sennacherib defeated them. In 694 BCE he attacked Elam. In retaliation the Elamites installed a new ruler in Babylon. It took four years to retake the city which was then deliberately flooded by opening the canals. In 681 he was murdered by

TROOP NOTES

The conquered provinces were organized under an elaborate bureaucracy, with the king at the head. Each district payed a fixed tribute and provided a military contingent. The Assyrian forces at this time became a professional standing army.

HISTORICAL ENEMIES

Philistine; Phoenician; Early Arab; Mannaian; Libyan Egyptian; Later Syro-Hittite; Chaldean Babylonian; Later Elamite; Phrygian; Early Iranian; Later Hebrew; Cimmerian; Urartian; Kushite Egyptian; Lydian

NEO-ASSYRIAN EMPIRE



ARMY COMMANDER		1 Any Professional			DATES		745 BCE to 681 BCE		
SUB-GENERALS	0	-3 Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Genera	LS				Самр		Unfortified or Fortified;	Unfortified or Fortified; Poor or Av	
	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
Palace chariots	CHARIOTS	Exceptional	Experienced	Short Spear	Melee Expert	228	Shoot & Charge (17)	0	4,6
Talace charlots	Drilled Loose	Protected	Bow	Short Spear	Wielee Expert	220	Shoot & Charge (17)	6	4,0
Chariots	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	4	4,6
Charlots	Drilled Loose	Protected	Bow	Short Spear	Wielee Expert	174	Siloot & Charge (14)	12	4,0
Guard cavalry	CAVALRY	Superior	Experienced	Short Spear	_	175	_	0	4,6
Guard Cavarry	Drilled Loose	Protected	Bow	Short Spear	_	170	_	6	4,0
Cavalry	CAVALRY	Average	Experienced	Short Spear	_	135	<u>_</u>	4	4,6
Cavany	Drilled Loose	Protected	Bow	Short Spear	_	100	_	12	7,0
Kallapani - mounted infantry	INFANTRY	Superior	-	Short Spear	Melee Expert,	145	_	0	4,6
	Drilled Close	Protected	-	Short Spear	Dismountable	140	_	6	7,0
Guard infantry	INFANTRY	Superior	-	Short Spear	Melee Expert	131	_	0	4,6
	Drilled Close	Protected	-	51101t 5pcar	Tviciec Expert	101		6	4,0
Regular infantry	INFANTRY	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	6	6,8
	Drilled Close	Protected	-	Short Spear	micgiai bilooteis		Tviciee Expert (10)	12	0,0
King's men	INFANTRY	Average	-	Short Spear	Integral Shooters	63	_	6	6,8
	Tribal Loose	Protected	-	51101t 5pcar	integral bilooters			16	0,0
Levy	INFANTRY	Poor	-	Short Spear	_	23	_	0	8,9,10
Levy	Tribal Loose	Unprotected	-	Short Spear		20		50	0,7,10
Elamite archers (from 720	INFANTRY	Average	Experienced	_	_	54	Combat Shy (-14)	0	6,8
BCE)	Formed Loose	Unprotected	Bow			U 1	Controat only (-14)	8	0,0
Archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8
1 Hellelo	Tribal Loose	Unprotected	Bow			10	301110at 511y (14)	32	0,0

NEO-ASSYRIAN EMPIRE



Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
2KIIIIIISIICIS	Skirmisher	Unprotected	Bow	-	Combat sily	40	-	18	0,9
Clingora	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
Slingers	Skirmisher	Unprotected	Sling	<u>-</u>	Compat Sny	50	-	18	0,9
Involinmen	INFANTRY	Average	Experienced		Combat Shy	25		0	6.9
Javelinmen	Skirmisher	Unprotected	Javelin	-	- Combat Shy		-	9	0,9

ALLIES

Aramean or Neo-Hittite allies - Later Syro-Hittite (before 710 BCE)

Israelite vassal allies - Later Hebrew (from 741 BCE)

Arab vassal allies - Early Arab (from 741 BCE)

Mede vassal allies - Early Iranian (from 733 BCE)

Philistine vassal allies (from 731 BCE)

Egyptian vassal allies - Libyan Egyptian (from 731 to 721 BCE)

Mannaian vassal allies (from 719 BCE)

Phrygian allies (from 704 BCE)

Cypriot allies - Phoenician (from 703 BCE)

NOTES

Any number of vassal allies may be taken. Only one external ally not described as a vassal may be taken.

CHANGES FROM LAST VERSION

KUSHITE EGYPTIAN



732 TO 656 BCE

HISTORICAL NOTES

The Twenty-fifth dynasty of Egypt is also known as the Kushite Empire. The rulers originating in the Nubian Kingdom of Kush. They had been extending their influence into Egypt for twenty years when Piye invaded in 732 BCE and defeated the combined might of several native Egyptian rulers. Piye made various unsuccessful attempts to extend Egyptian influence. In 720 BCE he sent an army in support of a rebellion against Assyria but was defeated by Sargon II. Shabaka supported another uprising against the Assyrians but this was also defeated by Sargon II.

In 671 BCE Esarhaddon of Assyria, tired of attempts by Egypt to meddle, began an invasion. Taharqa was defeated, and Egypt conquered by Esarhaddon. Tarharqa fled to his Nubian homeland. Two years later he returned and seized control of Egypt as far north as Memphis. Ashurbanipal of Assyria sent a general with a small, well-trained army corps which easily defeated and ejected Taharqa from Egypt once and for all. A native Egyptian ruler, Psamtik I, was placed on the throne, as a vassal of Ashurbanipal of Assyria. He effectively united Egypt and when the Assyrian Empire began to tear itself apart was able to become independent.

TROOP NOTES

Kushite forces included archers, slingers, spearmen, chariotry and cavalry.

HISTORICAL ENEMIES

Early Libyan; Early Arab; Libyan Egyptian; Later Hebrew; Neo-Assyrian Empire; Later Sargonid Assyrian; Saitic Egyptian

KUSHITE EGYPTIAN



ARMY COMMANDER	1	Any Instinctive			DATES		732 BCE to 656 BCE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied Gener	RALS				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
Kushite chariots	CHARIOTS	Superior	Experienced			133		0	4,6
Kustitte Charlots	Formed Loose	Protected	Bow	-	-	100	-	8	4,0
Cavalry	CAVALRY	Average	-	Short Spear		90		4	4,6
Cavally	Formed Loose	Protected	-	31101t Spear	-	90	-	20	4,0
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	12	6,8
Auchers	Formed Loose	Unprotected	Bow	-	-	J 4	Combat Sily (-14)	48	
Best archers	INFANTRY	Average	Skilled			69	Combat Shy (-14)	0	6,8
Dest archers	Formed Loose	Unprotected	Bow		_	07	Combat Sily (-14)	8	0,0
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	0	6,8,9
Javeninien	Formed Loose	Protected	Javelin	Short Spear		70	SHOOL & Charge (0)	18	0,0,7
Nubian skirmishers	INFANTRY	Average	Skilled		Combat Shy	66		0	6,9
INUUIAII SKIIIIIISIIEIS	Skirmisher	Unprotected	Bow	-	Collidat Sily	00	-	9	0,9
Archers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9
1 11 11 11 11 11 11 11 11 11 11 11 11 1	Skirmisher	Unprotected	Bow	<u>-</u>		-1 0	<u>-</u>	27	
Slingers	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
Jiiigei 3	Skirmisher	Unprotected	Sling	-	Combat sily	50	-	18	\cup , \flat

Sling

Skirmisher

Unprotected

KUSHITE EGYPTIAN



FROM 727 TO 664 BCE AN	ND AN EGYPTIAN SU	UB-GENERAL IS TAKI	EN						
Egyptian chariots	CHARIOTS	Average	Skilled		_	150		0	4,6
	Drilled Loose	Protected	Bow			100		6	-1 ,0
Egyptian cavalry	CAVALRY	Average	-	Short Spear	_	90	_	0	4,6
	Formed Loose	Protected	-					6	- 4,0
Egyptian close fighters	INFANTRY	Poor	-	Short Spear	-	47	-	0	6,8
	Drilled Close	Protected	-					8	
Egyptian archers	INFANTRY	Poor	Experienced	_		41	Combat Shy (-9)	0	6,8
rgypuan archers	Drilled Loose	Unprotected	Bow	-	-	71		8	
FROM 727 TO 664 BCE AN	ND EGYPTIAN INFAI	NTRY ARE TAKEN							
Meshwesh militia settlers	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	6	6,8
iviesiiwesii iiiiiud setueis	Formed Close	Protected	-			00		24	- 0,8
Libu militia settlers	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	6	6,8
	Formed Loose	Protected	Javelin	Short Spear				12	0,0
Skirmishers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher	Unprotected	Bow					9	0,9

ALLIES

Libyan Egyptian allies (before 727 BCE)

Notes

An Egyptian sub-general cannot command Kushite troops. Kushite generals may command Egyptian troops.

CHANGES FROM LAST VERSION

Best archers formed.

LYDIAN



687 TO 540 BCE

HISTORICAL NOTES

Gyges of Lydia seized the throne in around 687 BCE by assassinating the previous ruler Candaules. He devoted himself to consolidating his kingdom and making it a military power. The capital was relocated from Hyde to Sardis. In around 654 BCE the Cimmerians invaded Lydia and sacked Sardis. Gyges was killed. At the start of the 6th century BCE the Lydians came into conflict with the Medes who had conquered Assyria. After a war that had been going on for five years, a battle between the Medes and Lydians ended abruptly due to a solar eclipse on 28 May 585 BCE. By the peace treaty, the river Halys was agreed to be the border between the two empires. In 546 BCE the Lydian empire ended when Croesus attacked the Persian Empire of Cyrus II and was defeated.

TROOP NOTES

The strength of the army was in its cavalry which was equipped with spears.

HISTORICAL ENEMIES

Dark Age Greek; Phrygian; Cimmerian; Neo-Assyrian Empire; Later Sargonid Assyrian; Neo-Babylonian Empire; Median Empire; Thracian Hill Tribes; Achaemenid Persian - Royal Army; Asiatic Greek

LYDIAN



ARMY COMMANDER 1		Any Instinctive	DATES		687 BCE to 540 BCE					
SUB-GENERALS	0-3	Any Instinctive		TERRAIN		Plains, Mountains				
Internal Allied Gener	Internal Allied Generals						Unfortified or Mobile; Poor or Average			
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
King's retainers	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32),	0	4,6	
	Formed Loose	Protected	-		Devastating Chargers	1-10	Dismountable (7)	6	4,∪	
Provinicial cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	8	4,6	
	Formed Loose	Protected	-				Dismountable (5)	18		
Scythian mercenaries	CAVALRY	Average	Experienced	_	-	94	-	0	4,6	
	Formed Flexible	Unprotected	Bow					6		
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	16	6,8,9	
•	Tribal Close	Protected	-					48	0,0,7	
Carian hoplites (from 665	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	0	6,8	
BCE)	Formed Close	Protected	-	Long open	bilove, biliela Gover		010 (2)	8	0,0	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	6,8,9	
	Tribal Loose	Protected	Javelin					18	0,0,7	
Bithynians or Thracians	INFANTRY	Average	Experienced	Short Spear	-	63	Shoot & Charge (6)	0	6,8,9	
	Tribal Loose	Protected	Javelin					9	0,0,5	
Phrygian or Paphlagonian	CAVALRY	Average	Experienced	_	_	47	Cantabrian (16),	0	4,6	
light horse	Skirmisher	Unprotected	Javelin			77	Combat Shy (-4)	12	1,0	
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40	<u>-</u>	0	6,9	
	Skirmisher	Unprotected	Bow					12	<u> </u>	
Slingers	INFANTRY	Average	Experienced	_	Combat Shy	35	-	0	6,9	
	Skirmisher	Unprotected	Sling					12	0,7	
Skirmishing javelinmen	INFANTRY	Average	Experienced	_	Combat Shy	25	_	0	6,9	
	Skirmisher	Unprotected	Javelin		Compatibility	<i>40</i>		27	0,7	

LYDIAN



ALLIES

Ionian Greek allies - Dark Age Greek (before 670 BCE) Ionian Greek allies - Asiatic Greek (from 670 BCE)

Notes

Lydian cavalry dismount as Formed Loose, Protected, Short Spear of equivalent quality.

CHANGES FROM LAST VERSION

LATER SARGONID ASSYRIAN



680 TO 609 BCE

HISTORICAL NOTES

In 681 BCE Sennacherib was succeeded by Esarhaddon. Esarhaddon had to defeat a rebellion south of Babylon instigated by the Elamites and Chaldeans. In 679 BCE he had to drive off a Cimmerian invasion of Cilicia. Defeating the Scythians, Cimmerians and Medes he then turned his attention to Phoenicia. He raided Egypt in 673 BCE and two years later launched a full invasion that ended the Kushite empire. He then defeated Urartu and expanded down the Persian gulf as far as Dilmun (Bahrain). This was Assyria's greatest territorial extent.

Ashurbanipal inherited the throne in 668 BCE and ruled for over 40 years. He continued to campaign in Egypt and installed a native Egyptian, Psamtik I, as a vassal king in 664 BCE. However by 652 BCE the Egyptian was independent. Ashurbanipal had to face a rebellion from his older brother Shamash-shum-ukin which lasted until 648 BCE. Ashurbanipal set about punishing the Chaldeans, Arabs and Nabateans who had supported the revolt. Elam was invaded and Susa sacked. The state had been weakened and upon Ashurbanipal's death in 627 BCE, the empire began to disintegrate rapidly. A series of bitter civil wars broke out involving a number of claimants to the throne. In 620 BCE Nabopolassar finally captured Nippur, becoming master of Babylonia. In 616 BCE Cyaxares, the Median king, made an alliance with Nabopolassar and with the help of the Scythians and Cimmerians attacked Assyria. Nineveh was destroyed after a long siege in 612 BCE. Harran held out until 609 BCE but an Assyrian Egyptian army was defeated by the Medes and Babylonians.

TROOP NOTES

The role of cavalry had reduced the role of chariots to a shock force. Four horse chariots carried a four man crew. The cavalry had improved and became increasingly armoured. The infantry consisted of a professional standing army supported by regular provincial troops.

HISTORICAL ENEMIES

Phoenician; Early Arab; Mannaian; Later Elamite; Phrygian; Early Iranian; Later Hebrew; Cimmerian; Urartian; Kushite Egyptian; Lydian; Saitic Egyptian; Assyrian Babylonian; Neo-Babylonian Empire; Median Empire

LATER SARGONID ASSYRIAN



ARMY COMMANDER		Any Professional			DATES		680 BCE to 609 BCE			
SUB-GENERALS	0-3	Any Professional (bef	om 626 BCE)	TERRAIN		Standard, Coastal				
Internal Allied Gener	(ALS 0-3	Any Professional (fror	n 626 BCE)		Самр		Unfortified or Fortified; Poor or Averag			
	ТүрЕ				-					
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
4-horse 4-crew chariots	CHARIOTS	Superior	Charge Only	Short Spear	Devastating Chargers, Melee	210	_	4	4,6	
	Drilled Close	ArmHrs/ Protected	Bow	Short Spear	Expert	0 ,		8	1,0	
Qurubuti sha pithalli	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	4,6	
	Drilled Loose	Protected	Bow					6	4,0	
Upgrade qurubuti sha	CAVALRY	Superior	Experienced	Short Spear	Shoot & Charge	189	-	0	4,6	
pithalli (from 668 BCE)	Drilled Close	ArmHrs/ Protected	Bow	Short Spear	Shoot & Charge	107		6	4,0	
Armoured cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	_	4	4,6	
7 tillioured cavally	Drilled Loose	Protected	Bow			100		12	4,0	
Cimmerians	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6	
Cirimicians	Formed Flexible	Unprotected	Bow					6	7,0	
Zuk shepe	INFANTRY	Exceptional	-	Short Spear	Shield Cover	140	Integral Shooters (10)	0	6,8	
Zuk siiepe	Drilled Close	Protected	-	Short Spear		170		8	0,0	
Kisir sharruti	INFANTRY	Superior	-	Short Spear	Shield Cover, Shieldwall	122	Integral Shooters (8)	6	6,8	
Nisii silaituu	Drilled Close	Protected	-	- Short Spear				16	- 0,0	
Best sab sharri	INFANTRY	Average	-	Short Spear	Shield Cover, Shieldwall	87	Integral Shooters (6)	0	6,8	
Dest satisfiant	Drilled Close	Protected	-	- Short Spear				24	- 0,0	
Mount best sab sharri as	INFANTRY	Average	-	Short Spear	Shield Cover,	92	I	0	6	
kallapani	Drilled Close	Protected	-	Short Spear	Dismountable	92	Integral Shooters (6)	6	_ 0	
Sab sharri	INFANTRY	Average	-	Short Spear	Shield Cover	77	Integral Shooters (6)	6	6,8	
Sau shalli	Drilled Loose	Protected	-	- Short spear			integral Shooters (b)	24	- 0,0	
Sha kutalli	INFANTRY	Average	-	Short Spear		67		0	6,8,9	
SHA KURIH	Formed Loose	Protected	-	- Short Spear	-	0/	-	18	— 0,8,9	

LATER SARGONID ASSYRIAN

M	ORTEM
H	CIODIANA
	GLUKLAIV

Dullu	INFANTRY	Poor	-	Short Spear	-	35	-	0	8,9,10
	Tribal Loose	Protected	-	31101t Spear				20	
Nash qashti	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Bow		-			16	
Sab qasti	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow			04		16	0,0
T.:111	INFANTRY	Poor	Experienced	_	Combat Shy	32	-	0	6,9
Tribal levy archers	Skirmisher	Unprotected	Bow		Collidat Sily			18	0,9
Tribal levy slingers	INFANTRY	Poor	Experienced	_	Combat Shy	27	-	0	6,9
	Skirmisher	Unprotected	Sling		Combat sny	41		18	0,9
Tribal levy javelinmen	INFANTRY	Poor	Experienced	_	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin		Combat sily			18	0,9

ALLIES

Mede vassal allies - Early Iranian (before 668 BCE)

Arab vassal allies - Early Arab (before 668 BCE)

Scythian allies - Early Scythian or Saka (before 627 BCE)

Philistine vassal allies (before 627 BCE)

Persian allies - Early Iranian (from 641 to 628 BCE)

Egyptian allies - Saitic Egyptian (from 627 BCE)

Mannaian allies - (from 627 to 610 BCE)

NOTES

Any number of vassal allies may be taken. Only one external ally not described as a vassal may be taken.

CHANGES FROM LAST VERSION

SAITIC EGYPTIAN



664 TO 525 BCE

HISTORICAL NOTES

Psamtik I appears to have been a member of the royal family in Sais, an Egyptian sub-kingdom of the Assyrians. After the kingdom was defeated, he fled to the Assyrian empire and returned to Egypt when the Assyrian king Assurbanipal drove the Kushite Egyptians south. He was placed as Pharaoh by the Assyrians, but used the opportunity of the Assyrian civil wars in the 650s to become fully independent. He ruled for a total of 54 years. The dynasty (26th) were the last native dynasty to rule Egypt. In 570 BCE Apries was overthrown by Ahmose II and fled to Babylon. He returned with a Babylonian army in 567 BCE but appears to have been defeated and killed. The last of the dynasty, Psamtik III succumbed to a Persian invasion led by Cambyses II in 525 BCE.

TROOP NOTES

The main forces of Egypt at this time were provided by a warrior caste. They formed into separate dense blocks of spearmen and archers. Chariots now were drawn by 4 horses. Greek mercenaries were originally supplied by Gyges of Lydia but later recruited from Ionia and Caria.

