

ASSYRIA AND BABYLON



AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**



ARMY LISTS

ASSYRIA AND BABYLON

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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

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

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

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

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

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

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

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

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

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

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

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

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

FRIENDLY AND SCENARIO GAMES

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

HISTORICAL INTRODUCTION

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 Mannaiaans. 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 Pharaoh.

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.

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.



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

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

CAMPS

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

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

UGs

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

NOTES

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

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	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
2-horse 2-crew chariots	CHARIOTS		Superior	Experienced	-	-	133	-	4	4,6
	Formed Loose		Protected	Bow					16	
Camelry	CAMELRY		Average	Experienced	-	-	84	Dismountable (3)	0	4,6
	Tribal Loose		Unprotected	Bow					6	
Spearmen	INFANTRY		Average	-	Short Spear	-	57	-	18	6,8,9
	Tribal Loose		Protected	-					96	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow					36	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					27	
Slingers	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling					36	

NOTES

Arab camelry dismount as the equivalent infantry.

CHANGES FROM LAST VERSION

None.

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 GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND		WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS	Average	Experienced	-	-	105	-	8	4,6
	Formed Loose	Protected	Bow					20	
Best spearmen	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	0	6
	Formed Close	Protected	-					24	
Spearmen	INFANTRY	Average	-	Short Spear	-	72	-	18	6,8,9
	Formed Close	Protected	-					48	
Javelinmen	INFANTRY	Average	Unskilled	-	-	63	Shoot & Charge (6)	0	6,8,9
	Formed Loose	Protected	Javelin					20	
Kharu archers	INFANTRY	Average	Skilled	-	-	69	Combat Shy (-14)	0	6
	Formed Loose	Unprotected	Bow					6	
Hebrew mercenaries (from 1006 to 1003 BCE)	INFANTRY	Average	-	Short Spear	Melee Expert	83	-	0	6
	Formed Loose	Protected	-					6	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					9	

ALLIES

- Aramaeans allies - Syro-Hittite (before 900 BCE)
- Aramaeans 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

None.

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 "Dipylon" 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 Dipylon 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	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS	Average	Experienced	Javelin	Short Spear	-	92	Dismountable (5)	0	4,6
	Formed Loose	Protected							6	
Cavalry (from 900 BCE)	CAVALRY	Average	-	-	Short Spear	-	90	-	0	4,6
	Formed Loose	Protected	-						12	
Spearmen	INFANTRY	Average	-	-	Short Spear	-	57	-	24	6,8,9
	Tribal Loose	Protected	-						132	
Regrade spearmen	INFANTRY	Average	-	-	Short Spear	-	57	Integral Shooters (6)	0	6,8,9
	Tribal Loose	Protected	-						24	
Regrade spearmen as swordsmen (before 900 BCE)	INFANTRY	Average	Unskilled	Javelin	-	Melee Expert	69	Shoot & Charge (6)		6,8,9
	Tribal Loose	Protected							Up to half	
Regrade spearmen as proto-hoplites (from 725 BCE)	INFANTRY	Average	Unskilled	Javelin	Long Spear	Combat Shy	57	Shoot & Charge (6)		6,8
	Tribal Close	Protected							Any	
Javelinmen	INFANTRY	Average	Experienced	Javelin	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected							27	
Archers	INFANTRY	Average	Experienced	Bow	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected							18	

NOTES

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

CHANGES FROM LAST VERSION

None.

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 GENERALS		0-1	Any Instinctive (Judaeen ally for Israel 867 to 850 BCE)			CAMP		Unfortified; Poor or Average		
UNITED MONARCHY UNDER DAVID (TO 968 BCE)										
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE WEAPONRY	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS		PTS	CHARACTERISTICS	MAX		
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	0	4	
	Formed Loose	Protected	Bow							
UNITED MONARCHY UNDER SOLOMON (FROM 969 BCE) OR ISRAEL										
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	8	4,6	
	Formed Loose	Protected	Bow							
JUDAH										
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	4	4,6	
	Formed Loose	Protected	Bow							

Gibborim (not Israel)	INFANTRY	Average	-	Short Spear	Melee Expert	83	-	6	6,8	
	Formed Loose	Protected	-							
Spearmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	16	6,8,9	
	Tribal Loose	Protected	Javelin							
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8	
	Tribal Loose	Unprotected	Bow							
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9	
	Skirmisher	Unprotected	Bow							
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9	
	Skirmisher	Unprotected	Sling							

HEBREW



ALLIES

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

CHANGES FROM LAST VERSION

None.

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 GENERALS		0-3	Any Instinctive		CAMP		Flexible; Poor or Average			
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
2-horse 2-crew chariots (before 740 BCE)	CHARIOTS	Superior	Experienced	-	-	133	-	4	4,6	
	Formed Loose	Protected	Bow					12		
4-horse 3-crew chariots (from 740 to 490 BCE)	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)	4	4,6	
	Formed Loose	Protected	Bow					12		
Regrade 4-horse 3-crew chariots (from 660 to 490 BCE)	CHARIOTS	Average	-	Short Spear	Devastating Chargers	97	Melee Expert (25)		4,6	
	Formed Close	ArmHrs/ Protected	-					All or none		
Cavalry (from 740 BCE)	CAVALRY	Average	-	Short Spear	-	90	-	0	4,6	
	Formed Loose	Protected	-					6		
Spearmen	INFANTRY	Average	-	Short Spear	-	67	-	24	6,8,9	
	Formed Loose	Protected	-					90		
Regrade spearmen as hoplites (from 650 BCE)	INFANTRY	Average	-	Long Spear	-	86	Orb (2)		6,8	
	Formed Close	Protected	-					Any		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8	
	Tribal Loose	Unprotected	Bow					16		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9	
	Skirmisher	Unprotected	Bow					27		
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9	
	Skirmisher	Unprotected	Sling					18		
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9	
	Skirmisher	Unprotected	Javelin					18		

PHOENICIAN



NOTES

Cypriot armies must regrade their chariots.

CHANGES FROM LAST VERSION

None.

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 GENERALS	0-3	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Camel riders	CAMELRY		Average	Experienced	-	-	84	Dismountable (3)	4	4,6
	Tribal Loose		Unprotected	Bow	-	-			60	
Best warriors	INFANTRY		Superior	Unskilled	Short Spear	-	83	Shoot & Charge (8)	0	6
	Tribal Loose		Protected	Javelin					18	
Warriors	INFANTRY		Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	18	6,8,9
	Tribal Loose		Protected	Javelin					98	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8,9
	Tribal Loose		Unprotected	Bow	-	-			18	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					36	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher		Unprotected	Javelin					36	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling					18	

NOTES

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

CHANGES FROM LAST VERSION

None.

MANNAIAN



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; Mannai; 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 GENERALS					CAMP		Unfortified or Mobile; Poor or Average			
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
2-horse 2-crew chariots	CHARIOTS	Superior	Experienced	-	-	133	-	0	4,6	
	Formed Loose	Protected	Bow					6		
Upgrade chariots to 4-horse 3-crew (from 750 BCE)	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)		4,6	
	Formed Loose	Protected	Bow					All		
Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	4	4,6	
	Formed Loose	Protected	-					12		
Upgrade cavalry (from 800 BCE)	CAVALRY	Average	Experienced	-	-	115	-		4,6	
	Formed Loose	Protected	Bow					Any		
Reclassify cavalry (from 750 BCE)	CAVALRY	Average	Experienced	-	-	94	-	0	4,6	
	Formed Flexible	Unprotected	Bow					6		
Spearmen	INFANTRY	Average	-	Short Spear	-	57	Integral Shooters (6)	24	6,8,9	
	Tribal Loose	Protected	-					72		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8	
	Tribal Loose	Unprotected	Bow					60		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9	
	Skirmisher	Unprotected	Bow					27		
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9	
	Skirmisher	Unprotected	Javelin					9		

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

None.

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)	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Average	Skilled	-	-	150	-	4	4,6
	Drilled Loose		Protected	Bow					16	
Cavalry	CAVALRY		Average	-	Short Spear	-	90	-	0	4,6
	Formed Loose		Protected	-					6	
Royal Guard	INFANTRY		Superior	-	Short Spear	Melee Expert	131	-	0	6,8
	Drilled Close		Protected	-					8	
"Invincible" Meshwesh	INFANTRY		Average	-	Short Spear	Melee Expert	88	-	8	6,8,9
	Formed Close		Protected	-					36	
Libu	INFANTRY		Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	6,8,9
	Formed Loose		Protected	Javelin					18	
Egyptian close fighters	INFANTRY		Poor	-	Short Spear	-	47	-	0	6,8
	Drilled Close		Protected	-					16	
Egyptian archers	INFANTRY		Poor	Experienced	-	-	41	Combat Shy (-9)	6	6,8
	Drilled Loose		Unprotected	Bow					16	
Libu or Nubian archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					18	
Libu, Palestinian or Bedouin javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher		Unprotected	Javelin					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

None.

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



ARMY COMMANDER		1	Any Instinctive			DATES		900 BCE to 700 BCE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal, Plains, Mountains		
INTERNAL ALLIED GENERALS		1-3	Any Instinctive			CAMP		Unfortified; Poor or Average		
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
2-horse 2-crew chariots		CHARIOTS	Superior	Experienced	-	-	133	-	8	4,6
Formed Loose		Protected	Bow					24		
Upgrade chariots to 4-horse 3-crew (before 800 BCE)		CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)		4,6
Formed Loose		Protected	Bow					Up to half		
Upgrade chariots to 4-horse 3-crew (from 800 BCE)		CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)	Half	4,6
Formed Loose		Protected	Bow					All		
Palace chariots (from 750 BCE)		CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	180	Shoot & Charge (14)	0	4,6
Formed Loose		Protected	Bow					6		
Cavalry		CAVALRY	Average	-	Short Spear	-	90	-	0	4,6
Formed Loose		Protected	-					6		
Cavalry		CAVALRY	Average	Experienced	-	-	87	-	0	4,6
Formed Loose		Unprotected	Bow					6		
Camel riders		CAMELRY	Average	Experienced	-	-	84	Dismountable (3)	0	4,6
Tribal Loose		Unprotected	Bow					6		
Best spearmen		INFANTRY	Superior	-	Short Spear	-	94	-	0	6,8
Formed Loose		Protected	-					8		
Regular spearmen		INFANTRY	Average	-	Short Spear	-	67	-	0	6,8
Formed Loose		Protected	-					18		
Militia spearmen		INFANTRY	Average	-	Short Spear	-	57	-	12	6,8,9
Tribal Loose		Protected	-					36		

LATER SYRO-HITTITE



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

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

None.

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



ARMY COMMANDER	1	Any Instinctive	DATES	900 BCE to 627 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	4	4,6
	Formed Loose	Protected	Bow	-	-			12	
Upgrade chariots with three crew	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)		4,6
	Formed Loose	Protected	Bow					Any	
Chaldean or Aramean cavalry	CAVALRY	Average	-	Short Spear	-	90	-	0	4,6
	Formed Loose	Protected	-					8	
Guard infantry	INFANTRY	Superior	-	Short Spear	-	94	-	0	6,8
	Formed Loose	Protected	-					8	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	24	6,8
	Tribal Loose	Unprotected	Bow					96	
Levy	INFANTRY	Poor	-	Short Spear	-	23	-	0	8,9,10
	Tribal Loose	Unprotected	-					30	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

ALLIES

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

CHANGES FROM LAST VERSION

None.

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	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Elephants	ELEPHANTS		Average	-	-	Shove	240	-	0	2,3,4
	Tribal Loose		Protected	-	-				4	
Heroic charioteers	CHARIOTS		Superior	Experienced	-	-	133	Dismountable (7)	8	4,6
	Formed Loose		Protected	Bow	-				24	
Swordsmen	INFANTRY		Average	-	-	Melee Expert	81	-	0	6,8
	Formed Close		Protected	-	-				12	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	16	6,8
	Tribal Loose		Unprotected	Bow	-				72	
Followers	INFANTRY		Poor	-	-	-	22	-	0	8,9,10
	Tribal Close		Unprotected	-	-				20	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow	-				12	
Slings	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling	-				9	

NOTES

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

CHANGES FROM LAST VERSION

None.

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 GENERALS		0-2	Any Instinctive		CAMP		Unfortified or Mobile; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
4-horse chariots (from 740 BCE)	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	138	Shoot & Charge (10)	0	4,6
	Formed Loose	Protected	Bow					6	
2-horse chariots	CHARIOTS	Superior	Experienced	-	-	133	-	0	4,6
	Formed Loose	Protected	Bow					6	
Elamite cavalry	CAVALRY	Average	Experienced	-	-	94	-	0	4,6
	Formed Flexible	Unprotected	Bow					12	
Archers riding kallapani chariots	INFANTRY	Average	Experienced	-	Dismountable	61	-	8	4,6
	Formed Loose	Unprotected	Bow					24	
ARCHERS BEHIND LONG-SHIELD SPEARMEN (FROM 660 BCE) 1/2 FRONT RANK AND 1/2 REAR RANK									
Front rank sparabara	INFANTRY	Average	Experienced	-	Pavise	69	Combat Shy (-14)	0	6,8
	Formed Flexible	Unprotected	Bow					16	
Rear rank archers	INFANTRY	Average	Experienced	-	Pavise	62	Combat Shy (-14)	=	0
	Formed Loose	Unprotected	Bow					=	

Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	16	6,8
	Formed Loose	Unprotected	Bow					80	
Spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	6,8,9
	Tribal Loose	Protected	-					9	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					27	

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

None.

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, Mannaiaans, 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 GENERALS						CAMP		Unfortified or Fortified; Poor or Average		
TYPE										
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	MAX	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY						
Palace chariots	CHARIOTS	Exceptional	Skilled	-	-	206	-	0		4,6
	Drilled Loose	Protected	Bow					6		
Sha shepe chariots	CHARIOTS	Superior	Skilled	-	-	182	-	8		4,6
	Drilled Loose	Protected	Bow					16		
Upgrade chariots to 3-crew	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)			4,6
	Drilled Loose	Protected	Bow					Up to half		
Cavalry	CAVALRY	Average	Unskilled	Short Spear	-	104	-	4		4,6
	Formed Loose	Protected	Bow					6		
Ashsharittu or huradu	INFANTRY	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	8		6,8
	Drilled Close	Protected	-					24		
Hupshu or sabe	INFANTRY	Average	-	Short Spear	Integral Shooters	63	-	0		6,8,9
	Tribal Loose	Protected	-					48		
Levy	INFANTRY	Poor	-	Short Spear	-	23	-	0		8,9,10
	Tribal Loose	Unprotected	-					10		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0		6,8
	Tribal Loose	Unprotected	Bow					16		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0		6,9
	Skirmisher	Unprotected	Bow					18		
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0		6,9
	Skirmisher	Unprotected	Sling					18		

EARLY NEO-ASSYRIAN EMPIRE



ALLIES

Aramean or Neo-Hittite allies - Later Syro-Hittite

CHANGES FROM LAST VERSION

None.

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



ARMY COMMANDER	1	Any Instinctive	DATES	860 BCE to 747 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS	0-2	Provincial generals - Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Superior	Experienced	-	-	133	-	4	4,6
	Formed Loose		Protected	Bow					10	
Cavalry	CAVALRY		Average	-	Short Spear	-	90	-	4	4,6
	Formed Loose		Protected	-					16	
Spearmen	INFANTRY		Average	-	Short Spear	-	67	-	16	6,8,9
	Formed Loose		Protected	-					120	
Levied troops	INFANTRY		Poor	-	Short Spear	-	23	-	0	8,9,10
	Tribal Loose		Unprotected	-					10	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					36	
Javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher		Unprotected	Javelin					18	

ALLIES

Musasirian allies - Mannaian
Neo-Hittite and Arameaeen allies - Later Syro-Hittite

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

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 GENERALS	0-3	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Phrygian chariots	CHARIOTS		Superior	Experienced	Short Spear	-	124	-	0	4,6
	Formed Loose		Protected	Javelin					12	
Upgrade chariots (from 750 BCE)	CHARIOTS		Superior	Experienced	Short Spear	Melee Expert	157	Shoot & Charge (14)		4,6
	Formed Loose		Protected	Javelin					Any	
Cavalry	CAVALRY		Average	-	Short Spear	-	90	-	6	4,6
	Formed Loose		Protected	-					12	
Spearmen	INFANTRY		Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	36	6,8,9
	Tribal Loose		Protected	Javelin					100	
Light cavalry	CAVALRY		Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Javelin					6	
Archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					27	
Slingers	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling					18	
Javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher		Unprotected	Javelin					27	

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

None.

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



ARMY COMMANDER	1	Any Instinctive	DATES	836 BCE to 550 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Flexible; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Nobles and followers	CAVALRY		Superior	Experienced	-	-	147	Melee Expert (32)	0	4,6
	Formed Loose		Protected	Bow					6	
Horse archers	CAVALRY		Average	Experienced	-	-	94	-	6	4,6
	Formed Flexible		Unprotected	Bow					24	
Upgrade horse archers	CAVALRY		Average	Skilled	-	-	129	-		4,6
	Formed Flexible		Unprotected	Bow					Up to half	
Spearmen	INFANTRY		Average	-	Short Spear	-	57	-	12	6,8,9
	Tribal Loose		Protected	-					72	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	12	6,8
	Tribal Loose		Unprotected	Bow					72	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					36	

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 or 9 comprising front rank spearmen and 2 rear ranks of archers.

Cimmerian and Scythian allies may not be taken together.

CHANGES FROM LAST VERSION

None.

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 GENERALS					CAMP		Unfortified; Poor or Average			
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
ISRAEL (FROM 800 TO 722 BCE)										
3-crew chariots	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)	8	4,6	
	Formed Loose	Protected	Bow							
JUDAH										
3-crew chariots	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)	4	4,6	
	Formed Loose	Protected	Bow							
Regrade chariots (from 702 BCE)	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	180	Shoot & Charge (14)	4	4,6	
	Formed Loose	Protected	Bow							

Gibborim (not Israel)	INFANTRY	Average	-	Short Spear	Melee Expert	83	-	6	6,8	
	Formed Loose	Protected	-							
Spearmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	16	6,8,9	
	Tribal Loose	Protected	Javelin							
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8	
	Tribal Loose	Unprotected	Bow							
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9	
	Skirmisher	Unprotected	Bow							
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9	
	Skirmisher	Unprotected	Sling							

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

None.

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 Alyattes 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			CAMP	Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY		PTS	CHARACTERISTICS	MAX	
Nobles and followers	CAVALRY		Superior	Experienced	-	147	Melee Expert (32)	0	4,6
	Formed Loose		Protected	Bow				12	
Horse archers	CAVALRY		Average	Experienced	-	94	-	12	4,6
	Formed Flexible		Unprotected	Bow				60	
Upgrade horse archers	CAVALRY		Average	Skilled	-	129	-		4,6
	Formed Flexible		Unprotected	Bow				Up to half	
Foot archers	INFANTRY		Poor	Experienced	-	35	Combat Shy (-9)	0	6,8
	Tribal Loose		Unprotected	Bow				36	
Foot spearmen	INFANTRY		Poor	Experienced	Short Spear	41	-	0	6,8,9
	Tribal Loose		Protected	Javelin				18	
Light horse archers	CAVALRY		Average	Experienced	-	57	Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Bow				12	
Archers	INFANTRY		Average	Experienced	-	40	-	0	6,9
	Skirmisher		Unprotected	Bow				18	
Slings	INFANTRY		Average	Experienced	-	35	-	0	6,9
	Skirmisher		Unprotected	Sling				9	

ALLIES

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

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

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	1	Any Instinctive	DATES	746 BCE to 585 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS	0-2	Provincial generals - Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Royal army 2-crew chariots	CHARIOTS		Superior	Experienced	-	-	133	-	0	4,6
	Formed Loose		Protected	Bow	-	-		-	12	
Royal army cavalry	CAVALRY		Average	Experienced	Short Spear	-	135	Melee Expert (23)	4	4,6
	Drilled Loose		Protected	Bow					6	
Provincial cavalry	CAVALRY		Average	-	Short Spear	-	90	-	0	4,6
	Formed Loose		Protected	-					12	
Regrade provincial cavalry	CAVALRY		Average	Experienced	-	-	87	-	0	4,6
	Formed Loose		Unprotected	Bow					6	
Cimmerian mercenaries	CAVALRY		Average	Experienced	-	-	94	-	0	4,6
	Formed Flexible		Unprotected	Bow					12	
Royal Army spearmen	INFANTRY		Average	-	Short Spear	-	72	-	16	6,8
	Drilled Loose		Protected	-					48	
Spearmen	INFANTRY		Average	-	Short Spear	-	67	-	0	6,8,9
	Formed Loose		Protected	-					72	
Levied troops	INFANTRY		Poor	-	Short Spear	-	23	-	0	8,9,10
	Tribal Loose		Unprotected	-					10	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					36	
Javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher		Unprotected	Javelin					18	

URARTIAN



ALLIES

Musasirian allies - Mannaian (from 746 to 619 BCE)
Neo-Hittite and Arameaeen 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

None.