HISTORICAL ENEMIES

Early Libyan; Phoenician; Early Arab; Later Hebrew; Kushite Egyptian; Later Sargonid Assyrian; Neo-Babylonian Empire; Cyrenean Greek; Meroitic Kushite; Classical Greek; Achaemenid Persian - Royal Army; Achaemenid Persian - Satrapal Army; Libyan

SAITIC EGYPTIAN



ARMY COMMANDER		1	Any Professional			DATES		664 BCE to 525 BCE			
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENER	ALS	0-1	Any Professional			Самр		Unfortified or Fortified;	Poor or Av	verage	
	ТүрЕ										
	TRAINING AN	ID	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min		
Name	Formation	ī	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Egyptian chariots	CHARIOT:	S	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	4	4,6	
Egypuan chanots	Drilled Loos	se	Protected	Bow		Meiee Expert	174	Shoot & Charge (14)	10	4,0	
Egyptian cavalry	CAVALRY	7	Average	-	Short Spear	-	90	-	0	4,6	
Lgypuan cavany	Formed Loo	se	Protected	-			90		6	4,0	
Horse archers (from 620	CAVALRY	7	Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6	
BCE)	Formed Flexi	ble	Unprotected	Bow					6	4,0	
Cuandanaan	INFANTRY	Y	Superior	-	Short Spear	-	108		0	6	
Guard spearmen	Drilled Clos	se	Protected	-			100	-	6	0	
Guard archers	INFANTRY	Y	Average	Skilled	_	-	95	-	0	6	
Guara archers	Drilled Loos	se	Protected	Bow			70		6		
Greek mercenaries	INFANTRY	Y	Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	0	6,8	
Greek mercenanes	Drilled Clos	se	Protected	-			104		24		
Charman	INFANTRY	Y	Average	-	C1 . C	-	72	-	12	6,8,9	
Spearmen	Formed Clos	se	Protected	-	Short Spear				48		
Archers	INFANTRY	Y	Average	Experienced		-	75	Combat Shy (-22)	6	6,8	
Archers	Formed Loo	se	Protected	Bow	-				24	0,8	
Nubian and other	INFANTRY	Y	Average	Experienced		Combat Shy	40		0	6,9	
skirmishing archers	Skirmisher		Unprotected	Bow	_	Combat sny	40	-	36	0,9	
I ilayan inyalinman	INFANTRY	Y	Average	Experienced		Cambat Chy-	25		0	6,9	
Libyan javelinmen	Skirmisher		Unprotected	Javelin	-	Combat Shy	25	-	18	0,9	

ALLIES

Cyrenean Greek allies - (from 570 BCE)

SAITIC EGYPTIAN



Notes

The ally general can only command Greek mercenaries.

CHANGES FROM LAST VERSION

ASSYRIAN BABYLONIAN



652 TO 648 BCE

HISTORICAL NOTES

Shamash-shum-ukin was the eldest son of Esarhaddon. When the Assyrian king Ashurbanipal inherited the throne he held ritual power in Babylon. Friction grew between the two brother kings and in 652 BCE Babylon rebelled. Babylon was supported by Chaldean and Aramean tribes, Persians, Arabs, Nabateans and Elam.

TROOP NOTES

It is assumed that the army was a mix of Assyrian rebels and Babylonian troops.

HISTORICAL ENEMIES

Later Sargonid Assyrian

ASSYRIAN BABYLONIAN



ARMY COMMANDER		1	Any Professional			DATES		652 BCE to 648 BCE		
SUB-GENERALS		0-1	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENER	ALS					САМР		Unfortified; Poor or Ave	erage	
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	Formation		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Rebel Assyrian 4-horse 4-	CHARIOTS	5	Superior	Charge Only	Short Spear	Devastating Chargers, Melee	210	_	0	4
crew chariots	Drilled Clos	е	ArmHrs/ Protected	Bow		Expert			4	,
Babylonian 4-horse 3-crew	CHARIOTS	5	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	0	4,6
chariots	Drilled Loos	е	Protected	Bow	Short Spear	Wielee Expert	174	Shoot & Charge (14)	6	4,0
Rebel Assyrian cavalry	CAVALRY		Average	Experienced	Short Spear	_	135		0	4,6
	Drilled Loos	е	Protected	Bow		-	130	-	6	4,0
Chaldean or Aramean	CAVALRY		Average	-	Chart Char		90		0	4,6
Cavalry	Formed Loos	se	Protected	-	Short Spear	-	70	-	8	4,0
Guard infantry	INFANTRY	7	Superior	-	Short Spear		94		0	6.0
Guard Illianuy	Formed Loos	se	Protected	-	Short spear	-	94	-	8	6,8
Rebel Assyrian spearmen	INFANTRY	7	Average	-	Short Spear	Shield Cover	77	Integral Shooters (6)	0	6,8
Rebei Assyrian speamien	Drilled Loos	е	Protected	-	Short spear	Silieid Cover	//	integral shooters (0)	16	0,0
Chaldean and Aramean	INFANTRY	7	Average	Experienced			48	Combat Shy (-14)	12	6,8
infantry	Tribal Loose	е	Unprotected	Bow	-	-	40	Combat Sily (-14)	60	0,0
Lorwy	INFANTRY	7	Poor	-	Short Spear		23		0	0.0.10
Levy	Tribal Loose	е	Unprotected	-	Short spear	ear -	23	-	30	8,9,10
Skirmishers	INFANTRY	7	Average	Experienced		Combat Shy	40	40	0	6,9
	Skirmisher		Unprotected	Bow	-	Combat Shy	40	-	18	0,2

ALLIES

Arab allies - Early Arab Elamite allies - Later Elamite Persian allies - Early Iranian

ASSYRIAN BABYLONIAN



Notes

Any of the external allies may be used together.

CHANGES FROM LAST VERSION

NEO-BABYLONIAN EMPIRE



626 TO 539 BCE

HISTORICAL NOTES

After the death of Assurbanipal of Assyria in 627 BCE, Babylonia rebelled under Nabopolassar. In alliance with the Medes, Persians, Scythians and Cimmerians, they sacked the city of Nineveh in 612 BCE. A Babylonian and Median army defeated the last Assyrian general Ashur-uballit II in 609 BCE. The Babylonians possessed much of Assyria. Nebuchadnezzar II became king in 605 BCE after the death of his father. He conducted successful military campaigns in Syria and Phoenicia, forcing tribute from Damascus, Tyre and Sidon. In 601 BCE he fought a major but inconclusive battle against the Egyptians. In 597 BCE, he invaded Judah and captured Jerusalem and deposed its king Jehoiachin. After an 18-month siege, Jerusalem was captured in 587 BCE, and thousands of Jews were deported. By 572 Nebuchadnezzar was in full control of Babylonia, Assyria, Phoenicia, Israel, Philistinia, northern Arabia, and parts of Asia Minor. In 568 BCE he invaded Egypt itself. Nebuchadnezzar II died in 562 BCE and after three rulers in seven years an Assyrian Nabonidus took the throne. He was an unpopular ruler and was overthrown by Cyrus the Great.

TROOP NOTES

Nabopolassar and Nebuchadnezzar II appear to have adopted some of the military systems of the Assyrians they conquered.

HISTORICAL ENEMIES

Phoenician; Early Arab; Mannaian; Later Elamite; Early Iranian; Later Hebrew; Urartian; Lydian; Later Sargonid Assyrian; Saitic Egyptian; Median Empire; Achaemenid Persian - Royal Army

NEO-BABYLONIAN EMPIRE



ARMY COMMANDER		1	Any Professional			DATES		626 BCE to 539 BCE		
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	ALS	0-1	Any Professional	Any Professional		САМР		Unfortified or Mobile; Poor or Average		
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
4-horse chariots	CHARIO	TS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	4	4,6
4-11015C CHAITOUS	Drilled Lo	ose	Protected	Bow	Short Spear	Meice Expert	174	Shoot & Charge (14)	8	4,0
Guard cavalry	CAVALR	Y	Superior	Experienced	Short Spear		175		0	4,6
	Drilled Lo	ose	Protected	Bow	Short Spear	-	170	-	6	4,0
Chaldean and Aramean	CAVALR	Y	Average	Experienced	Short Spear		125		4	4,6
cavalry	Formed Lo	ose	Protected	Bow	Short Spear		120		12	4,0
Mercenary horse archers	CAVALR	Y	Average	Experienced		-	94		0	4,6
ivicicellary morse archers	Formed Flex	xible	Unprotected	Bow) -1	-	6	4,0
Arab levies	CAMELR	Ϋ́	Average	Experienced	_	_	84	Dismountable (3)	0	4,6
That levies	Tribal Loc	ose	Unprotected	Bow			ŏ4	Distributitudic (5)	12	7,0
Guard infantry	INFANTE	RY	Superior	-	Short Spear	Shield Cover,	122		0	6,8
Guard infantity	Drilled Clo	ose	Protected	-	Short Spear	Shieldwall	122		8	0,0
Sparman	INFANTE	RY	Average	-	Short Spear	Shield Cover,	82	Integral Shooters (6)	0	6,8
pearmen	Formed Cl	ose	Protected	-	Short Spear	Shieldwall	02	integral 31100ters (0)	36 3100 ters (0)	0,0
Greek mercenaries	INFANTE	RY	Average	-	Long Spear Shove, Shield	Shove Shield Cover	104	104 Orb (2)	0	6
	Drilled Clo	ose	Protected	_		ear Shove, Shield Cover	104	O10 (2)	6	U

NEO-BABYLONIAN EMPIRE



Archers INFANTRY Average Experienced - 48 Combat Shy (-14) 36 6,8 36										
REGRADE ARCHERS AND SPEARMEN AS SPARABARA 1/2 FRONT RANK AND 1/2 REAR RANK Front rank sparabara INFANTRY Formed Flexible Unprotected Bow Formed Flexible Unprotected Bow Formed Flexible Formed Loose Unprotected Bow Formed Loose Formed Loose Unprotected Bow Formed Loose Formed Loose Unprotected Bow Formed Loose Formed Loose Unprotected Formed Loose Formed Loose Formed Loose Unprotected Formed Loose Unprotected Formed Loose Forme	Archara	INFANTRY	Average	Experienced			10	Combat Shy (14)	12	6.8
Front rank sparabara INFANTRY Average Experienced Bow Formed Flexible Unprotected Bow Formed Flexible Unprotected Bow Formed Loose Unprotected Formed Loose Formed Loose Formed Loose Formed Loose Formed Loose Unprotected Formed Loose Formed	Attitets	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	36	0,0
Front rank sparabara Formed Flexible Unprotected Bow Formed Flexible Unprotected Bow Formed Flexible Formed Loose Unprotected Bow Formed Loose Unprotected Bow Formed Loose Unprotected Formed Flexible Formed	REGRADE ARCHERS AND S	PEARMEN AS SPARA	ABARA 1/2 FRONT RA	ANK AND $1/2$ REA	R RANK					
Rear rank archers INFANTRY	Front rank enarahara	INFANTRY	Average	Experienced		Pavica	60	Combat Shy (14)	0	6.8
Formed Loose Unprotected Bow INFANTRY Poor - Short Spear - 23 - 0 8,9, Tribal levy archers INFANTRY Poor Experienced - Combat Shy (-14) = 0 Tribal levy archers	110111 Tallk spalaudid	Formed Flexible	Unprotected	Bow	<u>-</u>	1 avise	07	Compatibily (-14)	Any	0,0
Formed Loose Unprotected Bow Levy INFANTRY Poor - Short Spear - 23 - 0 8,9, Tribal Loose Unprotected - Combat Shy 32 - 6.55	Rear rank archers	INFANTRY	Average	Experienced	-	Pavica	62	Combat Shy (14)	=	0
Levy Tribal Loose Unprotected - Short Spear - 23 - 0 8,9, Tribal levy archers - Combat Shy 32 - 6.50		Formed Loose	Unprotected	Bow		1 avisc	32	Comout billy (11)	=	U
Tribal Loose Unprotected - Short Spear - 23 - 50 8,9, INFANTRY Poor Experienced - Combat Shy 32 - 6.5										
Tribal levy archers Initial Loose Unprotected - 50 INFANTRY Poor Experienced - Combat Shy 32 - 6.5	Lorwy	INFANTRY	Poor	-	Chart Cross		22		0	0.0.10
I ribal levy archers - Combat Shy 32 - 6.5	Levy	Tribal Loose	Unprotected	-	Short Spear	-	25	-	50	0,9,10
Skirmisher Unprotected Boys	Tribal levy archers	INFANTRY	Poor	Experienced		Combat Shir	20		0	6.0
Skillinsher Ohptotected bow		Skirmisher	Unprotected	Bow		Combat Sny	32	-	18	0,9

ALLIES

Mede allies - Median Empire (only in 618 BCE)

Notes

An ally general cannot command guard troops. Arab camelry dismount as equivalent infantry.

CHANGES FROM LAST VERSION

Adjusted infantry.

MEDIAN EMPIRE



620 TO 550 B€E

HISTORICAL NOTES

Cyaxares inherited the throne of Media after his father, Phraortes, was killed in battle against the Assyrians. Cyaxares defeated a Scythian invasion, reorganised the Median army and formed an alliance with King Nabopolassar of Babylon. These allies overthrew the Assyrian empire and destroyed Nineveh in 612 BCE. After the victory the Medes occupied northern Mesopotamia. By 585 BCE they had conquered Urartu and after a five year war had agreed the Halys river as a boundary with the Lydian empire. Cyaxares was succeeded by Astyages who ruled from 585 to 549 BCE. Astyages was overthrown by the Persian Cyrus the Great, apparently with the support of some of the Median nobility. The joint rule of the Persians and Medians forged the foundation of the Achaemenid Persian empire.

TROOP NOTES

According to Herodotus, Cyaxares introduced changes that separated the Median spearmen and archers.

HISTORICAL ENEMIES

Phoenician; Mannaian; Early Iranian; Urartian; Lydian; Later Sargonid Assyrian; Neo-Babylonian Empire; Median Empire; Early Scythian or Saka; Achaemenid Persian - Royal Army

MEDIAN EMPIRE



ARMY COMMANDER		1	Any Instinctive			DATES		620 BCE to 550 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Gener	RALS	0-1	Any Instinctive			Самр		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ									
	TRAINING AT	ID I	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATION	ī	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Best cavalry	CAVALRY	7	Superior	Experienced		_	147		0	4,6
Desi cavally	Formed Loc	se	Protected	Bow		_	14/		6	, 0
Armoured cavalry	CAVALRY	7	Average	Experienced			115		0	4,6
Tumoured cavalry	Formed Loc	se	Protected	Bow		_	110		12	, 0
Cavalry	CAVALRY	7	Average	Experienced	_	_	94	_	0	4,6
Cavany	Formed Flex	.ble	Unprotected	Bow	_	_	74	_	32	-1, 0
Upgrade cavalry	CAVALRY		Average	Skilled	_	_	129	_		
Opgrade cavalry	Formed Flex		Unprotected	Bow		_	127	_	Up to half	
Spearmen	INFANTR'	Y	Average	-	Short Spear	_	62	_	16	6,8,9
Spearmen	Tribal Clos	е	Protected	-	Short Spear	-	02	-	36	0,0,7
Archers	INFANTR'	Y	Average	Experienced			48	Combat Shy (-14)	12	6,8
Alcheis	Tribal Loos	ie .	Unprotected	Bow	-	-	40	Combat Sily (-14)	72	0,0
Auxilaries	INFANTR'	Y	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	6,8,9
Tuxilatics	Tribal Loos	ie .	Protected	Javelin	Short Spear		00	Shoot & Charge (0)	18	0,0,7
Levied troops	INFANTR'	Y	Poor	-	Short Spear		23		0	8,9,10
Levieu doops	Tribal Loos	ie.	Unprotected	-	Short Spear		20		10	0,7,10
Light horse archers	CAVALRY	7	Average	Experienced			57	Combat Shy (-4)	0	4,6
Tight horse archers	Skirmishe	r	Unprotected	Bow	<u>-</u>	<u>-</u>	<i>U</i> /	Compat 511y (-4)	12	4,0
Skirmichere	INFANTR'		Average	Experienced		Combat Shy	40	_	0	6,9
kirmishers	Skirmishe	r	Unprotected	Bow		Combat Shy	at Sny 40	-	18	0,7

MEDIAN EMPIRE



ALLIES

Mannaian allies (to 610 BCE) Scythian allies - Early Scythian or Saka Babylonian allies - Neo-Babylonian Empire

Notes

Scythian and Babylonian allies may be used together. Otherwise only one external ally may be taken.

CHANGES FROM LAST VERSION



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

Notes

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

SYRO-HITTITE



ARMY COMMANDER	1	Any Instinctive	DATES	1100 BCE to 901 BCE
SUB-GENERALS	0-1	Any Instinctive	Terrain	Standard, Coastal, Mountains
Internal Allied Generals	1-3	Any Instinctive	САМР	Unfortified; Poor or Average
Түре				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
2-horse 2-crew chariots	CHARIOTS	Superior	Experienced		_	133		4	1
Z-HOISE Z-CIEW CHAHOUS	Formed Loose	Protected	Bow		_	100	-	12	-
Camelry	CAMELRY	Average	Experienced			84	Dismountable (3)	0	1
Cameny	Tribal Loose	Unprotected	Bow	-	-	04	Distributitable (5)	4	4
Spearmen	INFANTRY	Average	-	Short Spear		57		12	4,6
Speamien	Tribal Loose	Protected	-		-	37	-	64	4,0
Archers	INFANTRY	Average	Experienced			48	Combat Shy (11)	0	1
Archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Shy (-14)	24	4
Chimpiahama	INFANTRY	Average	Experienced		Combat Shy	50	-	0	4,6
Skirmishers	Skirmisher	Unprotected	Bow	-	Combat sny	50		18	4,0
Slingers	INFANTRY	Average	Experienced		Combat Chy	43		0	1.6
	Skirmisher	Unprotected	Sling	-	Combat Shy	45	-	24	4,6

Notes

Arab camelry dismount as the equivalent infantry.

CHANGES FROM LAST VERSION

PHILISTINE



ARMY COMMANDER		1	Any Instinctive			DATES		1100 BCE to 732 BCE				
SUB-GENERALS		0-3	0-3 Any Instinctive TERRAIN			Standard, Coastal						
Internal Allied Gener	ALS					САМР		Unfortified or Mobile; I	Poor or Ave	erage		
	ТүрЕ											
	TRAINING AN	ID	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min			
Name	FORMATION	ī	PROTECTION	Weaponry	Melee Weaponry	Characteristics	PTS	Characteristics	MAX	UG SIZE		
Chariots	CHARIOT	S	Average	Experienced			105		4	4		
Chanots	Formed Loo	se	Protected	Bow	-	-	100	-	16	4		
Best spearmen	INFANTRY	Y	Average	-	Short Spear	Melee Expert	ee Expert 88		0	1		
sest speatmen	Formed Clo	se	Protected	-	Short Spear	Iviciee Expert	00		16	-		
Spearmen	INFANTRY	Y	Average	-	Short Spear	_	72	-	12	4,6		
	Formed Clo	se	Protected	-		_	7 4		32	-1, 0		
Javelinmen	INFANTRY	Y	Average	Unskilled			63	Shoot & Charge (6)	0	4,6		
	Formed Loo	se	Protected	Javelin	_	_	03		12	7,0		
Kharu archers	INFANTRY	Y	Average	Skilled	_	_	69	Combat Shy (-14)	0	4		
	Formed Loo	se	Unprotected	Bow	_		07	Combat Sily (-14)	4			
Hebrew mercenaries (from	INFANTRY	Y	Average	-	Short Spear	Melee Expert	83		0	4		
1006 to 1003 BCE)	Formed Loo	se	Protected	-	Short Spear	Iviciee Expert	00		4	-		
Archers	INFANTRY	Y	Average	Experienced	_	Combat Shy	50	_	0	4,6		
	Skirmisher		Unprotected	Bow		Combat Shy		-	12	-1, 0		
Slingers	INFANTRY	Y	Average	Experienced		Combat Shy	43	_	0	4.6		

ALLIES

Slingers

Aramaean allies - Syro-Hittite (before 900 BCE)

Aramaean allies - Later Syro-Hittite (from 900 BCE)

Skirmisher

Unprotected

Phoenician allies (from 1000 BCE)

Egyptian allies - Libyan Egyptian (from 734 BCE)

Sling

Combat Shy

43

PHILISTINE



Notes

No command may have more than one TuG of best spearmen. Philistines may appear as vassal allies until 627 BCE. Only one external ally may be taken.