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 his own son.

TROOP NOTES

The conquered provinces were organized under an elaborate bureaucracy, with the king at the head. Each district paid 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 GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Palace chariots	CHARIOTS		Exceptional	Experienced	Melee Expert	228	Shoot & Charge (17)	0	4,6
	Drilled Loose		Protected	Bow				6	
Chariots	CHARIOTS		Superior	Experienced	Melee Expert	194	Shoot & Charge (14)	4	4,6
	Drilled Loose		Protected	Bow				12	
Guard cavalry	CAVALRY		Superior	Experienced	-	175	-	0	4,6
	Drilled Loose		Protected	Bow				6	
Cavalry	CAVALRY		Average	Experienced	-	135	-	4	4,6
	Drilled Loose		Protected	Bow				12	
Kallapani - mounted infantry	INFANTRY		Superior	-	Melee Expert, Dismountable	145	-	0	4,6
	Drilled Close		Protected	-				6	
Guard infantry	INFANTRY		Superior	-	Melee Expert	131	-	0	4,6
	Drilled Close		Protected	-				6	
Regular infantry	INFANTRY		Average	-	Integral Shooters	83	Melee Expert (16)	6	6,8
	Drilled Close		Protected	-				12	
King's men	INFANTRY		Average	-	Integral Shooters	63	-	6	6,8
	Tribal Loose		Protected	-				16	
Levy	INFANTRY		Poor	-	-	23	-	0	8,9,10
	Tribal Loose		Unprotected	-				50	
Elamite archers (from 720 BCE)	INFANTRY		Average	Experienced	-	54	Combat Shy (-14)	0	6,8
	Formed Loose		Unprotected	Bow				8	
Archers	INFANTRY		Average	Experienced	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow				32	

NEO-ASSYRIAN EMPIRE



Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					18	
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin					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

None.

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. Taharqa 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 GENERALS					CAMP		Unfortified or Mobile; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE WEAPONRY	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS		PTS	CHARACTERISTICS	MAX		
Kushite chariots	CHARIOTS	Superior	Experienced	-	-	133	-	0	4,6	
	Formed Loose	Protected	Bow							
Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	4	4,6	
	Formed Loose	Protected	-							
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	12	6,8	
	Formed Loose	Unprotected	Bow							
Best archers	INFANTRY	Average	Skilled	-	-	69	Combat Shy (-14)	0	6,8	
	Formed Loose	Unprotected	Bow							
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	6,8,9	
	Formed Loose	Protected	Javelin							
Nubian skirmishers	INFANTRY	Average	Skilled	-	Combat Shy	66	-	0	6,9	
	Skirmisher	Unprotected	Bow							
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9	
	Skirmisher	Unprotected	Bow							
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9	
	Skirmisher	Unprotected	Sling							

KUSHITE EGYPTIAN



FROM 727 TO 664 BCE AND AN EGYPTIAN SUB-GENERAL IS TAKEN

Egyptian chariots	CHARIOTS	Average	Skilled	-	-	150	-	0	4,6
	Drilled Loose	Protected	Bow					6	
Egyptian cavalry	CAVALRY	Average	-	Short Spear	-	90	-	0	4,6
	Formed Loose	Protected	-					6	
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
	Drilled Loose	Unprotected	Bow					8	

FROM 727 TO 664 BCE AND EGYPTIAN INFANTRY ARE TAKEN

Meshwesh militia settlers	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	6	6,8
	Formed Close	Protected	-					24	
Libu militia settlers	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	6	6,8
	Formed Loose	Protected	Javelin					12	
Skirmishers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher	Unprotected	Bow					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 GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND		WEAPONRY	MELEE WEAPONRY				CHARACTERISTICS	
King's retainers	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32), Dismountable (7)	0	4,6
	Formed Loose	Protected	-					6	
Provincial cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	8	4,6
	Formed Loose	Protected	-					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	
Carian hoplites (from 665 BCE)	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	0	6,8
	Formed Close	Protected	-					8	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	6,8,9
	Tribal Loose	Protected	Javelin					18	
Bithynians or Thracians	INFANTRY	Average	Experienced	Short Spear	-	63	Shoot & Charge (6)	0	6,8,9
	Tribal Loose	Protected	Javelin					9	
Phrygian or Paphlagonian light horse	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					12	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					12	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin					27	

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

None.

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		1	Any Professional		DATES		680 BCE to 609 BCE			
SUB-GENERALS		0-3	Any Professional (before 626 BCE, 0-1 from 626 BCE)		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS		0-3	Any Professional (from 626 BCE)		CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
4-horse 4-crew chariots	CHARIOTS		Superior	Charge Only		Devastating Chargers, Melee Expert	210	-	4	4,6
	Drilled Close		ArmHrs/ Protected	Bow	Short Spear				8	
Qurubuti sha pithalli	CAVALRY		Superior	Experienced		-	175	-	0	4,6
	Drilled Loose		Protected	Bow	Short Spear				6	
Upgrade qurubuti sha pithalli (from 668 BCE)	CAVALRY		Superior	Experienced		Shoot & Charge	189	-	0	4,6
	Drilled Close		ArmHrs/ Protected	Bow	Short Spear				6	
Armoured cavalry	CAVALRY		Average	Experienced		-	135	-	4	4,6
	Drilled Loose		Protected	Bow	Short Spear				12	
Cimmerians	CAVALRY		Average	Experienced		-	94	Combat Shy (-18)	0	4,6
	Formed Flexible		Unprotected	Bow	-				6	
Zuk shepe	INFANTRY		Exceptional	-		Shield Cover	140	Integral Shooters (10)	0	6,8
	Drilled Close		Protected	-	Short Spear				8	
Kisir sharruti	INFANTRY		Superior	-		Shield Cover, Shieldwall	122	Integral Shooters (8)	6	6,8
	Drilled Close		Protected	-	Short Spear				16	
Best sab sharri	INFANTRY		Average	-		Shield Cover, Shieldwall	87	Integral Shooters (6)	0	6,8
	Drilled Close		Protected	-	Short Spear				24	
Mount best sab sharri as kallapani	INFANTRY		Average	-		Shield Cover, Dismountable	92	Integral Shooters (6)	0	6
	Drilled Close		Protected	-	Short Spear				6	
Sab sharri	INFANTRY		Average	-		Shield Cover	77	Integral Shooters (6)	6	6,8
	Drilled Loose		Protected	-	Short Spear				24	
Sha kutalli	INFANTRY		Average	-		-	67	-	0	6,8,9
	Formed Loose		Protected	-	Short Spear				18	

LATER SARGONID ASSYRIAN



Dullu	INFANTRY	Poor	-	Short Spear	-	35	-	0	8,9,10
	Tribal Loose	Protected	-					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					16	
Tribal levy archers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Tribal levy slingers	INFANTRY	Poor	Experienced	-	Combat Shy	27	-	0	6,9
	Skirmisher	Unprotected	Sling					18	
Tribal levy javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin					18	

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

None.

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 GENERALS	0-1	Any Professional	CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Egyptian chariots	CHARIOTS		Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	4	4,6
	Drilled Loose		Protected	Bow					10	
Egyptian cavalry	CAVALRY		Average	-	Short Spear	-	90	-	0	4,6
	Formed Loose		Protected	-					6	
Horse archers (from 620 BCE)	CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	0	4,6
	Formed Flexible		Unprotected	Bow					6	
Guard spearmen	INFANTRY		Superior	-	Short Spear	-	108	-	0	6
	Drilled Close		Protected	-					6	
Guard archers	INFANTRY		Average	Skilled	-	-	95	-	0	6
	Drilled Loose		Protected	Bow					6	
Greek mercenaries	INFANTRY		Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	0	6,8
	Drilled Close		Protected	-					24	
Spearmen	INFANTRY		Average	-	Short Spear	-	72	-	12	6,8,9
	Formed Close		Protected	-					48	
Archers	INFANTRY		Average	Experienced	-	-	75	Combat Shy (-22)	6	6,8
	Formed Loose		Protected	Bow					24	
Nubian and other skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					36	
Libyan javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher		Unprotected	Javelin					18	

ALLIES

Cyrenean Greek allies - (from 570 BCE)

SAITIC EGYPTIAN



NOTES

The ally general can only command Greek mercenaries.

CHANGES FROM LAST VERSION

None.

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 GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Rebel Assyrian 4-horse 4-crew chariots	CHARIOTS		Superior	Charge Only		Devastating Chargers, Melee Expert	210	-	0	4
	Drilled Close		ArmHrs/ Protected	Bow	Short Spear				4	
Babylonian 4-horse 3-crew chariots	CHARIOTS		Superior	Experienced		Melee Expert	194	Shoot & Charge (14)	0	4,6
	Drilled Loose		Protected	Bow	Short Spear				6	
Rebel Assyrian cavalry	CAVALRY		Average	Experienced		-	135	-	0	4,6
	Drilled Loose		Protected	Bow	Short Spear				6	
Chaldean or Aramean Cavalry	CAVALRY		Average	-		-	90	-	0	4,6
	Formed Loose		Protected	-	Short Spear				8	
Guard infantry	INFANTRY		Superior	-		-	94	-	0	6,8
	Formed Loose		Protected	-	Short Spear				8	
Rebel Assyrian spearmen	INFANTRY		Average	-		Shield Cover	77	Integral Shooters (6)	0	6,8
	Drilled Loose		Protected	-	Short Spear				16	
Chaldean and Aramean infantry	INFANTRY		Average	Experienced		-	48	Combat Shy (-14)	12	6,8
	Tribal Loose		Unprotected	Bow	-				60	
Levy	INFANTRY		Poor	-		-	23	-	0	8,9,10
	Tribal Loose		Unprotected	-	Short Spear				30	
Skirmishers	INFANTRY		Average	Experienced		Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow	-				18	

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

None.