CHANGES FROM LAST VERSION

DARK AGE GREEK



ARMY COMMANDER	1	Any Instinctive	DATES	1100 BCE to 671 BCE
SUB-GENERALS	0-1	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals	0-3	Any Instinctive	САМР	Unfortified or Mobile; 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	Short Spear	_	92	Dismountable (5)	0	1
Citations	Formed Loose	Protected	Javelin	Short Spear	_	72	Distributitable (b)	4	
Cavalry (from 900 BCE)	CAVALRY	Average	-	Short Spear	_	90	_	0	Л
Cavally (Holli 700 BCL)	Formed Loose	Protected	-	Short Spear	<u>-</u>	70		8	-
Spearmen	INFANTRY	Average	-	Short Spear	_	57	_	16	4,6
	Tribal Loose	Protected	-	Short Spear	<u>-</u>	07		88	4, 0
Regrade spearmen	INFANTRY	Average	-	Short Spear	_	57	Integral Shooters (6)	0	4,6
	Tribal Loose	Protected	-	Short Spear	-	07	integral shooters (0)	16	4,0
Regrade spearmen as	INFANTRY	Average	Unskilled		Melee Expert	69	Shoot & Charge (6)		4,6
swordsmen (before 900 BCE)	Tribal Loose	Protected	Javelin		TVICICE EXPER		Jiloot & Charge (0)	Up to half	1,0
Regrade spearmen as proto-	INFANTRY	Average	Unskilled	Long Spear	Combat Shy	57	Shoot & Charge (6)		А
hoplites (from 725 BCE)	Tribal Close	Protected	Javelin	Long Spear	Combat 511y	07	Shoot & Charge (0)	Any	-
Javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
	Skirmisher	Unprotected	Javelin	-	Compatibility	20	-	18	7,0
Archers	INFANTRY	Average	Experienced		Combat Shy	Combat Shy 50		0	4,6
	Skirmisher	Unprotected	Bow	_ <u>-</u>	Combat Shy	50	-	12	4,0

Notes

Chariots dismount as Tribal Loose, Superior, Protected, Short Spear.

CHANGES FROM LAST VERSION

HEBREW



		1							
ARMY COMMANDER	1	Any Instinctive			DATES		1000 BCE to 801 BCE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Mountains		
INTERNAL ALLIED GENE	RALS 0-1	Any Instinctive (Juda	aean ally for Israel 86	67 to 850 BCE)	САМР		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
United Monarchy und	DER DAVID (TO 968	BCE)							
Chariots	CHARIOTS	Superior	Experienced			133		0	1
Charlots	Formed Loose	Protected	Bow	-	-	133	-	4	4
United Monarchy und	DER SOLOMON (FRO	om 969 BCE) or Isi	RAEL						
Chariots	CHARIOTS	Superior	Experienced			133		4	Δ
	Formed Loose	Protected	Bow	-	-	155	-	16	4
JUDAH									
Charieta	CHARIOTS	Superior	Experienced			133		4	4
Chariots	Formed Loose	Protected	Bow	-	-	155	-	8	4
Gibborim (not Israel)	INFANTRY	Average	-	Short Spear	Melee Expert	02		4	4
Gibboliii (iiot isiaei)	Formed Loose	Protected	-	Short spear	Melee Expert	83	-	8	4
Spearmen	INFANTRY	Average	Unskilled	Short Spear	<u>_</u>	60	Shoot & Charge (6)	10	4,6
<u> </u>	Tribal Loose	Protected	Javelin	51101t Spear			Shoot & Charge (0)	44	7,0
Archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					12	,
Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow		Compat Sny		- 18		4,0
Slingers	INFANTRY	Average	Experienced	_	Combat Shy	43	-	0	4,6
ingers	Skirmisher	Unprotected	Sling		Collidat Sily	-		12	<i>,</i> -

HEBREW



ALLIES

Aramaean allies - Later Syro-Hittite (Israel in 853 BCE) Phoenician allies (Israel in 853 BCE)

CHANGES FROM LAST VERSION

PHOENICIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1000 BCE to 332 BCE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal		
INTERNAL ALLIED GENER	ALS	0-3	Any Instinctive			Самр		Flexible; Poor or Avera	ge	
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min	
Name	Formation		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
2-horse 2-crew chariots	CHARIOTS	5	Superior	Experienced			133		4	4
(before 740 BCE)	Formed Loos	se	Protected	Bow			100		8	
4-horse 3-crew chariots	CHARIOTS	5	Superior	Experienced	Short Spear		147	Melee Expert (32),	4	4
(from 740 to 490 BCE)	Formed Loos	se	Protected	Bow	Short Spear	-	147	Shoot & Charge (14)	8	-
Regrade 4-horse 3-crew chariots (from 660 to 490	CHARIOTS	5	Average	-	Short Spear	Devastating Chargers	97	Melee Expert (25)		4
BCE)	Formed Clos	se	ArmHrs/ Protected	-	Short Spear	Devastating Chargers)1	Meice Expert (20)	All or none	ı
Cavalry (from 740 BCE)	CAVALRY		Average	-	Short Spear		90		0	4
Cavally (Holli 740 BCL)	Formed Loos	se	Protected	-			70		4	
Spearmen	INFANTRY		Average	-	Short Spear	_	67	_	16	4,6
	Formed Loos	se	Protected	-	Short Spear	_			60	-1, 0
Regrade spearmen as	INFANTRY	7	Average	-	Long Spear		86	Orb (2)		4
hoplites (from 650 BCE)	Formed Clos	se	Protected	-	Long Spear	-	00	O10 (2)	Any	
Archers	INFANTRY	7	Average	Experienced			48	Combat Shy (-14)	0	4
7 deficis	Tribal Loos	е	Unprotected	Bow	_	_	70	Combat Sily (-14)	12	
Skirmishers	INFANTRY	7	Average	Experienced		Combat Shy	50		0	4,6
- Skillinshers	Skirmisher		Unprotected	Bow		Combat Sily	50		18	4,0
Slingers	INFANTRY	7	Average	Experienced		Combat Shy	43		0	4,6
	Skirmisher		Unprotected	Sling	-	Comoat Sily		-	12	-1 ,0
Javelinmen	INFANTRY	7	Average	Experienced		Combat Shy	28	_	0	4,6
Javeniiiieii	Skirmisher		Unprotected	Javelin	-	Combat Sily	20	-	12	-1 ,∪

PHOENICIAN



Notes

Cypriot armies must regrade their chariots.

CHANGES FROM LAST VERSION

EARLY ARAB



ARMY COMMANDER		1	Any Instinctive			DATES		1000 BCE to 301 BCE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Plains, Desert		
Internal Allied Genera	LS	0-3	Any Instinctive			САМР		Unfortified or Mobile;	Poor or Av	erage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATIO	ON	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Camel riders	CAMELR	Υ	Average	Experienced			84	Dismountable (3)	4	1
	Tribal Loc	ose	Unprotected	Bow			04	Distributitable (5)	40	-
Best warriors	INFANTE	RΥ	Superior	Unskilled	Short Spear		83	Shoot & Charge (8)	0	1
Sest Warriors	Tribal Loc	ose	Protected	Javelin	Short Spear	-	00	Shoot & Charge (0)	12	4
Warriors	INFANTE	RΥ	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	12	4,6
VValifors	Tribal Loc	ose	Protected	Javelin	Short Spear		00	Shoot & Charge (0)	66	4,0
Archers	INFANTE	RΥ	Average	Experienced			48	Combat Shy (-14)	0	4,6
Aichers	Tribal Loc	ose	Unprotected	Bow	-	-	40	Collidat Sily (-14)	12	4,0
Skirmishing archers	INFANTE	RΥ	Average	Experienced		Combat Shy	50		0	4,6
Skillinstillig archers	Skirmish	er	Unprotected	Bow	-	Combat Sily	50	-	24	4,0
Skirmishing javelinmen	INFANTE	RΥ	Average	Experienced		Combat Shy	28		0	4,6
Skiillisiillig javellillileli	Skirmish	er	Unprotected	Javelin	-	Collidat Sily	20	-	24	4,0
Skirmiching clingers	INFANTE	RΥ	Average	Experienced		Combat Shy	43	_	0	4,6
cirmishing slingers	Skirmish	er	Unprotected	Sling	<u>-</u>	Combat Shy	40	-	12	4,0

Notes

Minima for foot do not apply to entirely mounted ally contingents. Arab camelry dismount as the equivalent infantry.

CHANGES FROM LAST VERSION

MANNAIAN



ARMY COMMANDER	1	Any Instinctive		DATES		950 BCE to 610 BCE		
Sub-Generals	0-3	Any Instinctive		TERRAIN		Mountains		
Internal Allied Generals	d Generals			CAMP Ur		Unfortified or Mobile	Infortified or Mobile; Poor or Average	
ጥ	E							
Traini	G AND	QUALITY	SHOOTING SKILL	M ANDAT OR Y	BASE	O PTIONAL	Min	

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Мах	UG Size
2-horse 2-crew chariots	CHARIOTS	Superior	Experienced			133		0	4
2-110136 2-CIEW CHAHOLS	Formed Loose	Protected	Bow			100		4	
Upgrade chariots to 4-horse	CHARIOTS	Superior	Experienced	Short Spear		147	Melee Expert (32),		1
3-crew (from 750 BCE)	Formed Loose	Protected	Bow	onon spear		14/	Shoot & Charge (14)	All	
Cavalry	CAVALRY	Average	-	Short Spear		90		4	1
Cavally	Formed Loose	Protected	-			<i>5</i> ∪		8	
Upgrade cavalry (from 800	CAVALRY	Average	Experienced			115			1
BCE)	Formed Loose	Protected	Bow			110		Any	- 4
Reclassify cavalry (from 750	CAVALRY	Average	Experienced			94		0	1
BCE)	Formed Flexible	Unprotected	Bow	-		<i>7</i> 4	-	4	
Spearmen	INFANTRY	Average	-	Short Spear		57	Integral Shooters (6)	16	4,6
Spearmen	Tribal Loose	Protected	-			<i></i>		48	— 4,0 ———
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1
7 MCHE19	Tribal Loose	Unprotected	Bow			40		40	- 4
Skirmichara	INFANTRY	Average	Experienced		Combat Chir	50		0	4,6
Skirmishers	Skirmisher	Unprotected	Bow		Combat Shy			18	— 4,0 —
Javelinmen	INFANTRY	Average	Experienced		Combat Cl	20	28 -	0	16
	Skirmisher	Unprotected	Javelin		Combat Shy	<i>∠</i> ŏ		6	4,6

MANNAIAN



ALLIES

Aramean allies - Syro-Hittite (before 900 BCE)

Aramean allies - Later Syro-Hittite (from 900 to 700 BCE)

Assyrian allies - Middle Assyrian (from 895 to 894 BCE)

Zikirtu allies - Early Iranian (from 800 BCE)

Urartian allies - Early Urartian (from 800 to 747 BCE)

Urartian allies - Urartian (from 747 BCE)

Cimmerian allies (from 745 BCE)

Assyrian allies - Neo-Assyrian Empire (from 745 to 681 BCE)

Assyrian allies - Later Sargonid Assyrian (from 680 BCE)

NOTES

Only one ally may be taken.

CHANGES FROM LAST VERSION

LIBYAN EGYPTIAN



ARMY COMMANDER	1	Any Professional	DATES	945 BCE to 720 BCE
SUB-GENERALS	0-1	Any Professional	TERRAIN	Standard, Coastal
Internal Allied Generals	0-3	Any Instinctive (Up to 1 Libu, up to 2 Meshwesh)	САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT © RY	BASE	O PTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Chariots	CHARIOTS	Average	Skilled		_	150		4	4
	Drilled Loose	Protected	Bow			100		12	
Cavalry	CAVALRY	Average	-	Short Spear		90		0	4
Cavairy	Formed Loose	Protected	-	THOIL Shear		<i>5</i> U		4	
Royal Guard	INFANTRY	Superior	-	Short Spear	Melee Expert	131		0	4
Myai Gualu	Drilled Close	Protected	-			101		4	
"Invincible" Meshwesh	INFANTRY	Average	-	Short Spear	Melee Expert	88		4	4,6
invincible iviesnwesn	Formed Close	Protected	-			00		24	- 4,0
Libu	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	0	4,6
LIUU	Formed Loose	Protected	Javelin			/ U	Shoot & Charge (6)	12	-1 ,∪
Egyptian close fighters	INFANTRY	Poor	-	Short Spear		47		0	1
rgypuan crose ngmers	Drilled Close	Protected	-			4/		12	
Egyptian archers	INFANTRY	Poor	Experienced			41	Combat Shy (-9)	4	1
Tanamar archers	Drilled Loose	Unprotected	Bow	<u>-</u>		41		12	- 4
Libu or Nubian araba	INFANTRY	Äverage	Experienced		Combat Chi-	50		0	4,6
Libu or Nubian archers	Skirmisher	Unprotected	Bow	-	Combat Shy	30	-	12	4,0
Libu, Palestinian or Bedouin	INFANTRY	Average	Experienced		Combet Clare	20		0	16
javelinmen	Skirmisher	Unprotected	Javelin		Combat Shy	28	<u>-</u>	24	4,6

Notes

An internal Meshwesh ally general can only command Meshwesh. An internal Libu ally general must command all and only Libu.

CHANGES FROM LAST VERSION

LATER SYRO-HITTITE



Army Commander		1	Any Instinctive			DATES		900 BCE to 700 BCE		
Sub-Generals		0-1	Any Instinctive			TERRAIN		Coastal, Plains, Mount	ains	
Internal Allied Genera	ALS	1-3	Any Instinctive			САМР		Unfortified; Poor or Av	rerage	
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
2-horse 2-crew chariots	CHARIO (ΓS	Superior	Experienced			133		4	4
Z-110186 Z-CIEW CHAITOUS	Formed Lo	ose	Protected	Bow	-	-	100	-	16	4
Upgrade chariots to 4-horse	CHARIO	ΓS	Superior	Experienced	Short Spear		147	Melee Expert (32),		4
3-crew (before 800 BCE)	Formed Lo	ose	Protected	Bow	Short Spear	-	14/	Shoot & Charge (14)	Up to half	4
Upgrade chariots to 4-horse	CHARIO	TS	Superior	Experienced	Short Spear	_	147	Melee Expert (32),		4
3-crew (from 800 BCE)	Formed Lo	ose	Protected	Bow	Direct of ear	_	177	Shoot & Charge (14)	All	
Palace chariots (from 750	CHARIO	TS	Superior	Experienced	Short Spear	Melee Expert	180	Shoot & Charge (14)	0	4
BCE)	Formed Lo	ose	Protected	Bow	Short Spear	Iviciee Expert	100	Shoot & Charge (14)	4	
Cavalry	CAVALR	Y	Average	-	Short Spear	_	90	_	0	4
Cavany	Formed Lo	ose	Protected	-	Short Spear		70		4	
Cavalry	CAVALR	Y	Average	Experienced			87		0	4
Cavally	Formed Lo	ose	Unprotected	Bow	-	-	07	-	4	4
Camel riders	CAMELR	Y	Average	Experienced			84	Dismountable (3)	0	4
Carrier fiders	Tribal Loc	se	Unprotected	Bow	-	-	04	Distributitable (3)	4	7
Best spearmen	INFANTE	ΥY	Superior	-	Short Spear		94		0	4
	Formed Lo	ose	Protected	-		<u>-</u>	<i>7</i> 1	<u>-</u>	4	'1
Regular spearmen	INFANTE	ΥY	Average	-	Short Spear		67		0	4
regular spearmen	Formed Lo	ose	Protected	_	Short Spear	-	07	-	12	7

Short Spear

57

INFANTRY

Tribal Loose

Militia spearmen

Average

Protected

LATER SYRO-HITTITE



Archers	INFANTRY	Average	Experienced		48	Combat Shy (-14)	0	1
Archers	Tribal Loose	Unprotected	Bow		40		16	- 4
Skirmishers	INFANTRY	Average	Experienced	- Combat Shy	50	-	0	16
	Skirmisher	Unprotected	Bow	- Combat sny	50		12	4,6
Slingers	INFANTRY	Average	Experienced	Combat Shy	43		0	4,6
	Skirmisher	Unprotected	Sling	- Combat Shy	43	-	18	4,0

ALLIES

Israelite allies - Hebrew (before 800 BCE)

Israelite allies - Later Hebrew (from 800 to 722 BCE)

Phoenician allies (from 900 to 722 BCE)

Notes

Arab camelry dismount as the equivalent infantry.

Only one external ally may be chosen.

CHANGES FROM LAST VERSION

CHALDEAN BABYLONIAN



Anv

0

0

4

16

64

20

0

12

4.6

ARMY COMMANDER		1	Any Instinctive			DATES		900 BCE to 627 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	ALS	0-1	Any Instinctive		•	САМР		Unfortified or Mobile; I	Poor or Ave	erage
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATIO	9N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots	CHARIO	TS	Superior	Experienced			133		4	1
Citations	Formed Lo	ose	Protected	Bow	-	_	155	-	8	
Upgrade chariots with three	CHARIO	TS	Superior	Experienced	Chart Cross		1.47	Melee Expert (32),		1

Bow

Experienced

Bow

Experienced

Bow

Short Spear

Short Spear

Short Spear

Short Spear

147

90

94

48

23

50

Combat Shy

Shoot & Charge (14)

Combat Shy (-14)

ALLIES

Skirmishers

crew

cavalry

Archers

Levy

Chaldean or Aramean

Guard infantry

Elamite allies - Later Elamite (from 890 to 640 BCE)

Formed Loose

CAVALRY

Formed Loose

INFANTRY

Formed Loose

INFANTRY

Tribal Loose

INFANTRY

Tribal Loose

INFANTRY

Skirmisher

Protected

Average

Protected

Superior

Protected

Average

Unprotected

Poor

Unprotected

Average

Unprotected

CHANGES FROM LAST VERSION

LATER VEDIC INDIAN



ARMY COMMANDER	1	Any Instinctive	DATES	900 BCE to 530 BCE
SUB-GENERALS	0-1	Any Instinctive (before 600 BCE, 0-3 from 600 BCE)	TERRAIN	Plains, Coastal, Jungle
Internal Allied Generals	0-2	Any Instinctive	САМР	Unfortified; Poor or Average
Type				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Elephants	ELEPHANTS	Average	-		Shove	240		0	2,3
Liephants	Tribal Loose	Protected	-		SHOVE	240		3	2,0
Heroic charioteers	CHARIOTS	Superior	Experienced			133	Dismountable (7)	4	1
Tieroic charloteers	Formed Loose	Protected	Bow	-	-	100	Distributitable (7)	16	
Swordsmen	INFANTRY	Average	-		Melee Expert	81		0	1
Swordsmen	Formed Close	Protected	-		Meiee Expert	01	-	8	4
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	8	1
Archers	Tribal Loose	Unprotected	Bow		-	40	Compat Sny (-14)	48	4
Followers	INFANTRY	Poor	-			22		0	4,6
1.0110.ME12	Tribal Close	Unprotected	-	-	-	44	-	12	4,0
Chirmighora	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmishers	Skirmisher	Unprotected	Bow		Compat Sily	30	-	8	4,0
Clingara	INFANTRY	Average	Experienced		Combat Shy	43		0	4,6
Slingers	Skirmisher	Unprotected	Sling	- Combat Shy		40	-	6	4,0

NOTES

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

CHANGES FROM LAST VERSION

LATER ELAMITE



ARMY COMMANDER		1 Any Instinctive			DATES		890 BCE to 539 BCE		
SUB-GENERALS	0	-1 Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Gener	ALS 0	0-2 Any Instinctive			Самр		Unfortified or Mobile;	Poor or Ave	erage
	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
4-horse chariots (from 740	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	138	Shoot & Charge (10)	0	4
BCE)	Formed Loose	Protected	Bow	Short spear	Meiee Expert	150	SHOOL & CHarge (10)	4	4
2-horse chariots	CHARIOTS	Superior	Experienced			133		0	4
2-noise charlots	Formed Loose	Protected	Bow	-	-	133	-	4	4
Elemite anyelmy	CAVALRY	Average	Experienced			94		0	4
Elamite cavalry	Formed Flexibl	le Unprotected	Bow	-	-	94	-	8	4
Archers riding kallapani	INFANTRY	Average	Experienced		Dismountable	61		4	4
chariots	Formed Loose	Unprotected	Bow	-	Dismountable	01	-	16	4
ARCHERS BEHIND LONG-S	HIELD SPEARME	n (from 660 BCE)	1/2 FRONT RANK A	ND $1/2$ REAR RAN	ıĸ				
Enant was leavant laws	INFANTRY	Average	Experienced		Pavise	69	C (1 1)	0	4
Front rank sparabara	Formed Flexibl	le Unprotected	Bow	-	ravise	09	Combat Shy (-14)	10	4
Rear rank archers	INFANTRY	Average	Experienced		Pavise	62	Combat Shy (-14)	=	0
Near rank archers	Formed Loose	Unprotected	Bow	-	ravise	02	Combat sily (-14)	=	0
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	8	4
Archers	Formed Loose	Unprotected	Bow	-	-	34	Combat Sny (-14)	52	4
Cro operation on	INFANTRY	Average	-	Chart Craar		57		0	4,6
Spearmen	Tribal Loose	Protected	-	Short Spear	-	3/	-	6	4,0
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
SKIIIIISNEIS	Skirmisher	Unprotected	Bow	-	Comoat Sny	30	-	18	4,0

LATER ELAMITE



ALLIES

Babylonian allies - Chaldean Babylonian (before 626 BCE) Babylonian allies - Neo-Babylonian Empire (from 626 BCE) Arab allies - Early Arab

Notes

Only one external ally may be taken.