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 GENERALS		0-1	Any Professional		CAMP		Unfortified or Mobile; Poor or Average				
TYPE											
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE			
FORMATION		PROTECTION		WEAPONRY		CHARACTERISTICS		PTS			
NAME				MELEE WEAPONRY				OPTIONAL			
								MIN			
								MAX			
								UG SIZE			
4-horse chariots	CHARIOTS	Superior		Experienced		Short Spear	Melee Expert	194	Shoot & Charge (14)	4	4,6
	Drilled Loose	Protected		Bow						8	
Guard cavalry	CAVALRY	Superior		Experienced		Short Spear	-	175	-	0	4,6
	Drilled Loose	Protected		Bow						6	
Chaldean and Aramean cavalry	CAVALRY	Average		Experienced		Short Spear	-	125	-	4	4,6
	Formed Loose	Protected		Bow						12	
Mercenary horse archers	CAVALRY	Average		Experienced		-	-	94	-	0	4,6
	Formed Flexible	Unprotected		Bow						6	
Arab levies	CAMELRY	Average		Experienced		-	-	84	Dismountable (3)	0	4,6
	Tribal Loose	Unprotected		Bow						12	
Guard infantry	INFANTRY	Superior		-		Short Spear	Shield Cover, Shieldwall	122	-	0	6,8
	Drilled Close	Protected		-						8	
Spearmen	INFANTRY	Average		-		Short Spear	Shield Cover, Shieldwall	82	Integral Shooters (6)	0	6,8
	Formed Close	Protected		-						36	
Greek mercenaries	INFANTRY	Average		-		Long Spear	Shove, Shield Cover	104	Orb (2)	0	6
	Drilled Close	Protected		-						6	

NEO-BABYLONIAN EMPIRE



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	12	6,8
	Tribal Loose	Unprotected	Bow					36	
REGRADE ARCHERS AND SPEARMEN AS SPARABARA 1/2 FRONT RANK AND 1/2 REAR RANK									
Front rank sparabara	INFANTRY	Average	Experienced	-	Pavise	69	Combat Shy (-14)	0	6,8
	Formed Flexible	Unprotected	Bow					Any	
Rear rank archers	INFANTRY	Average	Experienced	-	Pavise	62	Combat Shy (-14)	=	0
	Formed Loose	Unprotected	Bow					=	

Levy	INFANTRY	Poor	-	Short Spear	-	23	-	0	8,9,10
	Tribal Loose	Unprotected	-					50	
Tribal levy archers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

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 BCE

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 GENERALS		0-1	Any Instinctive			CAMP		Unfortified or Fortified; Poor or Average		
TYPE										
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	MAX	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY						
Best cavalry	CAVALRY	Superior	Experienced	-	-	147	-	0		4,6
	Formed Loose	Protected	Bow					6		
Armoured cavalry	CAVALRY	Average	Experienced	-	-	115	-	0		4,6
	Formed Loose	Protected	Bow					12		
Cavalry	CAVALRY	Average	Experienced	-	-	94	-	0		4,6
	Formed Flexible	Unprotected	Bow					32		
Upgrade cavalry	CAVALRY	Average	Skilled	-	-	129	-			Up to half
	Formed Flexible	Unprotected	Bow							
Spearmen	INFANTRY	Average	-	Short Spear	-	62	-	16		6,8,9
	Tribal Close	Protected	-					36		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	12		6,8
	Tribal Loose	Unprotected	Bow					72		
Auxiliaries	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0		6,8,9
	Tribal Loose	Protected	Javelin					18		
Levied troops	INFANTRY	Poor	-	Short Spear	-	23	-	0		8,9,10
	Tribal Loose	Unprotected	-					10		
Light horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0		4,6
	Skirmisher	Unprotected	Bow					12		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0		6,9
	Skirmisher	Unprotected	Bow					18		

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

None.



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

NOTES

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

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	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
2-horse 2-crew chariots	CHARIOTS		Superior	Experienced	-	-	133	-	4	4
	Formed Loose		Protected	Bow					12	
Camelry	CAMELRY		Average	Experienced	-	-	84	Dismountable (3)	0	4
	Tribal Loose		Unprotected	Bow					4	
Spearmen	INFANTRY		Average	-	Short Spear	-	57	-	12	4,6
	Tribal Loose		Protected	-					64	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow					24	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					18	
Slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher		Unprotected	Sling					24	

NOTES

Arab camelry dismount as the equivalent infantry.

CHANGES FROM LAST VERSION

None.

PHILISTINE



ARMY COMMANDER	1	Any Instinctive	DATES	1100 BCE to 732 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND		WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS	Average	Experienced	-	-	105	-	4	4
	Formed Loose	Protected	Bow					16	
Best spearmen	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	0	4
	Formed Close	Protected	-					16	
Spearmen	INFANTRY	Average	-	Short Spear	-	72	-	12	4,6
	Formed Close	Protected	-					32	
Javelinmen	INFANTRY	Average	Unskilled	-	-	63	Shoot & Charge (6)	0	4,6
	Formed Loose	Protected	Javelin					12	
Kharu archers	INFANTRY	Average	Skilled	-	-	69	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					4	
Hebrew mercenaries (from 1006 to 1003 BCE)	INFANTRY	Average	-	Short Spear	Melee Expert	83	-	0	4
	Formed Loose	Protected	-					4	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					6	

ALLIES

Aramaeans allies - Syro-Hittite (before 900 BCE)
Aramaeans 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

None.

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	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots	CHARIOTS		Average	Experienced	-	92	Dismountable (5)	0	4
	Formed Loose		Protected	Javelin				4	
Cavalry (from 900 BCE)	CAVALRY		Average	-	-	90	-	0	4
	Formed Loose		Protected	-				8	
Spearmen	INFANTRY		Average	-	-	57	-	16	4,6
	Tribal Loose		Protected	-				88	
Regrade spearmen	INFANTRY		Average	-	-	57	Integral Shooters (6)	0	4,6
	Tribal Loose		Protected	-				16	
Regrade spearmen as swordsmen (before 900 BCE)	INFANTRY		Average	Unskilled	-	69	Shoot & Charge (6)		4,6
	Tribal Loose		Protected	Javelin				Up to half	
Regrade spearmen as proto-hoplites (from 725 BCE)	INFANTRY		Average	Unskilled	Long Spear	57	Shoot & Charge (6)		4
	Tribal Close		Protected	Javelin				Any	
Javelinmen	INFANTRY		Average	Experienced	-	28	-	0	4,6
	Skirmisher		Unprotected	Javelin				18	
Archers	INFANTRY		Average	Experienced	-	50	-	0	4,6
	Skirmisher		Unprotected	Bow				12	

NOTES

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

CHANGES FROM LAST VERSION

None.

HEBREW



ARMY COMMANDER		1	Any Instinctive			DATES		1000 BCE to 801 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (Judaeen ally for Israel 867 to 850 BCE)			CAMP		Unfortified; Poor or Average		
UNITED MONARCHY UNDER DAVID (TO 968 BCE)										
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	0	4	
	Formed Loose	Protected	Bow					4		
UNITED MONARCHY UNDER SOLOMON (FROM 969 BCE) OR ISRAEL										
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	4	4	
	Formed Loose	Protected	Bow					16		
JUDAH										
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	4	4	
	Formed Loose	Protected	Bow					8		

Gibborim (not Israel)	INFANTRY	Average	-	Short Spear	Melee Expert	83	-	4	4	
	Formed Loose	Protected	-					8		
Spearmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	10	4,6	
	Tribal Loose	Protected	Javelin					44		
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					18		
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6	
	Skirmisher	Unprotected	Sling					12		

HEBREW



ALLIES

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

CHANGES FROM LAST VERSION

None.

PHOENICIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1000 BCE to 332 BCE		
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Coastal		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive		CAMP		Flexible; Poor or Average		
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
2-horse 2-crew chariots (before 740 BCE)	CHARIOTS	Superior	Experienced	-	-	133	-	4	4
	Formed Loose	Protected	Bow					8	
4-horse 3-crew chariots (from 740 to 490 BCE)	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)	4	4
	Formed Loose	Protected	Bow					8	
Regrade 4-horse 3-crew chariots (from 660 to 490 BCE)	CHARIOTS	Average	-	Short Spear	Devastating Chargers	97	Melee Expert (25)		4
	Formed Close	ArmHrs/ Protected	-					All or none	
Cavalry (from 740 BCE)	CAVALRY	Average	-	Short Spear	-	90	-	0	4
	Formed Loose	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	-	67	-	16	4,6
	Formed Loose	Protected	-					60	
Regrade spearmen as hoplites (from 650 BCE)	INFANTRY	Average	-	Long Spear	-	86	Orb (2)		4
	Formed Close	Protected	-					Any	
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					18	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					12	
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					12	

PHOENICIAN



NOTES

Cypriot armies must regrade their chariots.

CHANGES FROM LAST VERSION

None.

EARLY ARAB



ARMY COMMANDER	1	Any Instinctive	DATES	1000 BCE to 301 BCE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Plains, Desert
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Camel riders	CAMELRY		Average	Experienced	-	-	84	Dismountable (3)	4	4
	Tribal Loose		Unprotected	Bow	-	-			40	
Best warriors	INFANTRY		Superior	Unskilled	Short Spear	-	83	Shoot & Charge (8)	0	4
	Tribal Loose		Protected	Javelin					12	
Warriors	INFANTRY		Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	12	4,6
	Tribal Loose		Protected	Javelin					66	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	4,6
	Tribal Loose		Unprotected	Bow	-	-			12	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					24	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher		Unprotected	Javelin					24	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher		Unprotected	Sling					12	

NOTES

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

CHANGES FROM LAST VERSION

None.

MANNAIAN



ARMY COMMANDER	1	Any Instinctive	DATES	950 BCE to 610 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND		WEAPONRY	MELEE WEAPONRY					
2-horse 2-crew chariots	CHARIOTS	Superior	Experienced	-	-	133	-	0	4
	Formed Loose	Protected	Bow					4	
Upgrade chariots to 4-horse 3-crew (from 750 BCE)	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)		4
	Formed Loose	Protected	Bow					All	
Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	4	4
	Formed Loose	Protected	-					8	
Upgrade cavalry (from 800 BCE)	CAVALRY	Average	Experienced	-	-	115	-		4
	Formed Loose	Protected	Bow					Any	
Reclassify cavalry (from 750 BCE)	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Spearmen	INFANTRY	Average	-	Short Spear	-	57	Integral Shooters (6)	16	4,6
	Tribal Loose	Protected	-					48	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					40	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					18	
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					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)
Uartian allies - Early Uartian (from 800 to 747 BCE)
Uartian allies - Uartian (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

None.