The minima and maxima for archers and spearmen represents the total of front rank sparabara. An equal number of rear rank archers must be taken.

CHANGES FROM LAST VERSION

EARLY NEO-ASSYRIAN EMPIRE



ARMY COMMANDER	1	Any Professional			DATES		883 BCE to 745 BCE			
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal			
Internal Allied Genera	ALS				Самр		Unfortified or Fortified	; Poor or Ave	rage	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min		
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE	
Palace chariots	CHARIOTS	Exceptional	Skilled			206		0	4	
I diace charlots	Drilled Loose	Protected	Bow	-	-	200	-	4	4	
Sha shepe chariots	CHARIOTS	Superior	Skilled			182		4	4	
	Drilled Loose	Protected	Bow	-	-	102	-	12	4	
Upgrade chariots to 3-crew	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert 194	194	Shoot & Charge (14)		4	
——————————————————————————————————————	Drilled Loose	Protected	Bow	Short Spear	Wielee Expert	174	SHOOL & Charge (14)	Up to half		
Cavalry	CAVALRY	Average	Unskilled	Short Spear	_	104	_	4	4	
Cavany	Formed Loose	Protected	Bow			101		4	<u>'</u>	
Ashsharittu or huradu	INFANTRY	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	4	4	
	Drilled Close	Protected	-	Short Spear			Ivielee Expert (10)	16		
Hupshu or sabe	INFANTRY	Average	-	Short Spear	Integral Shooters	63		0	4,6	
	Tribal Loose	Protected	-	Short Spear	micgiai bilooteis	00	_	32	7,0	
Levy	INFANTRY	Poor	-	Short Spear	_	23	_	0	4,6	
Levy	Tribal Loose	Unprotected	-	Short Spear	_	20		6	-1, 0	
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	4	
Tuchers	Tribal Loose	Unprotected	Bow			40	Combat Sily (-14)	12		
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6	
	Skirmisher	Unprotected	Bow	<u>-</u>	Compatibility		-	12	4,0	
Slingers	INFANTRY	Average	Experienced		Combat Shy	43	_	0	4,6	
Slingers	Skirmisher	Unprotected	Sling	-	Combat Shy	43	-	12	→,∪	

EARLY NEO-ASSYRIAN EMPIRE



ALLIES

Aramean or Neo-Hittite allies - Later Syro-Hittite

CHANGES FROM LAST VERSION

EARLY URARTIAN



Type Training a	NE	QUALITY SHOOTING SKILL	Mandatory B	ASE	Optional Min		
Internal Allied Generals	0-2	Provincial generals - Any Instinctive	Самр	Unfortified or Mobile; Poor or Average			
SUB-GENERALS	0-2	Any Instinctive	TERRAIN		Mountains		
ARMY COMMANDER	1	Any Instinctive	DATES		860 BCE to 747 BCE		

	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	Experienced			133	_	4	1
Citations	Formed Loose	Protected	Bow			100		8	
Cavalry	CAVALRY	Average	-	Short Spear	_	90	-	4	1
Cavany	Formed Loose	Protected	-	Short Spear		<i>9</i> 0		12	
Spearmen	INFANTRY	Average	-	Short Spear	_	67	-	10	4,6
	Formed Loose	Protected	-		-			80	, 0
Levied troops	INFANTRY	Poor	-	Short Spear		23		0	4,6
Tevier moohs	Tribal Loose	Unprotected	-				-	6	
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
SKIIIIISIIEIS	Skirmisher	Unprotected	Bow	<u>-</u>	Compat sily	50	-	24	4,∪
Involinmen	INFANTRY	Average	Experienced		Combat Shy	28	-	0	1.6
Javelinmen	Skirmisher	Unprotected	Javelin	-	Combat Shy	28		12	4,6

ALLIES

Musasirian allies - Mannaian

Neo-Hittite and Arameaean allies - Later Syro-Hittite

Notes

Only one external ally may be taken.

CHANGES FROM LAST VERSION

PHRYGIAN



ARMY COMMANDER	Army Commander		Any Instinctive			DATES	850 BCE to 676 BCE	BCE to 676 BCE		
SUB-GENERALS		0-3 Any Instinctive			TERRAIN		Plains, Mountains			
INTERNAL ALLIED GENERA	ALS	0-3	Any Instinctive			Самр		Unfortified or Mobile; I	Poor or Ave	erage
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	9N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Phrygian chariots	CHARIO	TS	Superior	Experienced	Short Spear		124	-	0	4
, 0	Formed Lo	ose	Protected	Javelin	Short Spear		124		8	7
Upgrade chariots (from 750 BCE)	CHARIO	TS	Superior	Experienced	Short Spear	Melee Expert	157	Shoot & Charge (14)		1
	Formed Lo	ose	Protected	Javelin			107	SHOOL & Charge (14)	Any	4
Cavalry	CAVALE	RΥ	Average	-	Short Spear		90		4	1
	Formed Lo	ose	Protected	-			<i></i>		8	7
Spearmen	INFANT:	RY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	24	4,6
Speammen	Tribal Lo	ose	Protected	Javelin	Short Spear		00		64	4,0
Light cavalry	CAVALE	RΥ	Average	Experienced	_	_	55	Cantabrian (16),	0	Λ
Light Cavany	Skirmish	.er	Unprotected	Javelin	_			Combat Shy (-4)	4	7
Archers	INFANT	RY	Average	Experienced		Combat Shy	50		0	4,6
7 Herrers	Skirmish	.er	Unprotected	Bow		Combat Sily	50		18	4,0
Slingers	INFANT	RY	Average	Experienced		Combat Shy	43		0	4,6
Sinigers	Skirmish	.er	Unprotected	Sling		Combat Sily	40	-	12	4,0
Javelinmen	INFANT	RY	Average	Experienced		Combat Shy	28	-	0	4,6
javenninen	Skirmish	.er	Unprotected	Javelin	-	Compat Sny			18	4,0
ALLIES										

ALLIES

Cimmerian allies (from 750 BCE)

Urartian allies - Early Urartian (before 746 BCE)

Urartian allies - Urartian (from 746 BCE)

PHRYGIAN



Notes

Only one external ally may be taken.

CHANGES FROM LAST VERSION

EARLY IRANIAN



NAME FO	DMATION	PROTECTION	WEADONDY	MELEE WEADONDY	CHADACTEDISTICS	DTC	CHADACTEDISTICS	MAY	HC Stan
Tra	INING AND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min	
	ТүрЕ								
Internal Allied Generals	0-2	Any Instinctive			САМР		Flexible; Poor or Average	2	
SUB-GENERALS	0-2	Any Instinctive			TERRAIN		Plains, Mountains		
Army Commander	1	Any Instinctive			DATES		836 BCE to 550 BCE		

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	M(in	
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Nobles and followers	CAVALRY	Superior	Experienced		_	147	Melee Expert (32)	0	4
1100169 alla lollowel8	Formed Loose	Protected	Bow			14/		4	
Horse archers	CAVALRY	Average	Experienced			94	-	4	1
	Formed Flexible	Unprotected	Bow			<i>7</i> 4		16	
Upgrade horse archers	CAVALRY	Average	Skilled		_	129	-		4
opgrade noise archers	Formed Flexible	Unprotected	Bow			149		Up to half	
Sparman	INFANTRY	Average	-	Short Spear		57		8	4,6
Spearmen	Tribal Loose	Protected	-	- Short Spear	-	37	-	48	4,0
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	8	1
Archers	Tribal Loose	Unprotected	Bow	_	-	40	Comoat Sily (-14)	48	- 4
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1.6
	Skirmisher	Unprotected	Bow	-	Combat Shy	30		24	4,6

ALLIES

Cimmerian allies (from 750 to 630 BCE)

Scythian allies - Early Scythian or Saka (from 680 BCE)

Mannaian allies (from 669 to 610 BCE)

Notes

Spearmen and archers may be combined in a TuG of 6 comprising front rank spearmen and 2 rear ranks of archers.

Cimmerian and Scythian allies may not be taken together.

CHANGES FROM LAST VERSION

LATER HEBREW



ARMY COMMANDER	1	Any Instinctive			DATES		800 BCE to 586 BCE		
Sub-Generals	0-3	-3 Any Instinctive TERRAIN			Mountains				
INTERNAL ALLIED GENER	ALS				САМР		Unfortified; Poor or Ave	erage	
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	MELEE WEAPONRY	Characteristics	PTS	Characteristics	Max	UG Size
ISRAEL (FROM 800 TO 72	2 BCE)								
3-crew chariots	CHARIOTS	Superior	Experienced	Chart Crans		147	Melee Expert (32),	4	4
5-crew charlots	Formed Loose	Protected	Bow	Short Spear	-	14/	Shoot & Charge (14)	16	- 4
JUDAH									
3-crew chariots	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32),	4	4
	Formed Loose	Protected	Bow			14/	Shoot & Charge (14)	8	4
Regrade chariots (from 702	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	180	Shoot & Charge (14)	4	4
BCE)	Formed Loose	Protected	Bow	Short Spear	Wielee Expert	100	Shoot & Charge (14)	All	7
Gibborim (not Israel)	INFANTRY	Average	-	Short Spear	Melee Expert	83		4	4
Globoliii (ilot isidei)	Formed Loose	Protected	-	Short Spear	Meiee Expert	00	-	8	4
Spearmen	INFANTRY	Average	Unskilled	Short Spear	_	60	Shoot & Charge (6)	10	4,6
Speamen	Tribal Loose	Protected	Javelin	bitort bpear	_		Shoot & Charge (0)	60	7,0
Archers	INFANTRY	Average	Experienced	<u>_</u>	_	48	Combat Shy (-14)	0	4
7 deficis	Tribal Loose	Unprotected	Bow			10	Comoat billy (11)	12	,
Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	4,6
	Skirmisher	Unprotected	Bow		Combat Sily	JU	<u>-</u>	18	1,0
Slingers	INFANTRY	Average	Experienced		Combat Shy	43	_	0	4,6
	Skirmisher	Unprotected	Sling		Joiniout Dily	4 0		12	1,0

LATER HEBREW



ALLIES

Philistine allies (from 715 to 688 BCE)

Egyptian allies - Kushite Egyptian (from 715 to 688 BCE)

Phoenician allies (from 702 to 688 BCE)

Egyptian allies - Saitic Egyptian (from 608 to 605 BCE and 601 to 599 BCE)

Notes

Philistine and Egyptian allies may be used together. No other external allies may be used together.

CHANGES FROM LAST VERSION

CIMMERIAN



ARMY COMMANDER	1	Any Instinctive	DATES	750 BCE to 630 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains
Internal Allied Generals			САМР	Mobile; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	M in	
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Nobles and followers	CAVALRY	Superior	Experienced			147	Melee Expert (32)	0	4
1 400169 atta tottowers	Formed Loose	Protected	Bow			17/		8	4
Horse archers	CAVALRY	Average	Experienced			94		8	1
	Formed Flexible	Unprotected	Bow			<i>7</i> 4		40	4
Upgrade horse archers	CAVALRY	Average	Skilled			129			1
opgrade Horse archers	Formed Flexible	Unprotected	Bow			147		Up to half	-
Foot archers	INFANTRY	Poor	Experienced	-		35	Combat Shy (-9)	0	4
1 OOL AICHEIS	Tribal Loose	Unprotected	Bow				Combat Sify (-9)	24	
Foot spearmen	INFANTRY	Poor	Experienced	Short Spear		41		0	4,6
Foot spearmen	Tribal Loose	Protected	Javelin			41		12	4 ,0
Light horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1
Tigill Holse alchers	Skirmisher	Unprotected	Bow					8	
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
VICHEIS	Skirmisher	Unprotected	Bow					12	4, 0
Clingers	INFANTRY	Average	Experienced		Combat Shy	43	-	0	4,6
Slingers	Skirmisher	Unprotected	Sling		Combat Sily	45		6	4,0

ALLIES

Thracian allies - Thracian Lowland Tribes (from 680 to 675 BCE)

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

URARTIAN



4,6

12

ARMY COMMANDER		1	Any Instinctive			DATES		746 BCE to 585 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Mountains		
Internal Allied Gener	ALS	0-2	Provincial generals - A	any Instinctive		Самр		Unfortified or Mobile;	Poor or Ave	erage
	ТүрЕ									
	TRAINING AN	TD .	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	Formation	r	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Royal army 2-crew chariots	CHARIOT	S	Superior	Experienced	_	_	133	_	0	4
	Formed Loo		Protected	Bow			100		8	<u>'</u>
Royal army cavalry	CAVALRY		Average	Experienced	Short Spear	_	135	Melee Expert (23)	4	4
	Drilled Loo		Protected	Bow	Bilore Bpear		100	Tylelee Expert (20)	4	<u>'</u>
Provincial cavalry	CAVALRY		Average	-	Short Spear	-	90	-	0	4
	Formed Loo		Protected	-					8	
Regrade provincial cavalry	CAVALRY		Average	Experienced	_	_	87	_	0	4
	Formed Loo		Unprotected	Bow					4	,
Cimmerian mercenaries	CAVALRY		Average	Experienced	_	_	94	_	0	4
	Formed Flexi	ble	Unprotected	Bow			, ·		8	,
Royal Army spearmen	INFANTR'		Average	-	Short Spear	_	72	_	8	4
	Drilled Loo	se	Protected	-	Short Spear		7 2		32	<u>'</u>
Spearmen	INFANTRY	(Average	-	Short Spear	_	67	_	0	4,6
	Formed Loo	se	Protected	-	Short Spear		07		48	1,0
Levied troops	INFANTRY	(Poor	-	Short Spear		23		0	4,6
Levica aoops	Tribal Loos	е	Unprotected	-	onore spear	<u>-</u>	40	-	6	-1 ,0
Skirmishers	INFANTRY	(Average	Experienced	_	Combat Shy	50	_	0	4,6
	Skirmishei	•	Unprotected	Bow	_	Compatibility		-	24	-1, 0

Combat Shy

28

Experienced

Javelin

Average

Unprotected

INFANTRY

Skirmisher

Javelinmen

URARTIAN



ALLIES

Musasirian allies - Mannaian (from 746 to 619 BCE)

Neo-Hittite and Arameaean allies - Later Syro-Hittite (before 729 BCE)

Median allies - Early Iranian (from 714 to 621 BCE)

Median allies - Median Empire (from 620 to 585 BCE)

Cimmerian allies (from 680 to 640 BCE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

NEO-ASSYRIAN EMPIRE



ARMY COMMANDER		1 Any Professional			DATES		745 BCE to 681 BCE		
SUB-GENERALS	0	-3 Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Genera	LS				Самр		Unfortified or Fortified;	Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
Palace chariots	CHARIOTS	Exceptional	Experienced	Short Spear	Melee Expert	228	Shoot & Charge (17)	0	4
Talace charlots	Drilled Loose	Protected	Bow	Short Spear	Wielee Expert	220	Shoot & Charge (17)	4	-
Chariots	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	4	4
Charlots	Drilled Loose	Protected	Bow	Short Spear	Wielee Expert	174	31100t & Charge (14)	8	
Guard cavalry	CAVALRY	Superior	Experienced	Short Spear	_	175	_	0	4
	Drilled Loose	Protected	Bow	Short Spear	_	170	_	4	
Cavalry	CAVALRY	Average	Experienced	Short Spear	_	135	_	4	4
Cavany	Drilled Loose	Protected	Bow	Short Spear	_	100	_	8	-
Kallapani - mounted infantry	INFANTRY	Superior	-	Short Spear	Melee Expert,	145	_	0	4
	Drilled Close	Protected	-	Short Spear	Dismountable	140	_	4	
Guard infantry	INFANTRY	Superior	-	Short Spear	Melee Expert	131	_	0	4
	Drilled Close	Protected	-	Short Spear	Wielee Expert	101		4	
Regular infantry	INFANTRY	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	4	4
	Drilled Close	Protected	-	Short Spear	megiai shooteis	00	Tviciee Expert (10)	8	,
King's men	INFANTRY	Average	-	Short Spear	Integral Shooters	63	_	4	4
	Tribal Loose	Protected	-	Short Spear	integral bilooters			12	
Levy	INFANTRY	Poor	-	Short Spear	_	23	_	0	4,6
Levy	Tribal Loose	Unprotected	-	Short Spear		20		34	1,0
Elamite archers (from 720	INFANTRY	Average	Experienced	_	_	54	Combat Shy (-14)	0	4
BCE)	Formed Loose	Unprotected	Bow			U T	Collidat only (-14)	4	T
Archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	4
1 Hellelo	Tribal Loose	Unprotected	Bow			10	Comoat only (14)	20	,

NEO-ASSYRIAN EMPIRE



Skirmishers	INFANTRY	Average	Experienced	- Combat S	hy 50		0	16
Skiiilislieis	Skirmisher	Unprotected	Bow	- Combat 3	11y 50	-	12	4,6
Clingara	INFANTRY	Average	Experienced	- Combat S	hv 43		0	16
Slingers	Skirmisher	Unprotected	Sling	- Combat S	11y 43	-	12	4,6
Involinmon	INFANTRY	Average	Experienced	- Combat S	hy 28		0	16
Javelinmen	Skirmisher	Unprotected	Javelin	- Combat S	11y 20	-	6	4,6

ALLIES

Aramean or Neo-Hittite allies - Later Syro-Hittite (before 710 BCE)

Israelite vassal allies - Later Hebrew (from 741 BCE)

Arab vassal allies - Early Arab (from 741 BCE)

Mede vassal allies - Early Iranian (from 733 BCE)

Philistine vassal allies (from 731 BCE)

Egyptian vassal allies - Libyan Egyptian (from 731 to 721 BCE)

Mannaian vassal allies (from 719 BCE)

Phrygian allies (from 704 BCE)

Cypriot allies - Phoenician (from 703 BCE)

NOTES

Any number of vassal allies may be taken. Only one external ally not described as a vassal may be taken.

CHANGES FROM LAST VERSION

Corrected spelling error.

KUSHITE EGYPTIAN



0

0

18

0

12

4.6

				111			P DE SE		
Army Commander	1	Any Instinctive			DATES		732 BCE to 656 BCE		
Sub-Generals	0-3	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied Gene	RALS				Самр		Unfortified or Mobile; I	oor 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
Kushite chariots	CHARIOTS	Superior	Experienced			133		0	1
Rusilite Charlots	Formed Loose	Protected	Bow	-	-	100	-	4	4
Cavalry	CAVALRY	Average	-	Short Spear	_	90		4	1
Cavally	Formed Loose	Protected	-	31101t Spear	-	90	<u>-</u>	16	4
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	8	1
Alcheis	Formed Loose	Unprotected	Bow	-	-	J 4	Compatibility (-14)	32	4
Best archers	INFANTRY	Average	Skilled			69	Combat Shy (-14)	0	1
Dest archers	Formed Loose	Unprotected	Bow		-	09	Compatibility (-14)	4	4
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	0	4,6
Javenninen	Formed Loose	Protected	Javelin	Short spear	-	70	SHOOL & Charge (0)	12	4,0

Combat Shy

Combat Shy

Combat Shy

89

50

43

Skilled

Bow

Experienced

Bow

Experienced

Sling

Average

Unprotected

Average

Unprotected

Average

Unprotected

INFANTRY

Skirmisher

INFANTRY

Skirmisher

INFANTRY

Skirmisher

Nubian skirmishers

Archers

Slingers

KUSHITE EGYPTIAN



FROM 727 TO 664 BCE AN	ND AN EGYPTIAN SI	UB-GENERAL IS TAKI	EN						
Egyptian chariots	CHARIOTS	Average	Skilled		_	150		0	1
Lgypuan chanots	Drilled Loose	Protected	Bow	-	-	100	-	4	4
Egyptian cavalry	CAVALRY	Average	-	Short Spear	_	90		0	4
Lgypuan cavany	Formed Loose	Protected	-	Short Spear		70		4	7
Egyptian close fighters	INFANTRY	Poor	-	Short Spear	_	47		0	1
Lgypuan close nghters	Drilled Close	Protected	-	Short Spear	_	47		4	7
Egyptian archers	INFANTRY	Poor	Experienced			41	Combat Shy (0)	0	1
Egyptian archers	Drilled Loose	Unprotected	Bow	-	-	41	Combat Shy (-9)	4	4
FROM 727 TO 664 BCE AN	ND EGYPTIAN INFA	NTRY ARE TAKEN							
Meshwesh militia settlers	INFANTRY	Average	-	Short Spear	Melee Expert	88		4	1
Mesiiwesii iiiiida setueis	Formed Close	Protected	-	Short spear	Meiee Expert	00	-	16	4
Libu militia settlers	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	4	1
Livu iiiiiua settleis	Formed Loose	Protected	Javelin	Short spear	-	70	SHOOL & CHarge (0)	8	4
Chirmighora	INFANTRY	Poor	Experienced		Combat Shy	42		0	4,6
Skirmishers	Skirmisher	Unprotected	Bow		Combat Shy	42	-	6	4,0

ALLIES

Libyan Egyptian allies (before 727 BCE)

Notes

An Egyptian sub-general cannot command Kushite troops. Kushite generals may command Egyptian troops.