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)	CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND		WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS	Average	Skilled	-	-	150	-	4	4
	Drilled Loose	Protected	Bow					12	
Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	0	4
	Formed Loose	Protected	-					4	
Royal Guard	INFANTRY	Superior	-	Short Spear	Melee Expert	131	-	0	4
	Drilled Close	Protected	-					4	
"Invincible" Meshwesh	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	4	4,6
	Formed Close	Protected	-					24	
Libu	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	4,6
	Formed Loose	Protected	Javelin					12	
Egyptian close fighters	INFANTRY	Poor	-	Short Spear	-	47	-	0	4
	Drilled Close	Protected	-					12	
Egyptian archers	INFANTRY	Poor	Experienced	-	-	41	Combat Shy (-9)	4	4
	Drilled Loose	Unprotected	Bow					12	
Libu or Nubian archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Libu, Palestinian or Bedouin javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					24	

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

None.

LATER SYRO-HITTITE



ARMY COMMANDER		1	Any Instinctive			DATES		900 BCE to 700 BCE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal, Plains, Mountains		
INTERNAL ALLIED GENERALS		1-3	Any Instinctive			CAMP		Unfortified; Poor or Average		
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
2-horse 2-crew chariots	CHARIOTS	Superior	Experienced	-	-	133	-	4	4	
	Formed Loose	Protected	Bow					16		
Upgrade chariots to 4-horse 3-crew (before 800 BCE)	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)		4	
	Formed Loose	Protected	Bow					Up to half		
Upgrade chariots to 4-horse 3-crew (from 800 BCE)	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)		4	
	Formed Loose	Protected	Bow					All		
Palace chariots (from 750 BCE)	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	180	Shoot & Charge (14)	0	4	
	Formed Loose	Protected	Bow					4		
Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	0	4	
	Formed Loose	Protected	-					4		
Cavalry	CAVALRY	Average	Experienced	-	-	87	-	0	4	
	Formed Loose	Unprotected	Bow					4		
Camel riders	CAMELRY	Average	Experienced	-	-	84	Dismountable (3)	0	4	
	Tribal Loose	Unprotected	Bow					4		
Best spearmen	INFANTRY	Superior	-	Short Spear	-	94	-	0	4	
	Formed Loose	Protected	-					4		
Regular spearmen	INFANTRY	Average	-	Short Spear	-	67	-	0	4	
	Formed Loose	Protected	-					12		
Militia spearmen	INFANTRY	Average	-	Short Spear	-	57	-	8	4,6	
	Tribal Loose	Protected	-					24		

LATER SYRO-HITTITE



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

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

None.

CHALDEAN BABYLONIAN



ARMY COMMANDER	1	Any Instinctive	DATES	900 BCE to 627 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Superior	Experienced	-	-	133	-	4	4
	Formed Loose		Protected	Bow	-	-			8	
Upgrade chariots with three crew	CHARIOTS		Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)		4
	Formed Loose		Protected	Bow					Any	
Chaldean or Aramean cavalry	CAVALRY		Average	-	Short Spear	-	90	-	0	4
	Formed Loose		Protected	-					4	
Guard infantry	INFANTRY		Superior	-	Short Spear	-	94	-	0	4
	Formed Loose		Protected	-					4	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	16	4
	Tribal Loose		Unprotected	Bow					64	
Levy	INFANTRY		Poor	-	Short Spear	-	23	-	0	4,6
	Tribal Loose		Unprotected	-					20	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					12	

ALLIES

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

CHANGES FROM LAST VERSION

None.

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	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Elephants	ELEPHANTS		Average	-	-	Shove	240	-	0	2,3
	Tribal Loose		Protected	-	-				3	
Heroic charioteers	CHARIOTS		Superior	Experienced	-	-	133	Dismountable (7)	4	4
	Formed Loose		Protected	Bow	-				16	
Swordsmen	INFANTRY		Average	-	-	Melee Expert	81	-	0	4
	Formed Close		Protected	-	-				8	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	8	4
	Tribal Loose		Unprotected	Bow	-				48	
Followers	INFANTRY		Poor	-	-	-	22	-	0	4,6
	Tribal Close		Unprotected	-	-				12	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow	-				8	
Slings	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher		Unprotected	Sling	-				6	

NOTES

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

CHANGES FROM LAST VERSION

None.

LATER ELAMITE



ARMY COMMANDER		1	Any Instinctive		DATES		890 BCE to 539 BCE				
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Plains, Mountains				
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified or Mobile; Poor or Average				

TYPE											
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL	MIN	UG SIZE
NAME	FORMATION	PROTECTION		WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
4-horse chariots (from 740 BCE)	CHARIOTS	Average		Experienced	Short Spear	Melee Expert	138	Shoot & Charge (10)	0	4	
	Formed Loose	Protected		Bow					4		
2-horse chariots	CHARIOTS	Superior		Experienced	-	-	133	-	0	4	
	Formed Loose	Protected		Bow					4		
Elamite cavalry	CAVALRY	Average		Experienced	-	-	94	-	0	4	
	Formed Flexible	Unprotected		Bow					8		
Archers riding kallapani chariots	INFANTRY	Average		Experienced	-	Dismountable	61	-	4	4	
	Formed Loose	Unprotected		Bow					16		
ARCHERS BEHIND LONG-SHIELD SPEARMEN (FROM 660 BCE) 1/2 FRONT RANK AND 1/2 REAR RANK											
Front rank sparabara	INFANTRY	Average		Experienced	-	Pavise	69	Combat Shy (-14)	0	4	
	Formed Flexible	Unprotected		Bow					10		
Rear rank archers	INFANTRY	Average		Experienced	-	Pavise	62	Combat Shy (-14)	=	0	
	Formed Loose	Unprotected		Bow					=		

Archers	INFANTRY	Average		Experienced	-	-	54	Combat Shy (-14)	8	4	
	Formed Loose	Unprotected		Bow					52		
Spearmen	INFANTRY	Average		-	Short Spear	-	57	-	0	4,6	
	Tribal Loose	Protected		-					6		
Skirmishers	INFANTRY	Average		Experienced	-	Combat Shy	50	-	0	4,6	
	Skirmisher	Unprotected		Bow					18		

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

None.

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 GENERALS						CAMP		Unfortified or Fortified; Poor or Average			
TYPE											
TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE		OPTIONAL	
FORMATION		PROTECTION		WEAPONRY		CHARACTERISTICS		PTS		CHARACTERISTICS	
NAME				MELEE WEAPONRY						MIN MAX UG SIZE	
Palace chariots		CHARIOTS	Exceptional	Skilled	-	-	206	-	0	4	
		Drilled Loose	Protected	Bow					4		
Sha shepe chariots		CHARIOTS	Superior	Skilled	-	-	182	-	4	4	
		Drilled Loose	Protected	Bow					12		
Upgrade chariots to 3-crew		CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)		4	
		Drilled Loose	Protected	Bow					Up to half		
Cavalry		CAVALRY	Average	Unskilled	Short Spear	-	104	-	4	4	
		Formed Loose	Protected	Bow					4		
Ashsharittu or huradu		INFANTRY	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	4	4	
		Drilled Close	Protected	-					16		
Hupshu or sabe		INFANTRY	Average	-	Short Spear	Integral Shooters	63	-	0	4,6	
		Tribal Loose	Protected	-					32		
Levy		INFANTRY	Poor	-	Short Spear	-	23	-	0	4,6	
		Tribal Loose	Unprotected	-					6		
Archers		INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4	
		Tribal Loose	Unprotected	Bow					12		
Skirmishers		INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6	
		Skirmisher	Unprotected	Bow					12		
Slingers		INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6	
		Skirmisher	Unprotected	Sling					12		

EARLY NEO-ASSYRIAN EMPIRE



ALLIES

Aramean or Neo-Hittite allies - Later Syro-Hittite

CHANGES FROM LAST VERSION

None.

EARLY URARTIAN



ARMY COMMANDER	1	Any Instinctive	DATES	860 BCE to 747 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS	0-2	Provincial generals - Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Chariots	CHARIOTS		Superior	Experienced	-	-	133	-	4	4
	Formed Loose		Protected	Bow					8	
Cavalry	CAVALRY		Average	-	Short Spear	-	90	-	4	4
	Formed Loose		Protected	-					12	
Spearmen	INFANTRY		Average	-	Short Spear	-	67	-	10	4,6
	Formed Loose		Protected	-					80	
Levied troops	INFANTRY		Poor	-	Short Spear	-	23	-	0	4,6
	Tribal Loose		Unprotected	-					6	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					24	
Javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher		Unprotected	Javelin					12	

ALLIES

Musasirian allies - Mannaian
Neo-Hittite and Arameaeen allies - Later Syro-Hittite

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

PHRYGIAN



ARMY COMMANDER	1	Any Instinctive	DATES	850 BCE to 676 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Phrygian chariots	CHARIOTS		Superior	Experienced	-	124	-	0	4
	Formed Loose		Protected	Javelin				8	
Upgrade chariots (from 750 BCE)	CHARIOTS		Superior	Experienced	Melee Expert	157	Shoot & Charge (14)		4
	Formed Loose		Protected	Javelin				Any	
Cavalry	CAVALRY		Average	-	-	90	-	4	4
	Formed Loose		Protected	-				8	
Spearmen	INFANTRY		Average	Unskilled	-	60	Shoot & Charge (6)	24	4,6
	Tribal Loose		Protected	Javelin				64	
Light cavalry	CAVALRY		Average	Experienced	-	55	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher		Unprotected	Javelin				4	
Archers	INFANTRY		Average	Experienced	-	50	-	0	4,6
	Skirmisher		Unprotected	Bow				18	
Slingers	INFANTRY		Average	Experienced	-	43	-	0	4,6
	Skirmisher		Unprotected	Sling				12	
Javelinmen	INFANTRY		Average	Experienced	-	28	-	0	4,6
	Skirmisher		Unprotected	Javelin				18	

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

None.

EARLY IRANIAN



ARMY COMMANDER	1	Any Instinctive	DATES	836 BCE to 550 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Flexible; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
Nobles and followers	CAVALRY		Superior	Experienced	-	-	147	Melee Expert (32)	0	4
	Formed Loose		Protected	Bow					4	
Horse archers	CAVALRY		Average	Experienced	-	-	94	-	4	4
	Formed Flexible		Unprotected	Bow					16	
Upgrade horse archers	CAVALRY		Average	Skilled	-	-	129	-		4
	Formed Flexible		Unprotected	Bow					Up to half	
Spearmen	INFANTRY		Average	-	Short Spear	-	57	-	8	4,6
	Tribal Loose		Protected	-					48	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	8	4
	Tribal Loose		Unprotected	Bow					48	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					24	

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

None.