CHANGES FROM LAST VERSION

Best archers formed.

LYDIAN

Combat Shy

Combat Shy

Combat Shy

50

43

28

Unprotected

Average

Unprotected

Average

Unprotected

Skirmisher

INFANTRY

Skirmisher

INFANTRY

Skirmisher

Skirmishing archers

Skirmishing javelinmen

Slingers



8

0

18

4,6

ARMY COMMANDER		1	Any Instinctive			DATES		687 BCE to 540 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Gener	RALS					Самр		Unfortified or Mobile; I	oor or Ave	erage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	OPTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
King's retainers	CAVALR		Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32),	0	4
	Formed Lo		Protected	-				Dismountable (7)	4	
Provinicial cavalry	CAVALR' Formed Lo		Average Protected	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	4 12	4
Scythian mercenaries	CAVALR		Average	Experienced	_	-	94	_	0	4
	Formed Flex		Unprotected	Bow			-		4	
Spearmen	INFANTR		Average	-	Short Spear	Shieldwall	67	_	10	4,6
opearmen	Tribal Clo	se	Protected	-	Short Spear	Sincidwan			32	1,0
Carian hoplites (from 665	INFANTR	Y	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	0	4
BCE)	Formed Clo	ose	Protected	-	Long Spear	Shove, Shireta Cover	77	O10 (2)	4	4
Javelinmen	INFANTR	Y	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	4,6
Javenninen	Tribal Loo	se	Protected	Javelin	Short Spear	-	00	SHOOL & Charge (0)	12	- 4,0
Bithynians or Thracians	INFANTR	Y	Average	Experienced	Short Spear		63	Shoot & Charge (6)	0	4,6
Didiyillans of Tillacians	Tribal Loo	se	Protected	Javelin	Short Spear	-	03	SHOOL & Charge (0)	6	4,0
Phrygian or Paphlagonian	CAVALR	Y	Average	Experienced			55	Cantabrian (16),	0	4
light horse	Skirmishe	r	Unprotected	Javelin	<u>-</u>	<u>-</u>		Combat Shy (-4)	8	4
Skirmishing archers	INFANTR	Y	Average	Experienced		Combat Shy	50		0	4.6

Bow

Experienced

Sling

Experienced

Javelin

LYDIAN



ALLIES

Ionian Greek allies - Dark Age Greek (before 670 BCE) Ionian Greek allies - Asiatic Greek (from 670 BCE)

Notes

Lydian cavalry dismount as Formed Loose, Protected, Short Spear of equivalent quality.

CHANGES FROM LAST VERSION

LATER SARGONID ASSYRIAN



12

ARMY COMMANDER		1	Any Professional			DATES		680 BCE to 609 BCE		
Sub-Generals		0-3	Any Professional (befo	ore 626 BCE, 0-1 fr	om 626 BCE)	TERRAIN		Standard, Coastal		
Internal Allied Gene	RALS	0-3	Any Professional (fror	m 626 BCE)		Самр		Unfortified or Fortified;	Poor or Av	verage
	ТүрЕ					•				
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Ркотестіон	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
4-horse 4-crew chariots	CHARIOT	īS.	Superior	Charge Only	Short Spear	Devastating Chargers, Melee	210	_	4	4
4-11013C 4-CICW CHAITOUS	Drilled Clo	se	ArmHrs/ Protected	Bow	onore opear	Expert	210	-	4	7
Qurubuti sha pithalli	CAVALRY Drilled Loo		Superior Protected	Experienced Bow	Short Spear	-	175	-	0 4	4
Upgrade qurubuti sha pithalli (from 668 BCE)	CAVALRY Drilled Clo		Superior ArmHrs/ Protected	Experienced Bow	Short Spear	Shoot & Charge	189	-	0 4	4
Armoured cavalry	CAVALRY Drilled Loo		Average Protected	Experienced Bow	Short Spear	-	135	-	4 8	4
Cimmerians	CAVALRY Formed Flex		Average Unprotected	Experienced Bow	_	-	94	Combat Shy (-18)	0 4	4
Zuk shepe	INFANTR Drilled Clo		Exceptional Protected	-	Short Spear	Shield Cover	140	Integral Shooters (10)	0 4	4
Kisir sharruti	INFANTR Drilled Clo		Superior Protected	-	Short Spear	Shield Cover, Shieldwall	122	Integral Shooters (8)	4 12	4
Best sab sharri	INFANTR Drilled Clo		Average Protected	-	Short Spear	Shield Cover, Shieldwall	87	Integral Shooters (6)	0 16	4
Mount best sab sharri as kallapani	INFANTR Drilled Clo		Average Protected	-	Short Spear	Shield Cover, Dismountable	92	Integral Shooters (6)	0 4	4
Sab sharri	INFANTR Drilled Loo	Y	Average Protected	-	Short Spear	Shield Cover	77	Integral Shooters (6)	4 16	4
Sha kutalli	INFANTR		Average	-	Short Spear		67		0	4.6

Short Spear

67

Protected

Formed Loose

Sha kutalli

LATER SARGONID ASSYRIAN



Dullu	INFANTRY	Poor	-	Short Spear	_	35		0	4,6
Dullu	Tribal Loose	Protected	-	Short spear	-	30	-	12	4,0
Nash qashti	INFANTRY	Average	Experienced	_		80	Combat Shy (-22)	0	1
ivasii qasiiu	Drilled Loose	Protected	Bow	-	-	00	Collidat Sily (-22)	12	4
Sab qasti	INFANTRY	Average	Experienced	_		54	Combat Shy (-14)	0	1
Sau qasu	Formed Loose	Unprotected	Bow	· <u>-</u>	-	54	Compatibility (-14)	12	4
Tribal levy archers	INFANTRY	Poor	Experienced	_	Combat Shy	42		0	4,6
Titoat levy archers	Skirmisher	Unprotected	Bow	· <u>-</u>	Combat Sily	42	-	12	4,0
Tribal levy slingers	INFANTRY	Poor	Experienced		Combat Shy	35		0	4,6
Titoai levy siiilgeis	Skirmisher	Unprotected	Sling	-	Combat Sily	30	-	12	4,0
Tribal levy javelinmen	INFANTRY	Poor	Experienced		Combat Shy	20		0	4,6
	Skirmisher	Unprotected	Javelin	-	Compatibility	20	-	12	4,0

ALLIES

Mede vassal allies - Early Iranian (before 668 BCE)

Arab vassal allies - Early Arab (before 668 BCE)

Scythian allies - Early Scythian or Saka (before 627 BCE)

Philistine vassal allies (before 627 BCE)

Persian allies - Early Iranian (from 641 to 628 BCE)

Egyptian allies - Saitic Egyptian (from 627 BCE)

Mannaian allies - (from 627 to 610 BCE)

NOTES

Any number of vassal allies may be taken. Only one external ally not described as a vassal may be taken.

CHANGES FROM LAST VERSION

SAITIC EGYPTIAN



ARMY COMMANDER		Any Professional			DATES		664 BCE to 525 BCE		
SUB-GENERALS	0	3 Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	LS 0	1 Any Professional			Самр		Unfortified or Fortified;	Poor or Av	verage
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Egyptian chariots	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	4	1
Egyptian chanots	Drilled Loose	Protected	Bow	Short Spear	Meiee Expert	194	31100t & Charge (14)	8	4
E-mation and land	CAVALRY	Average	-	Clarat Caraca		90		0	1
Egyptian cavalry	Formed Loose	Protected	-	Short Spear	-	90	-	4	4
Horse archers (from 620	CAVALRY	Average	Experienced			0.4	C 1 C1 (10)	0	4
BCE)	Formed Flexibl	Unprotected	Bow	-	-	94	Combat Shy (-18)	4	4
C1	INFANTRY	Superior	-	C1 C		100		0	4
Guard spearmen	Drilled Close	Protected	-	Short Spear	-	108	-	4	4
Guard archers	INFANTRY	Average	Skilled			95		0	4
Guard arcners	Drilled Loose	Protected	Bow	-	-	95	-	4	4
C 1 .	INFANTRY	Average	-	I C	C1	101	0.1 (0)	0	4
Greek mercenaries	Drilled Close	Protected	-	Long Spear	Shove, Shield Cover	104	Orb (2)	16	4
C.,	INFANTRY	Average	-	C1 C		70		8	4,6
Spearmen	Formed Close	Protected	-	Short Spear	-	72	-	32	4,0
A 1	INFANTRY	Average	Experienced			75	C 1 C1 / 22)	4	4
Archers	Formed Loose	Protected	Bow	-	-	75	Combat Shy (-22)	16	4
Nubian and other	INFANTRY	Average	Experienced		Camalage Class	50		0	1.6
skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	50	-	24	4,6
T:1	INFANTRY	Average	Experienced		Camalage Class	20		0	1.6
Libyan javelinmen	Skirmisher	Unprotected	Javelin	-	Combat Shy	28	-	12	4,6

ALLIES

Cyrenean Greek allies - (from 570 BCE)

SAITIC EGYPTIAN



Notes

The ally general can only command Greek mercenaries.

CHANGES FROM LAST VERSION

ASSYRIAN BABYLONIAN



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ARMY COMMANDER	1	Any Professional	DATES	652 BCE to 648 BCE
SUB-GENERALS	0-1	Any Professional	TERRAIN	Standard, Coastal
Internal Allied Generals			САМР	Unfortified; Poor or Average
ТүрЕ				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Rebel Assyrian 4-horse 4-	CHARIOTS	Superior	Charge Only	Short Spear	Devastating Chargers,	210		0	4
crew chariots	Drilled Close	ArmHrs/ Protected	Bow		Melee Expert	210		4	
Babylonian 4-horse 3-crew	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	0	4
chariots	Drilled Loose	Protected	Bow	priori spear	Micies Exheir	1 2 1		4	
Rebel Assyrian cavalry	CAVALRY	Average	Experienced	Short Spear		135		0	
	Drilled Loose	Protected	Bow			100		4	
Chaldean or Aramean	CAVALRY	Average	-	Short Spear		90		0	1
Cavalry	Formed Loose	Protected	-	priori spear		<i></i>		4	
Guard infantry	INFANTRY	Superior	-	Short Spear		94		0	4
duara mianu y	Formed Loose	Protected	-			<i></i>		4	
Rebel Assyrian spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Integral Shooters (6)	0	1
10001 / 100 y 11 all opeallilell	Drilled Loose	Protected	-	priori spear	JIIICIU COVEI		1116 grai 31100 (C18 (O)	12	
Chaldean and Aramean	INFANTRY	Average	Experienced			48	Combat Shy (-14)	8	4
infantry	Tribal Loose	Unprotected	Bow	<u>-</u>		-1 0		40	
Leva	INFANTRY	Poor	-	Short Spear		23		0	4,6
Levy	Tribal Loose	Unprotected			<u> </u>			20	
Skirmishers	INFANTRY	Average	Experienced		Combat Cl-	50		0	16
OKIIIIISHEIS	Skirmisher	Unprotected	Bow	- <u>-</u>	Combat Shy	<i></i> _		12	4,6

ALLIES

Arab allies - Early Arab Elamite allies - Later Elamite Persian allies - Early Iranian

ASSYRIAN BABYLONIAN



Notes

Any of the external allies may be used together.

CHANGES FROM LAST VERSION

NEO-BABYLONIAN EMPIRE



ARMY COMMANDER		1	Any Professional			DATES		626 BCE to 539 BCE		
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENER	ALS	0-1	Any Professional			САМР		Unfortified or Mobile; I	Poor or Ave	erage
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
4-horse chariots	CHARIO	TS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	4	1
4-11015C CHAITOUS	Drilled Lo	ose	Protected	Bow	Short Spear	Meice Expert	174	Shoot & Charge (14)	4	-
Guard cavalry	CAVALR	Υ	Superior	Experienced	Short Spear		175		0	1
Guaru Cavarry	Drilled Lo	ose	Protected	Bow	Short Spear	-	1/3	-	4	4
Chaldean and Aramean	CAVALR	Υ	Average	Experienced	Short Spear		125		4	1
cavalry	Formed Lo	ose	Protected	Bow	Short Spear		120	-	8	
Mercenary horse archers	CAVALR	Υ	Average	Experienced	_	_	94	_	0	4
ivicicellary morse archers	Formed Fle	xible	Unprotected	Bow) +		4	
Arab levies	CAMELF	RΥ	Average	Experienced	_	_	84	Dismountable (3)	0	4
Tudo ievies	Tribal Loc	ose	Unprotected	Bow		_	U-T	Dismountable (b)	8	
Guard infantry	INFANTI	RY	Superior	-	Short Spear	Shield Cover,	122		0	1
Guaru manuy	Drilled Cl	ose	Protected	-	Short Spear	Shieldwall	122	-	4	4
Spearmen	INFANTI	RY	Average	-	Short Spear	Shield Cover,	82	Integral Shooters (6)	0	1
Speamen	Formed Cl	lose	Protected	-	Short Spear	Shieldwall	02	integral bilooters (0)	24	-
Greek mercenaries	INFANTI	RY	Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	0	1
CHECK HIGHCEHAITES	Drilled Cl	ose	Protected	_	rong spear	SHOVE, SHIELD COVEL	104	010 (2)	4	4

NEO-BABYLONIAN EMPIRE



Archers INFANTRY Average Experienced Tribal Loose Unprotected Bow REGRADE ARCHERS AND SPEARMEN AS SPARABARA 1/2 FRONT RANK AND 1/2 R Front rank sparabara INFANTRY Average Experienced Formed Flexible Unprotected Bow	REAR RANK	- Pavise	48	Combat Shy (-14)	8 24	4
REGRADE ARCHERS AND SPEARMEN AS SPARABARA 1/2 FRONT RANK AND 1/2 R INFANTRY Average Experienced	REAR RANK			Collibat Sily (-14)	24	4
Front rank sparabara INFANTRY Average Experienced		Pavise				
Front rank sparabara	-	Pavise	60			
Formed Flexible Unprotected Bow	-	1 avise	60	Combat Shy (-14)	0	1
			69	Combat Sily (-14)	Any	4
Rear rank archers INFANTRY Average Experienced	_	Pavise	62	Combat Shy (-14)	=	0
Formed Loose Unprotected Bow		1 avisc	02	Comoat Sily (-14)	=	
INFANTRY Poor -	Chart Char		23		0	4,6
Levy Tribal Loose Unprotected -	Short Spear	-	23	-	30	4,0
Tribal laws archers INFANTRY Poor Experienced		Combat Shy	42		0	4,6
Tribal levy archers Skirmisher Unprotected Bow	-	Compat Sny	42	-	12	4,0

ALLIES

Mede allies - Median Empire (only in 618 BCE)

NOTES

An ally general cannot command guard troops. Arab camelry dismount as equivalent infantry.

CHANGES FROM LAST VERSION

Adjusted infantry.

MEDIAN EMPIRE



ARMY COMMANDER		1	Any Instinctive			DATES		620 BCE to 550 BCE		_
Sub-Generals		0-2	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Gene	RALS	0-1	Any Instinctive			САМР		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	M(in	
NAME	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Best cavalry	CAVALRY	Y	Superior	Experienced			147		0	4
Dest cavally	Formed Loc	ose	Protected	Bow			14/		4	-
Armoured cavalry	CAVALRY	Y	Average	Experienced			115		0	4
7 tillioured cavally	Formed Loc	ose	Protected	Bow			110		8	-
Cavalry	CAVALRY	Y	Average	Experienced	_	_	94	_	0	4
Cavany	Formed Flex	ible	Unprotected	Bow	_	_	7 7	_	24	
Upgrade cavalry	CAVALRY		Average	Skilled	_	_	129	_		
	Formed Flex		Unprotected	Bow			127		Up to half	
Spearmen	INFANTR		Average	-	Short Spear	_	62	_	10	4,6
<u> </u>	Tribal Clo		Protected	-	Short Spear		02		24	1,0
Archers	INFANTR		Average	Experienced		_	48	Combat Shy (-14)	8	4
7 ticlicis	Tribal Loo		Unprotected	Bow	_	_	70	Comoat only (-14)	48	
Auxilaries	INFANTR	Y	Average	Unskilled	Short Spear	_	60	Shoot & Charge (6)	0	4,6
Tuxnares	Tribal Loo		Protected	Javelin	Short Spear			Shoot & Charge (0)	12	1,0
Levied troops	INFANTR		Poor	-	Short Spear	_	23	_	0	4,6
Levied doops	Tribal Loo	se	Unprotected	-	Short Spear	_	20	_	6	7,0
Light horse archers	CAVALRY		Average	Experienced	_	_	70	Combat Shy (-4)	0	4
Ligit Holde archers	Skirmishe		Unprotected	Bow			, 0	Compac 511y (-4)	8	-
Skirmishers	INFANTR	Y	Average	Experienced		Combat Shy	50		0	4,6
DMIIIII9IICI9	Skirmishe	r	Unprotected	Bow	-	Combat sily	00	-	12	7,0

MEDIAN EMPIRE



ALLIES

Mannaian allies (to 610 BCE) Scythian allies - Early Scythian or Saka Babylonian allies - Neo-Babylonian Empire

Notes

Scythian and Babylonian allies may be used together. Otherwise only one external ally may be taken.

CHANGES FROM LAST VERSION



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

	Army Co.	mmander	Sub-ge	neral	Ally g	eneral
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.

SYRO-HITTITE



ARMY COMMANDER		1	Any Instinctive			DATES		1100 BCE to 901 BCE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Standard, Coastal, Mou	ıntains	
Internal Allied Gener	RALS	1-3	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATIC	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
2-horse 2-crew chariots	CHARIO	TS	Superior	Experienced		_	133		1	1,2
Z-11018e Z-CIEW CHAIIOIS	Formed Lo	ose	Protected	Bow	-	- -	100	-	6	1,2
Camelry	CAMELR	Ϋ́	Average	Experienced			84	Dismountable (3)	0	1,2
Cameny	Tribal Loc	ose	Unprotected	Bow	-	- -	04	Distributitable (3)	2	1,2
Spearmen	INFANTE	Ϋ́	Average	-	Short Spear		57		6	1,2
Speammen	Tribal Loc	ose	Protected	-	Short Spear	-	37	-	32	1,2
Archers	INFANTE	Ϋ́	Average	Experienced			48	Combat Shy (-14)	0	1,2
Alcheis	Tribal Loc	ose	Unprotected	Bow	-	- -	40	Combat Sily (-14)	12	1,2
Skirmishers	INFANTE	Ϋ́	Average	Experienced		Combat Shy	50		0	1,2
SKIIIIISIIEIS	Skirmish	er	Unprotected	Bow	-	Collidat Sily	30	-	9	1,2
Clinara	INFANTE	Ϋ́	Average	Experienced		Combat Chry	12		0	1.0
Slingers	Skirmish	er	Unprotected	Sling	-	Combat Shy	43	-	12	1,2
Notes										

NOTES

Arab camelry dismount as the equivalent infantry.

CHANGES FROM LAST VERSION

PHILISTINE



ARMY COMMANDER		1	Any Instinctive			DATES		1100 BCE to 732 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENER,	ALS									
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots	CHARIOT	S	Average	Experienced	_	_	105	_	2	1,2
Citations	Formed Loc	ose	Protected	Bow			100		6	1,2
Best spearmen	INFANTR'	Y	Average	-	Short Spear	Melee Expert	88		0	1,2
Dest speatmen	Formed Clo	se	Protected	-	31101t Spear	Meice Expert	00		8	1,2
Spearmen	INFANTR'	Y	Average	-	Short Spear		72		6	1,2
Speamen	Formed Clo	se	Protected	-	Short Spear		14		16	1,2
Javelinmen	INFANTR'	Y	Average	Unskilled			63	Shoot & Charge (6)	0	1,2
javemmien	Formed Loc	se	Protected	Javelin			00	Shoot & Charge (0)	6	1,2
Kharu archers	INFANTR'	Y	Average	Skilled			69	Combat Shy (-14)	0	1,2
Midiu dicilcis	Formed Loc	ose	Unprotected	Bow			07	Combat Sily (-14)	2	1,2
Hebrew mercenaries (from	INFANTR'	Y	Average	-	Short Spear	Melee Expert	83		0	1,2
1006 to 1003 BCE)	Formed Loc	se	Protected	-	31101t Spear	Meice Expert	00		2	1,2
Archers	INFANTR'	Y	Average	Experienced		Combat Shy	50		0	1,2
7 d Cilcis	Skirmishe	r	Unprotected	Bow		Combat Sily	30		6	1,2
Slingers	INFANTR'	Y	Average	Experienced		Combat Shy	43		0	1,2
ningers .	Skirmishe	r	Unprotected	Sling		Combat Sily	4 0	<u>-</u>	4	1,∠
ALLIES										

ALLIES

Aramaean allies - Syro-Hittite (before 900 BCE)

Aramaean allies - Later Syro-Hittite (from 900 BCE)

Phoenician allies (from 1000 BCE)

Egyptian allies - Libyan Egyptian (from 734 BCE)

PHILISTINE



Notes

No command may have more than one TuG of best spearmen. Philistines may appear as vassal allies until 627 BCE. Only one external ally may be taken.

CHANGES FROM LAST VERSION

DARK AGE GREEK



ARMY COMMANDER		1	Any Instinctive			DATES		1100 BCE to 671 BCE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal, Mountains		
Internal Allied Genera	LS	0-3	Any Instinctive							
	ТүрЕ		<u>'</u>							
	TRAINING	AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	9N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chariots	CHARIC		Average	Experienced	Short Spear	-	92	Dismountable (5)	0	1,2
<u> </u>	Formed Lo		Protected	Javelin				2101110 01110010 (0)	2	
Cavalry (from 900 BCE)	CAVALI		Average	-	Short Spear	<u>-</u>	90	-	0	1,2
	Formed Lo		Protected	-					4	-,-
Spearmen	INFANT		Average	-	Short Spear	<u>-</u>	57	-	6	1,2
- F	Tribal Lo		Protected	-					44	,
Regrade spearmen	INFANT		Average	-	Short Spear	_	57	Integral Shooters (6)	0	1,2
regrade spearmen	Tribal Lo	ose	Protected	-	Bilore B pear		<u> </u>	miceSiai emodicio (0)	8	1,2
Regrade spearmen as	INFANT	RY	Average	Unskilled	_	Melee Expert	69	Shoot & Charge (6)		1,2
swordsmen (before 900 BCE)	Tribal Lo	ose	Protected	Javelin		Ividice Expert	07	briotic charge (0)	Up to half	
Regrade spearmen as proto-	INFANT	RY	Average	Unskilled	Long Spear	Combat Shy	57	Shoot & Charge (6)		1,2
hoplites (from 725 BCE)	Tribal Cl	ose	Protected	Javelin	Long Spear	Combat Sily	07	SHOOL & Charge (0)	Any	1,2
Javelinmen	INFANT.	RY	Average	Experienced		Combat Shy	28		0	1,2
javenimien	Skirmish	er	Unprotected	Javelin	-	Combat Sily	20	-	9	1,2
Archers	INFANT	RY	Average	Experienced		Combat Shy	50		0	1,2
1 Hellers	Skirmish	er	Unprotected	Bow	-	Combat sity	00	-	6	1,4

Chariots dismount as Tribal Loose, Superior, Protected, Short Spear.

CHANGES FROM LAST VERSION

HEBREW



ARMY COMMANDER		1	Any Instinctive			DATES		1000 BCE to 801 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Mountains		
Internal Allied Gene	RALS	0-1	Any Instinctive (Juda	ean ally for Israel 86	7 to 850 BCE)					
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
United Monarchy und	er David (to	968	BCE)							
Chariots	CHARIO	ΓS	Superior	Experienced			133		0	1,2
Chanots	Formed Lo	ose	Protected	Bow	-	-	155	-	2	1,4
United Monarchy und	ER SOLOMON	(FROI	M 969 BCE) OR ISE	RAEL						
Chariots	CHARIO	ΓS	Superior	Experienced			133		2	1,2
Chanots	Formed Lo	ose	Protected	Bow	-	-	133	-	6	1,4
JUDAH										
Chariots	CHARIOT	ΓS	Superior	Experienced			133		1	1,2
Chanots	Formed Lo	ose	Protected	Bow	-	-	133	-	4	1,2
Gibborim (not Israel)	INFANTR	Υ	Average	-	Short Spear	Melee Expert	83		2	1,2
Gibboliii (ilot isiaei)	Formed Lo	ose	Protected	-	Short Spear	Meiee Expert	03	-	4	1,4
Spearmen	INFANTR		Average	Unskilled	Short Spear	_	60	Shoot & Charge (6)	4	1,2
<u> </u>	Tribal Loo		Protected	Javelin	Short Spear			Shoot & Charge (0)	22	1,2
Archers	INFANTR		Average	Experienced	_	-	48	Combat Shy (-14)	0	1,2
	Tribal Loo		Unprotected	Bow					6	
Skirmishers	INFANTR		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmishe		Unprotected	Bow					9	
Slingers	INFANTR		Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmishe	er	Unprotected	Sling		-			6	

HEBREW



ALLIES

Aramaean allies - Later Syro-Hittite (Israel in 853 BCE) Phoenician allies (Israel in 853 BCE)

CHANGES FROM LAST VERSION

PHOENICIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1000 BCE to 332 BCE		
SUB-GENERALS	0-1	Any Instinctive			TERRAIN		Coastal		
INTERNAL ALLIED GENER	(ALS 0-3	Any Instinctive							
	ТүрЕ	<u>, </u>			_				
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE
2-horse 2-crew chariots	CHARIOTS	Superior	Experienced			133		1	1,2
(before 740 BCE)	Formed Loose	Protected	Bow	-	-	155	-	4	1,4
4-horse 3-crew chariots	CHARIOTS	Superior	Experienced	Chart Crass		147	Melee Expert (32),	1	1,2
(from 740 to 490 BCE)	Formed Loose	Protected	Bow	Short Spear	-	14/	Shoot & Charge (14)	4	1,2
Regrade 4-horse 3-crew chariots (from 660 to 490	CHARIOTS	Average	-	Short Spear	Devastating Chargers	97	Melee Expert (25)		1,2
BCE)	Formed Close	ArmHrs/ Protected	-	Short Spear	Devastating Chargers	<i>)</i>	Wielee Expert (20)	All or none	
Cavalry (from 740 BCE)	CAVALRY	Average	-	Short Spear		90		0	1,2
Cavally (HOIII / 40 DCE)	Formed Loose	Protected	-	Short Spear	-	90	-	2	1,2
Spearmen	INFANTRY	Average	-	Short Spear		67		6	1,2
Speamen	Formed Loose	Protected	-	Short Spear	-	07	-	30	1,2
Regrade spearmen as	INFANTRY	Average	-	Long Spear		86	Orb (2)		1,2
hoplites (from 650 BCE)	Formed Close	Protected	-	Long Spean	-	00	O10 (2)	Any	1,2
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
Alchers	Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Combat 511y (-14)	6	1,2
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
SKIIIIIISIIEIS	Skirmisher	Unprotected	Bow	-	Comoat sny	30	-	9	1,2
Slingers	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
	Skirmisher	Unprotected	Sling		Comoat sny	40	-	6	1,4
Javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	1,2
Javeninnen	Skirmisher	Unprotected	Javelin	-	Compatibility	20	-	6	1,4

PHOENICIAN



Notes

Cypriot armies must regrade their chariots.

CHANGES FROM LAST VERSION

EARLY ARAB



ARMY COMMANDER	1	Any Instinctive			DATES		1000 BCE to 301 BCE		
SUB-GENERALS	0-1	Any Instinctive			TERRAIN		Plains, Desert		
INTERNAL ALLIED GENERAL	LS 0-3	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Camel riders	CAMELRY	Average	Experienced	_	<u>.</u>	84	Dismountable (3)	2	1,2
Carrier riders	Tribal Loose	Unprotected	Bow			04	Distributitable (5)	20	1,2
Best warriors	INFANTRY	Superior	Unskilled	Short Spear	_	83	Shoot & Charge (8)	0	1,2
Dest waitions	Tribal Loose	Protected	Javelin	31101t Spear		00	Shoot & Charge (0)	6	1,2
Warriors	INFANTRY	Average	Unskilled	Short Spear	_	60	Shoot & Charge (6)	6	1,2
vvaiii013	Tribal Loose	Protected	Javelin	31101t Spear			Shoot & Charge (0)	32	1,2
Archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	1,2
Auchers	Tribal Loose	Unprotected	Bow	_	_	40	Comoat sily (-14)	6	1,2
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	1,2
	Skirmisher	Unprotected	Bow	_	Comoat Sny	00	_	12	1,2
Skirmishing javelinmen	INFANTRY	Average	Experienced	_	Combat Shy	28	_	0	1,2
	Skirmisher	Unprotected	Javelin	_	Combat Sily	20		12	1,2
Skirmishing slingers	INFANTRY	Average	Experienced	_	Combat Shy	43	_	0	1,2
	Skirmisher	Unprotected	Sling		Combat Sily	40	<u>-</u>	6	1,4

Notes

Minima for foot do not apply to entirely mounted ally contingents. Arab camelry dismount as the equivalent infantry.

CHANGES FROM LAST VERSION

MANNA!AN



ARMY COMMANDER		1	Any Instinctive			DATES		950 BCE to 610 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Mountains		
INTERNAL ALLIED GENERA	ALS									
	ТүрЕ		·							
	TRAINING AN	D	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	M in	
Name	Formation		PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
2-horse 2-crew chariots	CHARIOTS	5	Superior	Experienced			133		0	1,2
Z-Horse Z-crew charlots	Formed Loos	se	Protected	Bow	-	-	100	-	2	1,2
Upgrade chariots to 4-horse	CHARIOTS	5	Superior	Experienced	Short Spear		147	Melee Expert (32),		1,2
3-crew (from 750 BCE)	Formed Loos	se	Protected	Bow	Short Spear	-	14/	Shoot & Charge (14)	All	1,2
Cavalry	CAVALRY	=	Average	-	Short Spear	<u>.</u>	90	<u>.</u>	2	1,2
Cavally	Formed Loos	se	Protected	-	Short Spear		70		4	1,2
Upgrade cavalry (from 800	CAVALRY		Average	Experienced			115			1,2
BCE)	Formed Loos	se	Protected	Bow	-	-	110	-	Any	1,2
Reclassify cavalry (from 750	CAVALRY		Average	Experienced			94		0	1,2
BCE)	Formed Flexil	ble	Unprotected	Bow	-	-	74	-	2	1,2
Spearmen	INFANTRY	7	Average	-	Short Spear		57	Integral Shooters (6)	6	1,2
Spearmen	Tribal Loos	е	Protected	-	Short Spear	-	37	integral shooters (0)	24	1,2
Archers	INFANTRY	7	Average	Experienced			48	Combat Shy (-14)	0	1,2
Aucticis	Tribal Loos	е	Unprotected	Bow			40	Compatibily (-14)	20	1,2
Skirmishers	INFANTRY	7	Average	Experienced	_	Combat Shy	50	_	0	1,2
SKIIIII3IICI3	Skirmisher		Unprotected	Bow	-	Combat Sily	50	-	9	1,∠
Javelinmen	INFANTRY	7	Average	Experienced	_	Combat Shy	28	_	0	1,2
javenimien	Skirmisher		Unprotected	Javelin	-	Compatibility	20	-	4	1,4

MANNA!AN



ALLIES

Aramean allies - Syro-Hittite (before 900 BCE)

Aramean allies - Later Syro-Hittite (from 900 to 700 BCE)

Assyrian allies - Middle Assyrian (from 895 to 894 BCE)

Zikirtu allies - Early Iranian (from 800 BCE)

Urartian allies - Early Urartian (from 800 to 747 BCE)

Urartian allies - Urartian (from 747 BCE)

Cimmerian allies (from 745 BCE)

Assyrian allies - Neo-Assyrian Empire (from 745 to 681 BCE)

Assyrian allies - Later Sargonid Assyrian (from 680 BCE)

NOTES

Only one ally may be taken.

CHANGES FROM LAST VERSION

LIBYAN EGYPTIAN



ARMY COMMANDER		1	Any Professional			DATES		945 BCE to 720 BCE		
SUB-GENERALS		0-1	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Genera	LS	0-3	Any Instinctive (Up t	o 1 Libu, up to 2 Me	eshwesh)					
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	M(in	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots	CHARIO	TS	Average	Skilled	_	_	150	_	1	1,2
Charlots	Drilled Lo	ose	Protected	Bow	_		100		6	1,2
Cavalry	CAVALR	Y	Average	-	Short Spear		90		0	1,2
Cavally	Formed Lo	ose	Protected	-	Short Spear	-	90	-	2	1,2
Royal Guard	INFANTF	Ϋ́	Superior	-	Short Spear	Melee Expert	131		0	1,2
Royal Guard	Drilled Clo	ose	Protected	-	Short Spear	Meice Expert	101	-	4	1,2
"Invincible" Meshwesh	INFANTF	Ϋ́	Average	-	Short Spear	Melee Expert	88		2	1,2
IIIVIIICIDIE IVIESIIWESII	Formed Cl	ose	Protected	-	Short Spear	Meice Expert	00	-	12	1,2
Libu	INFANTF	ΥΥ	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	0	1,2
Liou	Formed Lo	ose	Protected	Javelin	Short Spear		70	Shoot & Charge (0)	6	1,2
Egyptian close fighters	INFANTF	ΥΥ	Poor	-	Short Spear		47		0	2,3
Lgypuan close nghters	Drilled Clo	ose	Protected	-	Short Spear		47		6	2,0
Egyptian archers	INFANTF	ΥΥ	Poor	Experienced			41	Combat Shy (-9)	2	2,3
Lgy puair archers	Drilled Lo	ose	Unprotected	Bow	_		71	Combat Sily (-7)	6	2,0
Libu or Nubian archers	INFANTF	Ϋ́	Average	Experienced		Combat Shy	50		0	1,2
LIOU OI INUDIAII AICIICIS	Skirmish	er	Unprotected	Bow		Compatibily		<u>-</u>	6	1,∠
Libu, Palestinian or Bedouin	INFANTF	Ϋ́	Average	Experienced		Combat Shy	28	<u> </u>	0	1,2
javelinmen	Skirmish	er	Unprotected	Javelin	· <u>-</u>	Comoat sily	20	-	12	1,2
Nomes										

Notes

An internal Meshwesh ally general can only command Meshwesh. An internal Libu ally general must command all and only Libu.

CHANGES FROM LAST VERSION

LATER SYRO-HITTITE



ARMY COMMANDER	1	Any Instinctive			DATES		900 BCE to 700 BCE		
SUB-GENERALS	0-1	Any Instinctive			TERRAIN		Coastal, Plains, Mount	ains	
Internal Allied Genera	ALS 1-3	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
2-horse 2-crew chariots	CHARIOTS	Superior	Experienced			133		2	1,2
Z-Holse Z-clew challots	Formed Loose	Protected	Bow	-	-	100	-	8	1,2
Upgrade chariots to 4-horse	CHARIOTS	Superior	Experienced	Short Spear		147	Melee Expert (32),		1,2
3-crew (before 800 BCE)	Formed Loose	Protected	Bow	Short Spear	-	14/	Shoot & Charge (14)	Up to half	1,2
Upgrade chariots to 4-horse	CHARIOTS	Superior	Experienced	Short Spear		147	Melee Expert (32),	Half	1,2
3-crew (from 800 BCE)	Formed Loose	Protected	Bow	Short Spear	-	14/	Shoot & Charge (14)	All	1,2
Palace chariots (from 750	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	180	Shoot & Charge (14)	0	1,2
BCE)	Formed Loose	Protected	Bow	Short Spear	Meiee Expert	100	SHOOL & Charge (14)	2	1,2
Cavalry	CAVALRY	Average	-	Short Spear		90		0	1,2
Cavally	Formed Loose	Protected	-	Short Spear	-	90	-	2	1,2
Cavalry	CAVALRY	Average	Experienced			87		0	1,2
Cavally	Formed Loose	Unprotected	Bow	-	-	07	-	2	1,2
Camel riders	CAMELRY	Average	Experienced			84	Dismountable (3)	0	1,2
Carrier riders	Tribal Loose	Unprotected	Bow	<u>-</u>	-	04	Distributitable (5)	2	1,2
Rost sportmon	INFANTRY	Superior	-	Short Spear		94		0	1,2
Best spearmen	Formed Loose	Protected	-	Short Spear	-	7 4	-	4	1,2
Regular spearmen	INFANTRY	Average	-	Short Spear		67		0	1,2
regular spearmen	Formed Loose	Protected	-	Short Spear	-	07	-	6	1,4
Militia cacarmen	INFANTRY	Average	-	Short Spear		57		4	1,2
Militia spearmen	Tribal Loose	Protected	-	Short spear	-	3/	-	12	1,4

LATER SYRO-HITTITE



Archers	INFANTRY	Average	Experienced		-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow	-				8	
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow	-	Collidat Sily			6	
Slingers	INFANTRY	Average	Experienced		Combat Shy	43	-	0	1.2
	Skirmisher	Unprotected	Sling	-	Comoat sny	40		9	1,2

ALLIES

Israelite allies - Hebrew (before 800 BCE)

Israelite allies - Later Hebrew (from 800 to 722 BCE)

Phoenician allies (from 900 to 722 BCE)

Notes

Arab camelry dismount as the equivalent infantry.

Only one external ally may be chosen.

CHANGES FROM LAST VERSION

CHALDEAN BABYLONIAN



ARMY COMMANDER 1 SUB-GENERALS 0-2		Any Instinctive		DATES		900 BCE to 627 BCE			
		Any Instinctive			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	0-1	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots	CHARIOTS	Superior	Experienced		-	133	-	1	1,2
Charlots	Formed Loose	Protected	Bow					4	
Upgrade chariots with three	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32),		1,2
crew	Formed Loose	Protected	Bow				Shoot & Charge (14)	Any	
Chaldean or Aramean	CAVALRY	Average	-	Short Spear	-	90	-	0	1,2
cavalry	Formed Loose	Protected	-					4	
Guard infantry	INFANTRY	Superior	-	Short Spear		94		0	1,2
Guaru manuy	Formed Loose	Protected	-	Short Spear	-	74	-	Max 1 4 Any 0 4	1,2
Archers	INFANTRY	Average	Experienced		-	48	Combat Shy (-14)	6	1,2
Archers	Tribal Loose	Unprotected	Bow					32	
I over	INFANTRY	Poor	-	Short Spear		23		0	2,3
Levy	Tribal Loose	Unprotected	-	Short Spear	-	23	-	10	
Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	50	-	0	1,2
SKIIIIISIIEIS	Skirmisher	Unprotected	Bow					6	1,2

ALLIES

Elamite allies - Later Elamite (from 890 to 640 BCE)

CHANGES FROM LAST VERSION

LATER VEDIC INDIAN



ARMY COMMANDER 5UB-GENERALS 1 O-1 INTERNAL ALLIED GENERALS 0-2		1	Any Instinctive			DATES		900 BCE to 530 BCE		
		0-1	Any Instinctive (before	n 600 BCE)	TERRAIN		Plains, Coastal, Jungle			
		0-2	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Elephants	ELEPHANT	ΓS	Average	-	_	Shove	240	-	0	1,2
Пернаны	Tribal Loos	se	Protected	-					2	
Heroic charioteers	CHARIOT	S	Superior	Experienced	_	-	133	Dismountable (7)	2	1,2
Tieroic charloteers	Formed Loc	se	Protected	Bow					8	
Swordsmen	INFANTR'	Y	Average	-		Melee Expert	81		0	1,2
5 WOI de SIII CII	Formed Clo	se	Protected	-	_	Wielee Expert	01		2 8 0 4	
Archers	INFANTR'	Y	Average	Experienced		-	48	Combat Shy (-14)	4	1,2
7 Heriers	Tribal Loos	se	Unprotected	Bow					24	
Followers	INFANTR'	Y	Poor	-	-	-	22	-	0	2,3
rollowers	Tribal Clos	se	Unprotected	-					6	
Skirmishers	INFANTR'	Y	Average	Experienced		Combat Shy	50		0	1,2
2KIIIII18IIE18	Skirmishe	r	Unprotected	Bow	-	4	1,2			
Slingers	INFANTR'	Y	Average	Experienced		Combat Shy	43	-	0	1,2
	Skirmishe	r	Unprotected	Sling					4	1,4

NOTES

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

CHANGES FROM LAST VERSION

LATER ELAMITE



ARMY COMMANDER	1	Any Instinctive			DATES		890 BCE to 539 BCE			
Sub-Generals	0-1	Any Instinctive Any Instinctive			Terrain		Plains, Mountains			
Internal Allied Gener	ALS 0-2									
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min		
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
4-horse chariots (from 740	CHARIOTS	Average	Experienced	Chart Char	M 1 T	100	C1 . 0- C1 (40)	0	1,2	
BCE)	Formed Loose	Protected	Bow	Short Spear	Melee Expert	138	Shoot & Charge (10)	2	1,2	
2-horse chariots	CHARIOTS	Superior	Experienced		-	133	-	0	1,2	
2-Horse charlots	Formed Loose	Protected	Bow	-				2	1,2	
Elamite cavalry	CAVALRY	Average	Experienced		-	94	-	0	1,2	
Liailitte Cavally	Formed Flexible	Unprotected	Bow					4	1,2	
Archers riding kallapani	INFANTRY	Average	Experienced		Dismountable	61		2	1,2	
chariots	Formed Loose	Unprotected	Bow	-	Distiloulitable	01	-		1,2	
Archers behind long-s	HIELD SPEARMEN	(from 660 BCE) 1,	$^{\prime}2$ front rank ai	ND $1/2$ REAR R.	ANK					
	INFANTRY	Average	Experienced		D .	60	C 1 C1 (1 4)	0	2	
Front rank sparabara	Formed Flexible	Unprotected	Bow	-	Pavise	69	Combat Shy (-14)	MAX 0 2 0 2 0 4 2 8	2	
D 1 1	INFANTRY	Average	Experienced		D	62	Combat Shy (-14)	=		
Rear rank archers	Formed Loose	Unprotected	Bow	-	Pavise			=		
	INFANTRY	Average	Experienced		-	54	Combat Shy (-14)	4		
Archers	Formed Loose	Unprotected	Bow						1,2	
0	INFANTRY	Average	-	C1 . C				0	1.0	
Spearmen	Tribal Loose	Protected	-	Short Spear	=	57	=	4	1,2	
C1.tt.1	INFANTRY	Average	Experienced		Combat Shy	50		0	1.0	
Skirmishers	Skirmisher	Unprotected	Bow	-			-	9	1,2	

LATER ELAMITE



ALLIES

Babylonian allies - Chaldean Babylonian (before 626 BCE) Babylonian allies - Neo-Babylonian Empire (from 626 BCE)

Arab allies - Early Arab

Notes

Only one external ally may be taken.