LATER HEBREW



ARMY COMMANDER		1	Any Instinctive		DATES		800 BCE to 586 BCE				
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Mountains				
INTERNAL ALLIED GENERALS					CAMP		Unfortified; Poor or Average				
ISRAEL (FROM 800 TO 722 BCE)											
NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
3-crew chariots		CHARIOTS	Formed Loose	Superior Protected	Experienced Bow	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)	4 16	4
JUDAH											
3-crew chariots		CHARIOTS	Formed Loose	Superior Protected	Experienced Bow	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)	4 8	4
Regrade chariots (from 702 BCE)		CHARIOTS	Formed Loose	Superior Protected	Experienced Bow	Short Spear	Melee Expert	180	Shoot & Charge (14)	4 All	4

Gibborim (not Israel)		INFANTRY	Formed Loose	Average Protected	-	Short Spear	Melee Expert	83	-	4 8	4
Spearmen		INFANTRY	Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Shoot & Charge (6)	10 60	4,6
Archers		INFANTRY	Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0 12	4
Skirmishers		INFANTRY	Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 18	4,6
Slingers		INFANTRY	Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 12	4,6

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

None.

CIMMERIAN



ARMY COMMANDER	1	Any Instinctive	DATES	750 BCE to 630 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains
INTERNAL ALLIED GENERALS			CAMP	Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles and followers	CAVALRY	Superior	Experienced	-	-	147	Melee Expert (32)	0	4
	Formed Loose	Protected	Bow					8	
Horse archers	CAVALRY	Average	Experienced	-	-	94	-	8	4
	Formed Flexible	Unprotected	Bow					40	
Upgrade horse archers	CAVALRY	Average	Skilled	-	-	129	-		4
	Formed Flexible	Unprotected	Bow					Up to half	
Foot archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	4
	Tribal Loose	Unprotected	Bow					24	
Foot spearmen	INFANTRY	Poor	Experienced	Short Spear	-	41	-	0	4,6
	Tribal Loose	Protected	Javelin					12	
Light horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					6	

ALLIES

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

NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

URARTIAN



ARMY COMMANDER		1	Any Instinctive		DATES		746 BCE to 585 BCE											
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Mountains											
INTERNAL ALLIED GENERALS		0-2	Provincial generals - Any Instinctive		CAMP		Unfortified or Mobile; Poor or Average											
TYPE		TRAINING AND		QUALITY		SHOOTING SKILL		MANDATORY		BASE	OPTIONAL		MIN		UG SIZE			
NAME		FORMATION		PROTECTION		WEAPONRY		MELEE WEAPONRY		CHARACTERISTICS		PTS		CHARACTERISTICS		MAX		
Royal army 2-crew chariots		CHARIOTS		Superior		Experienced		-		-		133		-		0		4
		Formed Loose		Protected		Bow										8		
Royal army cavalry		CAVALRY		Average		Experienced		Short Spear		-		135		Melee Expert (23)		4		4
		Drilled Loose		Protected		Bow										4		
Provincial cavalry		CAVALRY		Average		-		Short Spear		-		90		-		0		4
		Formed Loose		Protected		-										8		
Regrade provincial cavalry		CAVALRY		Average		Experienced		-		-		87		-		0		4
		Formed Loose		Unprotected		Bow										4		
Cimmerian mercenaries		CAVALRY		Average		Experienced		-		-		94		-		0		4
		Formed Flexible		Unprotected		Bow										8		
Royal Army spearmen		INFANTRY		Average		-		Short Spear		-		72		-		8		4
		Drilled Loose		Protected		-										32		
Spearmen		INFANTRY		Average		-		Short Spear		-		67		-		0		4,6
		Formed Loose		Protected		-										48		
Levied troops		INFANTRY		Poor		-		Short Spear		-		23		-		0		4,6
		Tribal Loose		Unprotected		-										6		
Skirmishers		INFANTRY		Average		Experienced		-		Combat Shy		50		-		0		4,6
		Skirmisher		Unprotected		Bow										24		
Javelinmen		INFANTRY		Average		Experienced		-		Combat Shy		28		-		0		4,6
		Skirmisher		Unprotected		Javelin										12		

URARTIAN



ALLIES

Musasirian allies - Mannaian (from 746 to 619 BCE)
Neo-Hittite and Arameaeen 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

None.

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 GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Palace chariots	CHARIOTS		Exceptional	Experienced	Melee Expert	228	Shoot & Charge (17)	0	4
	Drilled Loose		Protected	Bow				4	
Chariots	CHARIOTS		Superior	Experienced	Melee Expert	194	Shoot & Charge (14)	4	4
	Drilled Loose		Protected	Bow				8	
Guard cavalry	CAVALRY		Superior	Experienced	-	175	-	0	4
	Drilled Loose		Protected	Bow				4	
Cavalry	CAVALRY		Average	Experienced	-	135	-	4	4
	Drilled Loose		Protected	Bow				8	
Kallapani - mounted infantry	INFANTRY		Superior	-	Melee Expert, Dismountable	145	-	0	4
	Drilled Close		Protected	-				4	
Guard infantry	INFANTRY		Superior	-	Melee Expert	131	-	0	4
	Drilled Close		Protected	-				4	
Regular infantry	INFANTRY		Average	-	Integral Shooters	83	Melee Expert (16)	4	4
	Drilled Close		Protected	-				8	
King's men	INFANTRY		Average	-	Integral Shooters	63	-	4	4
	Tribal Loose		Protected	-				12	
Levy	INFANTRY		Poor	-	-	23	-	0	4,6
	Tribal Loose		Unprotected	-				34	
Elamite archers (from 720 BCE)	INFANTRY		Average	Experienced	-	54	Combat Shy (-14)	0	4
	Formed Loose		Unprotected	Bow				4	
Archers	INFANTRY		Average	Experienced	-	48	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow				20	

NEO-ASSYRIAN EMPIRE



Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					12	
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					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



ARMY COMMANDER	1	Any Instinctive	DATES	732 BCE to 656 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION								
Kushite chariots	CHARIOTS	Superior	Experienced	-	-	133	-	0	4
	Formed Loose	Protected	Bow	-	-			4	
Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	4	4
	Formed Loose	Protected	-					16	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	8	4
	Formed Loose	Unprotected	Bow					32	
Best archers	INFANTRY	Average	Skilled	-	-	69	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					4	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	4,6
	Formed Loose	Protected	Javelin					12	
Nubian skirmishers	INFANTRY	Average	Skilled	-	Combat Shy	89	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					18	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					12	

KUSHITE EGYPTIAN



FROM 727 TO 664 BCE AND AN EGYPTIAN SUB-GENERAL IS TAKEN

Egyptian chariots	CHARIOTS	Average	Skilled	-	-	150	-	0	4
	Drilled Loose	Protected	Bow					4	
Egyptian cavalry	CAVALRY	Average	-	Short Spear	-	90	-	0	4
	Formed Loose	Protected	-					4	
Egyptian close fighters	INFANTRY	Poor	-	Short Spear	-	47	-	0	4
	Drilled Close	Protected	-					4	
Egyptian archers	INFANTRY	Poor	Experienced	-	-	41	Combat Shy (-9)	0	4
	Drilled Loose	Unprotected	Bow					4	

FROM 727 TO 664 BCE AND EGYPTIAN INFANTRY ARE TAKEN

Meshwesh militia settlers	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	4	4
	Formed Close	Protected	-					16	
Libu militia settlers	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	4	4
	Formed Loose	Protected	Javelin					8	
Skirmishers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher	Unprotected	Bow					6	

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 GENERALS				CAMP		Unfortified or Mobile; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
King's retainers	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32), Dismountable (7)	0	4
	Formed Loose	Protected	-					4	
Provincial cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	4	4
	Formed Loose	Protected	-					12	
Scythian mercenaries	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	10	4,6
	Tribal Close	Protected	-					32	
Carian hoplites (from 665 BCE)	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	0	4
	Formed Close	Protected	-					4	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	4,6
	Tribal Loose	Protected	Javelin					12	
Bithynians or Thracians	INFANTRY	Average	Experienced	Short Spear	-	63	Shoot & Charge (6)	0	4,6
	Tribal Loose	Protected	Javelin					6	
Phrygian or Paphlagonian light horse	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					8	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					8	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					8	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					18	

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

None.

LATER SARGONID ASSYRIAN



ARMY COMMANDER		1	Any Professional			DATES	680 BCE to 609 BCE			
SUB-GENERALS		0-3	Any Professional (before 626 BCE, 0-1 from 626 BCE)				TERRAIN	Standard, Coastal		
INTERNAL ALLIED GENERALS		0-3	Any Professional (from 626 BCE)					CAMP	Unfortified or Fortified; Poor or Average	
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS		OPTIONAL CHARACTERISTICS	MIN MAX
				WEAPONRY	MELEE WEAPONRY					
4-horse 4-crew chariots	CHARIOTS		Superior	Charge Only	Short Spear	Devastating Chargers, Melee Expert	210	-	4	4
		Drilled Close	ArmHrs/ Protected	Bow					4	
Qurubuti sha pithalli	CAVALRY		Superior	Experienced	Short Spear	-	175	-	0	4
		Drilled Loose	Protected	Bow					4	
Upgrade qurubuti sha pithalli (from 668 BCE)	CAVALRY		Superior	Experienced	Short Spear	Shoot & Charge	189	-	0	4
		Drilled Close	ArmHrs/ Protected	Bow					4	
Armoured cavalry	CAVALRY		Average	Experienced	Short Spear	-	135	-	4	4
		Drilled Loose	Protected	Bow					8	
Cimmerians	CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	0	4
		Formed Flexible	Unprotected	Bow					4	
Zuk shepe	INFANTRY		Exceptional	-	Short Spear	Shield Cover	140	Integral Shooters (10)	0	4
		Drilled Close	Protected	-					4	
Kisir sharruti	INFANTRY		Superior	-	Short Spear	Shield Cover, Shieldwall	122	Integral Shooters (8)	4	4
		Drilled Close	Protected	-					12	
Best sab sharri	INFANTRY		Average	-	Short Spear	Shield Cover, Shieldwall	87	Integral Shooters (6)	0	4
		Drilled Close	Protected	-					16	
Mount best sab sharri as kallapani	INFANTRY		Average	-	Short Spear	Shield Cover, Dismountable	92	Integral Shooters (6)	0	4
		Drilled Close	Protected	-					4	
Sab sharri	INFANTRY		Average	-	Short Spear	Shield Cover	77	Integral Shooters (6)	4	4
		Drilled Loose	Protected	-					16	
Sha kutalli	INFANTRY		Average	-	Short Spear	-	67	-	0	4,6
		Formed Loose	Protected	-					12	

LATER SARGONID ASSYRIAN



Dullu	INFANTRY	Poor	-	Short Spear	-	35	-	0	4,6
	Tribal Loose	Protected	-					12	
Nash qashti	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Bow					12	
Sab qasti	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					12	
Tribal levy archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Tribal levy slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	4,6
	Skirmisher	Unprotected	Sling					12	
Tribal levy javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher	Unprotected	Javelin					12	

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

None.