The minima and maxima for archers and spearmen represents the total of front rank sparabara. An equal number of rear rank archers must be taken.

CHANGES FROM LAST VERSION

EARLY NEO-ASSYRIAN EMPIRE



ARMY COMMANDER	1	Any Professional			DATES		883 BCE to 745 BCE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Genera	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Palace chariots	CHARIOTS	Exceptional	Skilled			206		0	1.0
ralace chanots	Drilled Loose	Protected	Bow	-	-	200	-	2	1,2
Cha chana chariata	CHARIOTS	Superior	Skilled			182		2	1,2
Sha shepe chariots	Drilled Loose	Protected	Bow	<u>-</u>	-	102	-	6	1,4
Upgrade chariots to 3-crew	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)		1,2
Opgrade charlots to 3-crew	Drilled Loose	Protected	Bow	Short Spear	Meiee Expert	194	31100€ & Charge (14)	Up to half	1,2
Cavalry	CAVALRY	Average	Unskilled	Short Spear		104		2	1,2
Cavany	Formed Loose	Protected	Bow	Short Spear		104		2	1,2
Ashsharittu or huradu	INFANTRY	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	2	1,2
Ashshanttu Of Hufauu	Drilled Close	Protected	-	Short Spear	integral Shooters	00	Weice Expert (10)	8	1,2
Hupshu or sabe	INFANTRY	Average	-	Short Spear	Integral Shooters	63		0	1,2
Trupsilu or save	Tribal Loose	Protected	-	Short Spear	ilitegral offooters	03	-	16	1,2
Levy	INFANTRY	Poor	-	Short Spear		23		0	2,3
Levy	Tribal Loose	Unprotected	-	Short Spear	-	20	-	3	2,0
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
Alcheis	Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Combat Sily (-14)	6	1,4
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50	_	0	1,2
OMITHIOTICIS	Skirmisher	Unprotected	Bow		Combat Sily		<u>-</u>	6	1,4
Slingers	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
Jiiigeis	Skirmisher	Unprotected	Sling	-	Compatibily	40	-	6	1,4

EARLY NEO-ASSYRIAN EMPIRE



ALLIES

Aramean or Neo-Hittite allies - Later Syro-Hittite

CHANGES FROM LAST VERSION

EARLY URARTIAN



Army Commander		1	Any Instinctive			DATES		860 BCE to 747 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Mountains		
Internal Allied Gener	ALS	0-2	Provincial generals - A	Any Instinctive						
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots	CHARIO	TS	Superior	Experienced		_	133		1	1,2
Chanots	Formed Lo	ose	Protected	Bow	-	-	100	-	4	1,2
Cavalry	CAVALR	Y	Average	-	Short Spear		90		2	1,2
Cavally	Formed Lo	ose	Protected	-	Short Spear	-	90	-	6	1,2
Spearmen	INFANTF	Ϋ́	Average	-	Short Spear		67		4	1,2
Speammen	Formed Lo	ose	Protected	-	Short Spear	-	07	-	40	1,2
Levied troops	INFANTF	Ϋ́	Poor	-	Short Spear		23		0	2,3
Levieu doops	Tribal Loc	se	Unprotected	-	Short Spear	-	20	-	3	2,0
Skirmishers	INFANTF	Ϋ́	Average	Experienced		Combat Shy	50		0	1,2
SKIIIIIISIICIS	Skirmish	er	Unprotected	Bow	-	Collidat Sily	50	-	12	1,2
Javelinmen	INFANTF	Ϋ́	Average	Experienced		Combat Shy	28	<u> </u>	0	1,2
javeiiiiiieii	Skirmish	er	Unprotected	Javelin	-	Combat sily	20	-	6	1,2
ATTTEC										

ALLIES

Musasirian allies - Mannaian

Neo-Hittite and Arameaean allies - Later Syro-Hittite

Notes

Only one external ally may be taken.

CHANGES FROM LAST VERSION

PHRYGIAN



ARMY COMMANDER		1	Any Instinctive			DATES		850 BCE to 676 BCE		
Sub-Generals		0-3	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Genera	ALS	0-3	Any Instinctive							
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL	MELEE	M ANDAT OR Y	BASE	OPTIONAL	Min	
NAME	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Phrygian chariots	CHARIOTS	3	Superior	Experienced	Short Spear		124		0	1,2
inygian chanots	Formed Loos	se	Protected	Javelin	Short Spear		124		4	1,2
Upgrade chariots (from 750	CHARIOTS	5	Superior	Experienced	Short Spear	Melee Expert	157	Shoot & Charge (14)		1,2
BCE)	Formed Loos	se	Protected	Javelin	Short Spear	Meiee Expert	107	Shoot & Charge (14)	Any	1,2
Cavalry	CAVALRY		Average	-	Short Spear		90		2	1,2
Cavally	Formed Loos	se	Protected	-	Short Spear		70		4	1,2
Spearmen	INFANTRY	r	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	10	1,2
ppearmen	Tribal Loos	2	Protected	Javelin	Short Spear	-	00	SHOOL & Charge (0)	34	1,2
Light cavalry	CAVALRY		Average	Experienced			55	Cantabrian (16),	0	1,2
Light Cavally	Skirmisher		Unprotected	Javelin	_		00	Combat Shy (-4)	2	1,2
Archers	INFANTRY	r	Average	Experienced		Combat Shy	50		0	1,2
TICHEIS	Skirmisher		Unprotected	Bow	-	Comoat sny	50	-	9	1,2
Slingers	INFANTRY	r	Average	Experienced		Combat Shy	43		0	1,2
omigers	Skirmisher		Unprotected	Sling	-	Comoat sny	43	-	6	1,2
avelinmen	INFANTRY	,	Average	Experienced		Combat Shr	28		0	1,2
avemmen	Skirmisher		Unprotected	Javelin	-	Combat Shy	20	-	9	1,2
ALLIES										

ALLIES

Cimmerian allies (from 750 BCE)

Urartian allies - Early Urartian (before 746 BCE)

Urartian allies - Urartian (from 746 BCE)

Notes

Only one external ally may be taken.

PHRYGIAN



CHANGES FROM LAST VERSION

EARLY IRANIAN



Army Commander		1	Any Instinctive			DATES		836 BCE to 550 BCE		
Sub-Generals		0-2	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Gener	RALS	0-2	Any Instinctive							
	ТүрЕ									
	TRAINING A	NĐ	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Nobles and followers	CAVALR'	Y	Superior	Experienced		_	147	Melee Expert (32)	0	1,2
11001es alla lollowers	Formed Loc	ose	Protected	Bow	-	-	14/	Meiee Expert (02)	2	1,2
Horse archers	CAVALR'	Y	Average	Experienced			94		2	1,2
11018e archers	Formed Flex	ible	Unprotected	Bow	-	-	2 4	-	8	1,2
Upgrade horse archers	CAVALR'	Y	Average	Skilled			129			1,2
Opgrade noise archers	Formed Flex	ible	Unprotected	Bow			127		Up to half	1,2
Spearmen	INFANTR	Y	Average	-	Short Spear		57		4	1,2
Speammen	Tribal Loo	se	Protected	-	Short Spear	-	J/	-	24	1,2
Archers	INFANTR	Y	Average	Experienced			48	Combat Shy (-14)	4	1,2
Alcheis	Tribal Loo	se	Unprotected	Bow	-	-	40	Combat Sily (-14)	24	1,2
Skirmishers	INFANTR	Y	Average	Experienced		Combat Shy	50		0	1,2
SKIIIIISIICIS	Skirmishe	er	Unprotected	Bow	-	Combat sily	30	-	12	- 1,2
ATTEC										

ALLIES

Cimmerian allies (from 750 to 630 BCE)

Scythian allies - Early Scythian or Saka (from 680 BCE)

Mannaian allies (from 669 to 610 BCE)

Notes

Spearmen and archers may be combined in a TuG of 2 comprising front rank spearmen with experienced bow, and 1 rear rank of archers. Cimmerian and Scythian allies may not be taken together.

CHANGES FROM LAST VERSION

LATER HEBREW



ARMY COMMANDER	1	Any Instinctive			DATES		800 BCE to 586 BCE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Mountains		
Internal Allied Gener	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
ISRAEL (FROM 800 TO 72	2 BCE)								
3-crew chariots	CHARIOTS	Superior	Experienced	Clarat Carasa		147	Melee Expert (32),	2	1,2
5-crew charlots	Formed Loose	Protected	Bow	Short Spear	-	14/	Shoot & Charge (14)	6	1,2
JUDAH									
3-crew chariots	CHARIOTS	Superior	Experienced	Short Spear		147	Melee Expert (32),	1	1,2
3-crew charlots	Formed Loose	Protected	Bow	Short Spear	-	14/	Shoot & Charge (14)	4	1,2
Regrade chariots (from 702	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	180	Shoot & Charge (14)	1	1,2
BCE)	Formed Loose	Protected	Bow	3Hort Spear	Meiee Expert	100	Shoot & Charge (14)	All	1,4
Gibborim (not Israel)	INFANTRY	Average	-	Short Spear	Melee Expert	83		2	1,2
Globoliii (not isiaei)	Formed Loose	Protected	-	Short Spear	Meiee Expert	03	-	4	1,2
Spearmen	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	4	1,2
эреаннен	Tribal Loose	Protected	Javelin	Short Spear		00	SHOOL & Charge (0)	30	1,2
Archers	INFANTRY	Average	Experienced	_	<u>.</u>	48	Combat Shy (-14)	0	1,2
7 deficis	Tribal Loose	Unprotected	Bow	_		40	Comoat Sily (-14)	6	1,2
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
OMITITION	Skirmisher	Unprotected	Bow		Comoat only			9	1,2
Slingers	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
	Skirmisher	Unprotected	Sling		Compacibily	10		6	1,4

LATER HEBREW



ALLIES

Philistine allies (from 715 to 688 BCE)

Egyptian allies - Kushite Egyptian (from 715 to 688 BCE)

Phoenician allies (from 702 to 688 BCE)

Egyptian allies - Saitic Egyptian (from 608 to 605 BCE and 601 to 599 BCE)

Notes

Philistine and Egyptian allies may be used together. No other external allies may be used together.

CHANGES FROM LAST VERSION



ARMY COMMANDER		1	Any Instinctive			DATES		746 BCE to 585 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Mountains		
Internal Allied Genera	ALS	0-2	Provincial generals - A	Any Instinctive						
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	ON	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Royal army 2-crew chariots	CHARIO'	TS	Superior	Experienced			133		0	1,2
Royal army 2-crew charlots	Formed Lo	ose	Protected	Bow	-	-	155	-	4	1,2
David amary acredus	CAVALR	Y	Average	Experienced	Chart Coas		135	Malaa Erroant (22)	1	1,2
Royal army cavalry	Drilled Lo	ose	Protected	Bow	Short Spear	-	150	Melee Expert (23)	2	1,2
Provincial cavalry	CAVALR	Y	Average	-	Short Spear		90		0	1,2
1 TOVITICIAI CAVAITY	Formed Lo	ose	Protected	-	Short Spear	-	90	-	4	1,2
Regrade provincial cavalry	CAVALR	Y	Average	Experienced			87		0	1,2
Regiade provincial cavalry	Formed Lo	ose	Unprotected	Bow	<u>-</u>	-	07	-	2	1,2
Cimmerian mercenaries	CAVALR	Y	Average	Experienced			94		0	1,2
Cililinerian increenanes	Formed Fle	xible	Unprotected	Bow	_		74		4	1,2
Royal Army spearmen	INFANTI	RΥ	Average	-	Short Spear		72		4	1,2
	Drilled Lo	ose	Protected	-	Short Spear		12		16	1,2
Spearmen	INFANTI	RΥ	Average	-	Short Spear		67		0	1,2
	Formed Lo	ose	Protected	-	Short Spear		07		24	1,2
Levied troops	INFANTI	RΥ	Poor	-	Short Spear		23		0	2,3
Levieu doops	Tribal Loc	ose	Unprotected	-	Short Spear		20		3	2,0
Skirmishers	INFANTI	RY	Average	Experienced		Combat Shy	50		0	1,2
OMITIMORICIS	Skirmish	er	Unprotected	Bow	-	Combat Sily		-	12	1,4
Javelinmen	INFANTI	RY	Average	Experienced		Combat Shy	28		0	1,2
Javeniniien	Skirmish	er	Unprotected	Javelin	-	Compatibily	40	-	6	1,4



ALLIES

Musasirian allies - Mannaian (from 746 to 619 BCE)

Neo-Hittite and Arameaean allies - Later Syro-Hittite (before 729 BCE)

Median allies - Early Iranian (from 714 to 621 BCE)

Median allies - Median Empire (from 620 to 585 BCE)

Cimmerian allies (from 680 to 640 BCE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Regraded cavalry.



ARMY COMMANDER		1	Any Instinctive			DATES		746 BCE to 585 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Mountains		
Internal Allied Genera	ALS	0-2	Provincial generals - A	Any Instinctive						
	ТүрЕ									
	TRAINING AN	T D	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	r	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Royal army 2-crew chariots	CHARIOT	S	Superior	Experienced			133		0	1,2
Royal allily 2-crew charlots	Formed Loo	se	Protected	Bow	-	-	100	-	4	1,2
Royal army cavalry	CAVALRY	7	Average	Experienced	Short Spear		135	Melee Expert (23)	1	1,2
Noyal allily Cavally	Drilled Loos	se	Protected	Bow	31101t Spear	-	100	Wielee Expert (20)	2	1,2
Provincial cavalry	CAVALRY	7	Average	-	Short Spear	_	90	_	0	1,2
110vinciai cavany	Formed Loo		Protected	-	Short Spear	_	70		4	1,2
Regrade provincial cavalry	CAVALRY	7	Average	Experienced	_	_	87	_	0	1,2
	Formed Loo		Unprotected	Bow					2	1,2
Cimmerian mercenaries	CAVALRY	7	Average	Experienced	_	_	94	_	0	1,2
Chimienan mercenanes	Formed Flexi		Unprotected	Bow			<i>7</i> 1		4	1,2
Royal Army spearmen	INFANTRY	Z	Average	-	Short Spear	_	72	_	4	1,2
	Drilled Loos	se	Protected	-	Short Spear	_	72	_	16	1,2
Spearmen	INFANTRY	Z .	Average	-	Short Spear	_	67	_	0	1,2
- Spearmen	Formed Loo		Protected	-	Short Spear				24	1,2
Levied troops	INFANTRY		Poor	-	Short Spear	_	23	_	0	2,3
	Tribal Loos		Unprotected	-	Short Spear		20		3	2,0
Skirmishers	INFANTRY		Average	Experienced	_	Combat Shy	50	_	0	1,2
	Skirmisher		Unprotected	Bow		Comoat only	00		12	1,2
Javelinmen	INFANTRY	Z	Average	Experienced		Combat Shy	28		0	1,2
javemmien	Skirmisher	-	Unprotected	Javelin	-	Collidat olly	20	-	6	1,4



ALLIES

Musasirian allies - Mannaian (from 746 to 619 BCE)

Neo-Hittite and Arameaean allies - Later Syro-Hittite (before 729 BCE)

Median allies - Early Iranian (from 714 to 621 BCE)

Median allies - Median Empire (from 620 to 585 BCE)

Cimmerian allies (from 680 to 640 BCE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Regraded cavalry.

NEO-ASSYRIAN EMPIRE



ARMY COMMANDER		1	Any Professional			DATES		745 BCE to 681 BCE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Genera	LS									
	ТүрЕ									
	TRAINING AND	D	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Palace chariots	CHARIOTS		Exceptional	Experienced	Short Spear	Melee Expert	228	Shoot & Charge (17)	0	1,2
Talace charlots	Drilled Loos		Protected	Bow	Short Spear	Ividice Expert	220	bhoot & Charge (17)	2	1,2
Chariots	CHARIOTS		Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	1	1,2
	Drilled Loos		Protected	Bow	Short Spear	Ividice Expert	171	bhoot & Charge (11)	4	1,2
Guard cavalry	CAVALRY		Superior	Experienced	Short Spear	_	175	_	0	1,2
	Drilled Loos		Protected	Bow	onore opear		170		2	1,2
Cavalry	CAVALRY		Average	Experienced	Short Spear	_	135	_	2	1,2
	Drilled Loos		Protected	Bow			100		4	1,2
Kallapani - mounted infantry	INFANTRY		Superior	-	Short Spear	Melee Expert,	145	_	0	1,2
Tanapani mounted manay	Drilled Clos		Protected	-	Short Spear	Dismountable	1 10		2	1,2
Guard infantry	INFANTRY	,	Superior	-	Short Spear	Melee Expert	131	_	0	1,2
	Drilled Clos	е	Protected	-	Short Spear	Wielee Expert	101	_	2	1,2
Regular infantry	INFANTRY	,	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	2	1,2
	Drilled Clos		Protected	-	Short Spear	micgiai bhooteis	00	Wielee Expert (10)	4	1,2
King's men	INFANTRY		Average	-	Short Spear	Integral Shooters	63	_	2	1,2
	Tribal Loose		Protected	-	Short Spear	micgiai bhooteis	00	_	6	1,2
Levy	INFANTRY		Poor	-	Short Spear	_	23	_	0	2,3
Levy	Tribal Loose		Unprotected	-	Short Spear	_	20	_	16	2,0
Elamite archers (from 720	INFANTRY		Average	Experienced	_	_	54	Combat Shy (-14)	0	1,2
BCE)	Formed Loos		Unprotected	Bow	_		UT	Controat only (314)	4	1,4
Archers	INFANTRY	•	Average	Experienced	_	_	48	Combat Shy (-14)	0	1,2
1 Herrers	Tribal Loose	9	Unprotected	Bow	_	_	70	Compatibily (*14)	12	1,4

NEO-ASSYRIAN EMPIRE

Me	RTE	M
ET G	LORIA	M

Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
Skiiilislieis	Skirmisher	Unprotected	Bow	-	Combat Sily	30	-	6	1,2
Clingara	INFANTRY	Average	Experienced		Combat Shy	43		0	1.2
Slingers	Skirmisher	Unprotected	Sling	-	Combat Sily	45	-	6	1,2
Involinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	1.2
Javelinmen	Skirmisher	Unprotected	Javelin	<u>-</u>	- Compat Sny		-	4	1,2

ALLIES

Aramean or Neo-Hittite allies - Later Syro-Hittite (before 710 BCE)

Israelite vassal allies - Later Hebrew (from 741 BCE)

Arab vassal allies - Early Arab (from 741 BCE)

Mede vassal allies - Early Iranian (from 733 BCE)

Philistine vassal allies (from 731 BCE)

Egyptian vassal allies - Libyan Egyptian (from 731 to 721 BCE)

Mannaian vassal allies (from 719 BCE)

Phrygian allies (from 704 BCE)

Cypriot allies - Phoenician (from 703 BCE)

NOTES

Any number of vassal allies may be taken. Only one external ally not described as a vassal may be taken.