SAITIC EGYPTIAN



ARMY COMMANDER	1	Any Professional	DATES	664 BCE to 525 BCE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	0-1	Any Professional	CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Egyptian chariots	CHARIOTS		Superior	Experienced	Melee Expert	194	Shoot & Charge (14)	4	4
	Drilled Loose		Protected	Bow				8	
Egyptian cavalry	CAVALRY		Average	-	-	90	-	0	4
	Formed Loose		Protected	-				4	
Horse archers (from 620 BCE)	CAVALRY		Average	Experienced	-	94	Combat Shy (-18)	0	4
	Formed Flexible		Unprotected	Bow				4	
Guard spearmen	INFANTRY		Superior	-	-	108	-	0	4
	Drilled Close		Protected	-				4	
Guard archers	INFANTRY		Average	Skilled	-	95	-	0	4
	Drilled Loose		Protected	Bow				4	
Greek mercenaries	INFANTRY		Average	-	Shove, Shield Cover	104	Orb (2)	0	4
	Drilled Close		Protected	-				16	
Spearmen	INFANTRY		Average	-	-	72	-	8	4,6
	Formed Close		Protected	-				32	
Archers	INFANTRY		Average	Experienced	-	75	Combat Shy (-22)	4	4
	Formed Loose		Protected	Bow				16	
Nubian and other skirmishing archers	INFANTRY		Average	Experienced	-	50	-	0	4,6
	Skirmisher		Unprotected	Bow				24	
Libyan javelinmen	INFANTRY		Average	Experienced	-	28	-	0	4,6
	Skirmisher		Unprotected	Javelin				12	

ALLIES

Cyrenean Greek allies - (from 570 BCE)

SAITIC EGYPTIAN



NOTES

The ally general can only command Greek mercenaries.

CHANGES FROM LAST VERSION

None.

ASSYRIAN BABYLONIAN



ARMY COMMANDER	1	Any Professional	DATES	652 BCE to 648 BCE
SUB-GENERALS	0-1	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
	TRAINING AND							PROTECTION	
Rebel Assyrian 4-horse 4-crew chariots	CHARIOTS	Superior	Charge Only	Short Spear	Devastating Chargers, Melee Expert	210	-	0	4
	Drilled Close	ArmHrs/ Protected	Bow					4	
Babylonian 4-horse 3-crew chariots	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	0	4
	Drilled Loose	Protected	Bow					4	
Rebel Assyrian cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	-	0	4
	Drilled Loose	Protected	Bow					4	
Chaldean or Aramean Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	0	4
	Formed Loose	Protected	-					4	
Guard infantry	INFANTRY	Superior	-	Short Spear	-	94	-	0	4
	Formed Loose	Protected	-					4	
Rebel Assyrian spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Integral Shooters (6)	0	4
	Drilled Loose	Protected	-					12	
Chaldean and Aramean infantry	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8	4
	Tribal Loose	Unprotected	Bow					40	
Levy	INFANTRY	Poor	-	Short Spear	-	23	-	0	4,6
	Tribal Loose	Unprotected	-					20	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

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

None.

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 GENERALS	0-1	Any Professional	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
				WEAPONRY	MELEE WEAPONRY					
4-horse chariots	CHARIOTS		Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	4	4
	Drilled Loose		Protected	Bow					4	
Guard cavalry	CAVALRY		Superior	Experienced	Short Spear	-	175	-	0	4
	Drilled Loose		Protected	Bow					4	
Chaldean and Aramean cavalry	CAVALRY		Average	Experienced	Short Spear	-	125	-	4	4
	Formed Loose		Protected	Bow					8	
Mercenary horse archers	CAVALRY		Average	Experienced	-	-	94	-	0	4
	Formed Flexible		Unprotected	Bow					4	
Arab levies	CAMELRY		Average	Experienced	-	-	84	Dismountable (3)	0	4
	Tribal Loose		Unprotected	Bow					8	
Guard infantry	INFANTRY		Superior	-	Short Spear	Shield Cover, Shieldwall	122	-	0	4
	Drilled Close		Protected	-					4	
Spearmen	INFANTRY		Average	-	Short Spear	Shield Cover, Shieldwall	82	Integral Shooters (6)	0	4
	Formed Close		Protected	-					24	
Greek mercenaries	INFANTRY		Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	0	4
	Drilled Close		Protected	-					4	

NEO-BABYLONIAN EMPIRE



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8	4
	Tribal Loose	Unprotected	Bow					24	
REGRADE ARCHERS AND SPEARMEN AS SPARABARA 1/2 FRONT RANK AND 1/2 REAR RANK									
Front rank sparabara	INFANTRY	Average	Experienced	-	Pavise	69	Combat Shy (-14)	0	4
	Formed Flexible	Unprotected	Bow					Any	
Rear rank archers	INFANTRY	Average	Experienced	-	Pavise	62	Combat Shy (-14)	=	0
	Formed Loose	Unprotected	Bow					=	

Levy	INFANTRY	Poor	-	Short Spear	-	23	-	0	4,6
	Tribal Loose	Unprotected	-					30	
Tribal levy archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

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 GENERALS		0-1	Any Instinctive			CAMP		Unfortified or Fortified; Poor or Average		
TYPE										
NAME	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	MAX	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY						
Best cavalry	CAVALRY	Superior	Experienced	-	-	147	-	0		4
	Formed Loose	Protected	Bow					4		
Armoured cavalry	CAVALRY	Average	Experienced	-	-	115	-	0		4
	Formed Loose	Protected	Bow					8		
Cavalry	CAVALRY	Average	Experienced	-	-	94	-	0		4
	Formed Flexible	Unprotected	Bow					24		
Upgrade cavalry	CAVALRY	Average	Skilled	-	-	129	-			
	Formed Flexible	Unprotected	Bow					Up to half		
Spearmen	INFANTRY	Average	-	Short Spear	-	62	-	10		4,6
	Tribal Close	Protected	-					24		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8		4
	Tribal Loose	Unprotected	Bow					48		
Auxiliaries	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0		4,6
	Tribal Loose	Protected	Javelin					12		
Levied troops	INFANTRY	Poor	-	Short Spear	-	23	-	0		4,6
	Tribal Loose	Unprotected	-					6		
Light horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0		4
	Skirmisher	Unprotected	Bow					8		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0		4,6
	Skirmisher	Unprotected	Bow					12		

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

None.



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

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		

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND FORMATION								
2-horse 2-crew chariots	CHARIOTS	Superior	Experienced	-	-	133	-	1	1,2
	Formed Loose	Protected	Bow					6	
Camelry	CAMELRY	Average	Experienced	-	-	84	Dismountable (3)	0	1,2
	Tribal Loose	Unprotected	Bow					2	
Spearmen	INFANTRY	Average	-	Short Spear	-	57	-	6	1,2
	Tribal Loose	Protected	-					32	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					12	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					9	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					12	

NOTES

Arab camelry dismount as the equivalent infantry.

CHANGES FROM LAST VERSION

None.

PHILISTINE



ARMY COMMANDER		1	Any Instinctive			DATES		1100 BCE to 732 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS										
	TYPE									
	TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY		CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chariots	CHARIOTS	Average	Experienced						2	1,2
	Formed Loose	Protected	Bow	-	-		105	-	6	
Best spearmen	INFANTRY	Average	-						0	1,2
	Formed Close	Protected	-	Short Spear	Melee Expert		88	-	8	
Spearmen	INFANTRY	Average	-						6	1,2
	Formed Close	Protected	-	Short Spear	-		72	-	16	
Javelinmen	INFANTRY	Average	Unskilled						0	1,2
	Formed Loose	Protected	Javelin	-	-		63	Shoot & Charge (6)	6	
Kharu archers	INFANTRY	Average	Skilled						0	1,2
	Formed Loose	Unprotected	Bow	-	-		69	Combat Shy (-14)	2	
Hebrew mercenaries (from 1006 to 1003 BCE)	INFANTRY	Average	-						0	1,2
	Formed Loose	Protected	-	Short Spear	Melee Expert		83	-	2	
Archers	INFANTRY	Average	Experienced						0	1,2
	Skirmisher	Unprotected	Bow	-	Combat Shy		50	-	6	
Slingers	INFANTRY	Average	Experienced						0	1,2
	Skirmisher	Unprotected	Sling	-	Combat Shy		43	-	4	
ALLIES										

ALLIES

Aramaeans allies - Syro-Hittite (before 900 BCE)
Aramaeans 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

None.

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		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots	CHARIOTS		Average	Experienced	Short Spear	-	92	Dismountable (5)	0	1,2
	Formed Loose		Protected	Javelin					2	
Cavalry (from 900 BCE)	CAVALRY		Average	-	Short Spear	-	90	-	0	1,2
	Formed Loose		Protected	-					4	
Spearmen	INFANTRY		Average	-	Short Spear	-	57	-	6	1,2
	Tribal Loose		Protected	-					44	
Regrade spearmen	INFANTRY		Average	-	Short Spear	-	57	Integral Shooters (6)	0	1,2
	Tribal Loose		Protected	-					8	
Regrade spearmen as swordsmen (before 900 BCE)	INFANTRY		Average	Unskilled	-	Melee Expert	69	Shoot & Charge (6)		1,2
	Tribal Loose		Protected	Javelin					Up to half	
Regrade spearmen as proto-hoplites (from 725 BCE)	INFANTRY		Average	Unskilled	Long Spear	Combat Shy	57	Shoot & Charge (6)		1,2
	Tribal Close		Protected	Javelin					Any	
Javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher		Unprotected	Javelin					9	
Archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					6	

NOTES

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

CHANGES FROM LAST VERSION

None.