CHANGES FROM LAST VERSION

KUSHITE EGYPTIAN



ARMY COMMANDER	1	Any Instinctive			DATES		732 BCE to 656 BCE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied Gener	ALS								
	ТүрЕ	•			_				
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE
Kushite chariots	CHARIOTS	Superior	Experienced		_	133		0	1,2
Rushite Charlots	Formed Loose	Protected	Bow	-	-	155	-	4	1,2
Cavalry	CAVALRY	Average	-	Short Spear		90		2	1,2
Cavally	Formed Loose	Protected	-	Short Spear	-	90	-	6	1,2
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	4	1,2
Alcheis	Formed Loose	Unprotected	Bow	-	- -	54	Compatibility (-14)	16	1,2
Best archers	INFANTRY	Average	Skilled			69	Combat Shy (-14)	0	1,2
Dest archers	Tribal Loose	Unprotected	Bow	-	-	09	Compatibility (-14)	4	1,2
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	0	1,2
Javeninnen	Formed Loose	Protected	Javelin	Short Spear	-	70	SHOOL & Charge (0)	6	1,2
Nubian skirmishers	INFANTRY	Average	Skilled		Combat Shy	89		0	1,2
nuolali skiillisileis	Skirmisher	Unprotected	Bow	-	Combat Sily	09	-	4	1,2
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
LII CII CI S	Skirmisher	Unprotected	Bow	-	Combat sily	50	-	9	1,4
Clingara	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
Slingers	Skirmisher	Unprotected	Sling	-	Combat sily	45	-	6	1,2

KUSHITE EGYPTIAN



FROM 727 TO 664 BCE AT	ND AN EGYPTIAN SI	UB-GENERAL IS TAKI	EN						
Egyptian chariots	CHARIOTS	Average	Skilled			150		0	1,2
Lgypuan chanots	Drilled Loose	Protected	Bow		<u>-</u>	100		2	1,2
Egyptian cavalry	CAVALRY	Average	-	Short Spear	_	90	_	0	1,2
Lgypuan cavany	Formed Loose	Protected	-	Short Spear	_	70	_	2	1,2
Egyptian close fighters	INFANTRY	Poor	-	Short Spear	_	47	_	0	1,2
Lgypuan close ngneers	Drilled Close	Protected	-	Short Spear	_	7/		4	1,2
Egyptian archers	INFANTRY	Poor	Experienced	_	_	41	Combat Shy (-9)	0	1,2
Lgypuan areners	Drilled Loose	Unprotected	Bow	_	_	71	Combat Sily (9)	4	1,2
FROM 727 TO 664 BCE AT	ND EGYPTIAN INFA	NTRY ARE TAKEN							
Meshwesh militia settlers	INFANTRY	Average	-	Short Spear	Melee Expert	88		2	1,2
iviesiiwesii iiiiiida setueis	Formed Close	Protected	-	Short spear	Meiee Expert	00	-	8	1,4
Libu militia settlers	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	2	1,2
LIUU IIIIIUA SELUEIS	Formed Loose	Protected	Javelin	Short spear	-	70	SHOOL & CHarge (0)	4	1,4
Skirmishers	INFANTRY	Poor	Experienced		Combat Shy	42		0	1 2 2
SKIIIIISHEIS	Skirmisher	Unprotected	Bow	-	Combat Sny	42	<u>-</u>	3	1,2,3

ALLIES

Libyan Egyptian allies (before 727 BCE)

Notes

An Egyptian sub-general cannot command Kushite troops. Kushite generals may command Egyptian troops.

CHANGES FROM LAST VERSION

Best archers formed.

LYDIAN



ARMY COMMANDER	1	Any Instinctive			DATES		687 BCE to 540 BCE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENER	(ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
King's retainers	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32),	0	1,2
King's retainers	Formed Loose	Protected	-		Devastating Chargers	140	Dismountable (7)	2	
Provinicial cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	2	1,2
1 TOVITICIAI CAVAITY	Formed Loose	Protected	-		Devastating Chargers	103	Dismountable (5)	6	
Scythian mercenaries	CAVALRY	Average	Experienced	_	_	94	_	0	1,2
	Formed Flexible	Unprotected	Bow			74		2	1,2
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67		4	1,2
	Tribal Close	Protected	-			07		16	1,2
Carian hoplites (from 665	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	0	1,2
BCE)	Formed Close	Protected	-					4	1,2
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	1,2
Javeninien	Tribal Loose	Protected	Javelin	Short Spear		00		6	1,2
Bithynians or Thracians	INFANTRY	Average	Experienced	Short Spear	_	63	Shoot & Charge (6)	0	1,2
	Tribal Loose	Protected	Javelin	Short Spear		00	Shoot & Charge (0)	4	1,2
Phrygian or Paphlagonian	CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1,2
light horse	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	4	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skillinshing archers	Skirmisher	Unprotected	Bow	_	Comoat Sily	50		4	1,2
Slingers	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
	Skirmisher	Unprotected	Sling		Comoat sny	45	- 4	1,2	
Skirmishing javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	1,2
oviming lareminien	Skirmisher	Unprotected	Javelin	-	Combat Shy	∠0	-	9	1,4

LYDIAN



ALLIES

Ionian Greek allies - Dark Age Greek (before 670 BCE) Ionian Greek allies - Asiatic Greek (from 670 BCE)

Notes

Lydian cavalry dismount as Formed Loose, Protected, Short Spear of equivalent quality.

CHANGES FROM LAST VERSION

LATER SARGONID ASSYRIAN



ARMY COMMANDER		Any Professional			DATES		680 BCE to 609 BCE		
SUB-GENERALS	0	3 Any Professional (bef	ore 626 BCE, 0-1 fro	om 626 BCE)	TERRAIN		Standard, Coastal		
Internal Allied General	LS 0	3 Any Professional (from	m 626 BCE)						
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
4-horse 4-crew chariots	CHARIOTS	Superior	Charge Only	Short Spear	Devastating Chargers,	210		2	1,2
4-1101SE 4-CIEW CHAITOUS	Drilled Close	ArmHrs/ Protected	Bow		Melee Expert	210	-	4	1,2
Qurubuti sha pithalli	CAVALRY	Superior	Experienced	Short Spear		175	-	0	1,2
	Drilled Loose	Protected	Bow		-			2	1,2
Upgrade qurubuti sha	CAVALRY	Superior	Experienced	Short Spear	Shoot & Charge	189	-	0	1,2
pithalli (from 668 BCE)	Drilled Close	ArmHrs/ Protected	Bow					2	1,2
Armoured cavalry	CAVALRY	Average	Experienced	Short Spear		135		2	1,2
	Drilled Loose	Protected	Bow		-	130	-	4	1,2
Cimmerians	CAVALRY	Average	Experienced			94	Combat Shy (-18)	0	1,2
Chimierians	Formed Flexibl	Unprotected	Bow		-	<i>,</i> ,		2	1,2
Zuk shepe	INFANTRY	Exceptional	-	Short Spear	Shield Cover	140	Integral Shooters (10)	0	1,2
Zuk snepe	Drilled Close	Protected	-	Short Spear	Siliela Covei	140		4	1,2
Kisir sharruti	INFANTRY	Superior	-	Short Spear	Shield Cover,	122	Integral Shooters (8)	2	1,2
Nisii silailuu	Drilled Close	Protected	-	Short Spear	Shieldwall	122	integral 31100ters (0)	6	1,2
Best sab sharri	INFANTRY	Average	-	Short Spear	Shield Cover,	87	Integral Shooters (6)	0	1,2
Dest sau silaili	Drilled Close	Protected	-	Short Spear	Shieldwall	07	integral 31100ters (0)	8	1,2
Mount best sab sharri as	INFANTRY	Average	-	Short Spear	Shield Cover,	92	Integral Shooters (6)	0	1,2
kallapani	Drilled Close	Protected	-	Short Spear	Dismountable	74	integral 31100ters (0)	2	1,2
Sab sharri	INFANTRY	Average	-	Short Spear	Shield Cover	77	Integral Shooters (6)	2	1,2
	Drilled Loose	Protected	-	Jiloit Speal	Sniela Cover	//	Integral Shooters (6)	8	1,∠
Sha kutalli	INFANTRY	Average	-	Short Spear		67		0	1,2
Jiia Kutaiii	Formed Loose	Protected	-	Jiioit Speal	-	07	-	6	1,4

LATER SARGONID ASSYRIAN



Dullu	INFANTRY	Poor	-	Short Spear	_	35		0	2,3
Dullu	Tribal Loose	Protected	-	31101t Spear	_	30		6	- ∠,3
Nash qashti	INFANTRY	Average	Experienced	-	_	80	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Bow			00		6	1,2
Sab qasti	INFANTRY	Average	Experienced	_	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow			J 4		6	1,2
Tribal levy archers	INFANTRY	Poor	Experienced		Combat Shy	42	-	0	1,2,3
Tildal levy archers	Skirmisher	Unprotected	Bow	-	Compatibility	42		6	1,2,3
Tribal levy slingers	INFANTRY	Poor	Experienced		Combat Shy	35		0	1,2,3
Tildal levy silligers	Skirmisher	Unprotected	Sling	-	Collidat Sily	30	-	6	1,2,3
T.::11.1	INFANTRY	Poor	Experienced		Combat Shy	20	_	0	1 2 2
Tribal levy javelinmen	Skirmisher	Unprotected	Javelin	- -				6	1,2,3

ALLIES

Mede vassal allies - Early Iranian (before 668 BCE)

Arab vassal allies - Early Arab (before 668 BCE)

Scythian allies - Early Scythian or Saka (before 627 BCE)

Philistine vassal allies (before 627 BCE)

Persian allies - Early Iranian (from 641 to 628 BCE)

Egyptian allies - Saitic Egyptian (from 627 BCE)

Mannaian allies - (from 627 to 610 BCE)

NOTES

Any number of vassal allies may be taken. Only one external ally not described as a vassal may be taken.

CHANGES FROM LAST VERSION

SAITIC EGYPTIAN



ARMY COMMANDER		1	Any Professional		DATES		664 BCE to 525 BCE			
SUB-GENERALS		0-3	Any Professional		TERRAIN	TERRAIN				
INTERNAL ALLIED GENER	RALS	0-1	Any Professional							
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE
Egyptian chariots	CHARIO	TS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	1	1,2
Egypuan chanois	Drilled Lo	ose	Protected	Bow	Short Spear	Meiee Expert	194		4	1,2
Equation country	CAVALR	Y	Average	-	Short Spear		90		0	1,2
Egyptian cavalry	Formed Lo	ose	Protected	-		-	90	-	2	1,2
Horse archers (from 620	CAVALR	Y	Average	Experienced			94	Combat Shy (-18)	0	1,2
BCE)	Formed Flex	xible	Unprotected	Bow	_	-	94	Combat Sily (-16)	2	1,2
C	INFANTE	RY	Superior	-	Short Spear		108		0	1.0
Guard spearmen	Drilled Clo	ose	Protected	-		-	108	- '	2	1,2
Guard archers	INFANTE	RΥ	Average	Skilled			95		0	1,2
Guara archers	Drilled Lo	ose	Protected	Bow	-	- -	93	-	2	
Greek mercenaries	INFANTE	RY	Average	-	I C	01 01 11 0	104	Orb (2)	0	1,2
Greek mercenaries	Drilled Clo	ose	Protected	-	Long Spear	Shove, Shield Cover	104		8	
C	INFANTE	RY	Average	-	Clarat Caraca		72		4	1,2
Spearmen	Formed Cl	ose	Protected	-	Short Spear	-	12	- '	16	1,2
Archers	INFANTE	RY	Average	Experienced			75	C 1 - + C1 (22)	2	1.0
Archers	Formed Lo	ose	Protected	Bow	-	-	73	Combat Shy (-22)	8	1,2
Nubian and other	INFANTE	RY	Average	Experienced		C 1+ C1	50		0	1,2
skirmishing archers	Skirmish	er	Unprotected	Bow	-	Combat Shy	50	- '	12	1,2
T:1:	INFANTI	RY	Average	Experienced		C =1- = + C1	20		0	1.0
Libyan javelinmen	Skirmish	er	Unprotected	Javelin	-	Combat Shy	28	-	6	1,2

ALLIES

Cyrenean Greek allies - (from 570 BCE)

SAITIC EGYPTIAN



Notes

The ally general can only command Greek mercenaries.

CHANGES FROM LAST VERSION

ASSYRIAN BABYLONIAN



ARMY COMMANDER		1 Any Professiona	al		DATES		652 BCE to 648 BCE		
SUB-GENERALS		0-1 Any Professiona	al		TERRAIN		Standard, Coastal		
Internal Allied Gener	ALS								
	ТүрЕ								
	TRAINING AN	D QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	Ркотестю	n Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE
Rebel Assyrian 4-horse 4-crew chariots	CHARIOT: Drilled Clos		Charge Only Bow	Short Spear	Devastating Chargers, Melee Expert	210	-	0 2	1,2
Babylonian 4-horse 3-crew chariots	CHARIOT: Drilled Loos	,	Experienced Bow	Short Spear	Melee Expert	194	Shoot & Charge (14)	0 2	1,2
Rebel Assyrian cavalry	CAVALRY Drilled Loos	U	Experienced Bow	Short Spear	-	135	-	0 2	1,2
Chaldean or Aramean Cavalry	CAVALRY Formed Loo	U	-	Short Spear	-	90	-	0 4	1,2
Guard infantry	INFANTRY Formed Loo		-	Short Spear	-	94	-	0 4	1,2
Rebel Assyrian spearmen	INFANTRY Drilled Loos	U	-	Short Spear	Shield Cover	77	Integral Shooters (6)	0 6	1,2
Chaldean and Aramean infantry	INFANTRY Tribal Loos		Experienced Bow	_	-	48	Combat Shy (-14)	4 20	1,2
Levy	INFANTRY Tribal Loos	Poor	-	Short Spear	-	23	-	0 10	2,3
Skirmishers	INFANTRY Skirmisher	/ Average	Experienced	_	Combat Shy	50	-	0	1,2

ALLIES

Arab allies - Early Arab Elamite allies - Later Elamite Persian allies - Early Iranian

ASSYRIAN BABYLONIAN



Notes

Any of the external allies may be used together.

CHANGES FROM LAST VERSION

NEO-BABYLONIAN EMPIRE



ARMY COMMANDER		1	Any Professional			DATES		626 BCE to 539 BCE	·	
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Genera	LS	0-1	Any Professional							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
4-horse chariots	CHARIOT	S	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	1	1,2
4-11018e Charlots	Drilled Loo	se	Protected	Bow		Meice Expert		SHOOL & CHAIGE (14)	4	1,2
Guard cavalry	CAVALRY	Y	Superior	Experienced	Short Spear		175		0	1,2
	Drilled Loo	se	Protected	Bow	Short Spear	-	1/3	-	2	1,2
Chaldean and Aramean	CAVALRY	Y	Average	Experienced	Short Spear	-	125	-	2	1,2
cavalry	Formed Loc	ose	Protected	Bow			120		4	1,2
Mercenary horse archers	CAVALRY	Y	Average	Experienced		-	94	-	0	1,2
Mercenary noise archers	Formed Flex	ible	Unprotected	Bow	-		94		2	
Arab levies	CAMELRY	Y	Average	Experienced			84	Dismountable (3)	0	1,2
That levies	Tribal Loos	se	Unprotected	Bow			04	Distributitable (5)	4	1,2
Guard infantry	INFANTR'	Y	Superior	-	Short Spear	Shield Cover,	122		0	1,2
Guard milandy	Drilled Clo	se	Protected	-	Short Spear	Shieldwall	122		4	1,2
Spearmen	INFANTR'	Y	Average	-	Short Spear	Shield Cover,	82	Integral Shooters (6)	0	1,2
opeaninen –	Formed Clo	ose	Protected	-		Shieldwall	02		12	1,4
Greek mercenaries	INFANTR'	Y	Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	0	1,2
GICCK IIICICCIIdIICS	Drilled Clo	se	Protected	-	rong shear	Shove, Shield Cover	104		2	1,4

NEO-BABYLONIAN EMPIRE



Archers	INFANTRY	Average	Experienced		-	48	Combat Shy (-14)	4	1,2
Archers	Tribal Loose	Unprotected	Bow	_		40		12	1,2
REGRADE ARCHERS AND SP	PEARMEN AS SPARA	ABARA 1/2 FRONT RA	ANK AND $1/2$ REA	R RANK					
Front rank sparabara	INFANTRY	Average	Experienced	-	Pavise	69	Combat Shy (-14)	0	2
	Formed Flexible	Unprotected	Bow		1 avise			Any	
Rear rank archers	INFANTRY	Average	Experienced	_	Pavise	62	Combat Shy (-14)	=	
ixear rank archers	Formed Loose	Unprotected	Bow			02		=	
Lour	INFANTRY	Poor	-	Short Spear		23		0	2,3
Levy	Tribal Loose	Unprotected	-	Short Spear	-	25	-	16	2,5
Tribal levy archers	INFANTRY	Poor	Experienced		Combat Shy	42		0	1,2,3
Titual levy atchers	Skirmisher	Unprotected	Bow	-	Comoat Sily	42	-	6	- 1,∠,∪

ALLIES

Mede allies - Median Empire (only in 618 BCE)

NOTES

An ally general cannot command guard troops.

Arab camelry dismount as equivalent infantry.

The minima and maxima for archers and spearmen in a mixed TUG represents the total of spearmen. An equal number of archers must be taken.

CHANGES FROM LAST VERSION

Adjusted infantry.

MEDIAN EMPIRE



ARMY COMMANDER	1	Any Instinctive			DATES		620 BCE to 550 BCE			
Sub-Generals	0-2	Any Instinctive			TERRAIN		Plains, Mountains			
Internal Allied Gene	RALS 0-1	Any Instinctive								
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min		
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Doot covoler	CAVALRY	Superior	Experienced	-		147	-	0	1,2	
Best cavalry	Formed Loose	Protected	Bow		-	14/		2	1,2	
Armoured cavalry	CAVALRY	Average	Experienced	-		115		0	1,2	
Alliouled Cavally	Formed Loose	Protected	Bow		- -	113	-	4	1,2	
Cavalry	CAVALRY	Average	Experienced			94		0	1,2	
	Formed Flexible	Unprotected	Bow					12	-,-	
Upgrade cavalry	CAVALRY	Average	Skilled	-	_	129	_			
Opgrade cavalry	Formed Flexible	Unprotected	Bow			127		Up to half		
Spearmen	INFANTRY	Average	-	Short Spear	_	62	_	4	1,2	
Spearmen	Tribal Close	Protected	-	Short Spear		02	-	12		
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	4	1,2	
Alcheis	Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Combat Sify (-14)	24	1,2	
Auxilaries	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	1,2	
Tuxliatics	Tribal Loose	Protected	Javelin	Short Spear		00	SHOOL & Charge (0)	6	1,2	
Levied troops	INFANTRY	Poor	-	Short Spear		23		0	2,3	
Levied doops	Tribal Loose	Unprotected	-	31101t Spear	-	20	-	3	2,0	
Light horse archers	CAVALRY	Average	Experienced		_	70	Combat Shy (-4)	0	1,2	
Tight house archers	Skirmisher	Unprotected	Bow		<u>-</u>	70	Combat Sny (-4)	4		
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2	
Skirmishers	Skirmisher	Unprotected	Bow	-	Combat sny	50	-	6	1,4	

MEDIAN EMPIRE



ALLIES

Mannaian allies (to 610 BCE) Scythian allies - Early Scythian or Saka Babylonian allies - Neo-Babylonian Empire

Notes

Scythian and Babylonian allies may be used together. Otherwise only one external ally may be taken.

CHANGES FROM LAST VERSION