HEBREW



ARMY COMMANDER		1	Any Instinctive			DATES		1000 BCE to 801 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (Judaean ally for Israel 867 to 850 BCE)							
UNITED MONARCHY UNDER DAVID (TO 968 BCE)										
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	0	1,2	
	Formed Loose	Protected	Bow					2		
UNITED MONARCHY UNDER SOLOMON (FROM 969 BCE) OR ISRAEL										
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	2	1,2	
	Formed Loose	Protected	Bow					6		
JUDAH										
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	1	1,2	
	Formed Loose	Protected	Bow					4		

Gibborim (not Israel)	INFANTRY	Average	-	Short Spear	Melee Expert	83	-	2	1,2	
	Formed Loose	Protected	-					4		
Spearmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	4	1,2	
	Tribal Loose	Protected	Javelin					22		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					6		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					9		
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2	
	Skirmisher	Unprotected	Sling					6		

HEBREW



ALLIES

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

CHANGES FROM LAST VERSION

None.

PHOENICIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1000 BCE to 332 BCE			
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Coastal			
INTERNAL ALLIED GENERALS		0-3	Any Instinctive							
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY		
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS		
NAME						BASE		OPTIONAL		
						PTS		CHARACTERISTICS		
								MIN		
								MAX		
								UG SIZE		
2-horse 2-crew chariots (before 740 BCE)		CHARIOTS	Superior	Experienced	-	-	133	-	1	1,2
		Formed Loose	Protected	Bow					4	
4-horse 3-crew chariots (from 740 to 490 BCE)		CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)	1	1,2
		Formed Loose	Protected	Bow					4	
Regrade 4-horse 3-crew chariots (from 660 to 490 BCE)		CHARIOTS	Average	-	Short Spear	Devastating Chargers	97	Melee Expert (25)		1,2
		Formed Close	ArmHrs/ Protected	-					All or none	
Cavalry (from 740 BCE)		CAVALRY	Average	-	Short Spear	-	90	-	0	1,2
		Formed Loose	Protected	-					2	
Spearmen		INFANTRY	Average	-	Short Spear	-	67	-	6	1,2
		Formed Loose	Protected	-					30	
Regrade spearmen as hoplites (from 650 BCE)		INFANTRY	Average	-	Long Spear	-	86	Orb (2)		1,2
		Formed Close	Protected	-					Any	
Archers		INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
		Tribal Loose	Unprotected	Bow					6	
Skirmishers		INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
		Skirmisher	Unprotected	Bow					9	
Slingers		INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
		Skirmisher	Unprotected	Sling					6	
Javelinmen		INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
		Skirmisher	Unprotected	Javelin					6	

PHOENICIAN



NOTES

Cypriot armies must regrade their chariots.

CHANGES FROM LAST VERSION

None.

EARLY ARAB



ARMY COMMANDER	1	Any Instinctive	DATES	1000 BCE to 301 BCE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Plains, Desert
INTERNAL ALLIED GENERALS	0-3	Any Instinctive		

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Camel riders	CAMELRY	Average	Experienced	-	-	84	Dismountable (3)	2	1,2
	Tribal Loose	Unprotected	Bow					20	
Best warriors	INFANTRY	Superior	Unskilled	Short Spear	-	83	Shoot & Charge (8)	0	1,2
	Tribal Loose	Protected	Javelin					6	
Warriors	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	6	1,2
	Tribal Loose	Protected	Javelin					32	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					12	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					12	
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					6	

NOTES

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

CHANGES FROM LAST VERSION

None.

MANNALIAN



ARMY COMMANDER		1	Any Instinctive		DATES		950 BCE to 610 BCE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Mountains			
INTERNAL ALLIED GENERALS										
	TYPE									
	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	-	0	1,2	
	Formed Loose	Protected	Bow					2		
Upgrade chariots to 4-horse 3-crew (from 750 BCE)	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)		1,2	
	Formed Loose	Protected	Bow							All
Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	2	1,2	
	Formed Loose	Protected	-					4		
Upgrade cavalry (from 800 BCE)	CAVALRY	Average	Experienced	-	-	115	-		1,2	
	Formed Loose	Protected	Bow					Any		
Reclassify cavalry (from 750 BCE)	CAVALRY	Average	Experienced	-	-	94	-	0	1,2	
	Formed Flexible	Unprotected	Bow					2		
Spearmen	INFANTRY	Average	-	Short Spear	-	57	Integral Shooters (6)	6	1,2	
	Tribal Loose	Protected	-					24		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					20		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					9		
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2	
	Skirmisher	Unprotected	Javelin					4		

MANNANIAN



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

None.

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)		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots	CHARIOTS		Average	Skilled	-	-	150	-	1	1,2
	Drilled Loose		Protected	Bow					6	
Cavalry	CAVALRY		Average	-	Short Spear	-	90	-	0	1,2
	Formed Loose		Protected	-					2	
Royal Guard	INFANTRY		Superior	-	Short Spear	Melee Expert	131	-	0	1,2
	Drilled Close		Protected	-					4	
"Invincible" Meshwesh	INFANTRY		Average	-	Short Spear	Melee Expert	88	-	2	1,2
	Formed Close		Protected	-					12	
Libu	INFANTRY		Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	1,2
	Formed Loose		Protected	Javelin					6	
Egyptian close fighters	INFANTRY		Poor	-	Short Spear	-	47	-	0	2,3
	Drilled Close		Protected	-					6	
Egyptian archers	INFANTRY		Poor	Experienced	-	-	41	Combat Shy (-9)	2	2,3
	Drilled Loose		Unprotected	Bow					6	
Libu or Nubian archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					6	
Libu, Palestinian or Bedouin javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher		Unprotected	Javelin					12	

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

None.

LATER SYRO-HITTITE



ARMY COMMANDER		1	Any Instinctive			DATES		900 BCE to 700 BCE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal, Plains, Mountains		
INTERNAL ALLIED GENERALS		1-3	Any Instinctive							
TYPE										
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	
	Formed Loose	Protected	Bow					8		
Upgrade chariots to 4-horse 3-crew (before 800 BCE)	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)		1,2	
	Formed Loose	Protected	Bow					Up to half		
Upgrade chariots to 4-horse 3-crew (from 800 BCE)	CHARIOTS	Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)	Half	1,2	
	Formed Loose	Protected	Bow					All		
Palace chariots (from 750 BCE)	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	180	Shoot & Charge (14)	0	1,2	
	Formed Loose	Protected	Bow					2		
Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	0	1,2	
	Formed Loose	Protected	-					2		
Cavalry	CAVALRY	Average	Experienced	-	-	87	-	0	1,2	
	Formed Loose	Unprotected	Bow					2		
Camel riders	CAMELRY	Average	Experienced	-	-	84	Dismountable (3)	0	1,2	
	Tribal Loose	Unprotected	Bow					2		
Best spearmen	INFANTRY	Superior	-	Short Spear	-	94	-	0	1,2	
	Formed Loose	Protected	-					4		
Regular spearmen	INFANTRY	Average	-	Short Spear	-	67	-	0	1,2	
	Formed Loose	Protected	-					6		
Militia spearmen	INFANTRY	Average	-	Short Spear	-	57	-	4	1,2	
	Tribal Loose	Protected	-					12		

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					6	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					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

None.

CHALDEAN BABYLONIAN



ARMY COMMANDER	1	Any Instinctive	DATES	900 BCE to 627 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	0-1	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots	CHARIOTS		Superior	Experienced	-	-	133	-	1	1,2
	Formed Loose		Protected	Bow					4	
Upgrade chariots with three crew	CHARIOTS		Superior	Experienced	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)		1,2
	Formed Loose		Protected	Bow					Any	
Chaldean or Aramean cavalry	CAVALRY		Average	-	Short Spear	-	90	-	0	1,2
	Formed Loose		Protected	-					4	
Guard infantry	INFANTRY		Superior	-	Short Spear	-	94	-	0	1,2
	Formed Loose		Protected	-					4	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	6	1,2
	Tribal Loose		Unprotected	Bow					32	
Levy	INFANTRY		Poor	-	Short Spear	-	23	-	0	2,3
	Tribal Loose		Unprotected	-					10	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					6	

ALLIES

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

CHANGES FROM LAST VERSION

None.

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		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Elephants	ELEPHANTS		Average	-	-	Shove	240	-	0	1,2
	Tribal Loose		Protected	-	-				2	
Heroic charioteers	CHARIOTS		Superior	Experienced	-	-	133	Dismountable (7)	2	1,2
	Formed Loose		Protected	Bow	-				8	
Swordsmen	INFANTRY		Average	-	-	Melee Expert	81	-	0	1,2
	Formed Close		Protected	-	-				4	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	4	1,2
	Tribal Loose		Unprotected	Bow	-				24	
Followers	INFANTRY		Poor	-	-	-	22	-	0	2,3
	Tribal Close		Unprotected	-	-				6	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow	-				4	
Slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher		Unprotected	Sling	-				4	

NOTES

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

CHANGES FROM LAST VERSION

None.

LATER ELAMITE



ARMY COMMANDER		1	Any Instinctive		DATES		890 BCE to 539 BCE			
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Plains, Mountains			
INTERNAL ALLIED GENERALS		0-2	Any Instinctive							

	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
4-horse chariots (from 740 BCE)	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	138	Shoot & Charge (10)	0	1,2	
	Formed Loose	Protected	Bow					2		
2-horse chariots	CHARIOTS	Superior	Experienced	-	-	133	-	0	1,2	
	Formed Loose	Protected	Bow					2		
Elamite cavalry	CAVALRY	Average	Experienced	-	-	94	-	0	1,2	
	Formed Flexible	Unprotected	Bow					4		
Archers riding kallapani chariots	INFANTRY	Average	Experienced	-	Dismountable	61	-	2	1,2	
	Formed Loose	Unprotected	Bow					8		
ARCHERS BEHIND LONG-SHIELD SPEARMEN (FROM 660 BCE) 1/2 FRONT RANK AND 1/2 REAR RANK										
Front rank sparabara	INFANTRY	Average	Experienced	-	Pavise	69	Combat Shy (-14)	0	2	
	Formed Flexible	Unprotected	Bow					5		
Rear rank archers	INFANTRY	Average	Experienced	-	Pavise	62	Combat Shy (-14)	=		
	Formed Loose	Unprotected	Bow					=		

Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	4	1,2	
	Formed Loose	Unprotected	Bow					28		
Spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2	
	Tribal Loose	Protected	-					4		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					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

None.

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 GENERALS									
TYPE									
TRAINING AND									
QUALITY									
SHOOTING SKILL									
MELEE									
MANDATORY									
BASE									
OPTIONAL									
MIN									
MAX									
UG SIZE									
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS		
Palace chariots	CHARIOTS	Exceptional	Skilled	-	-	206	-	0	1,2
	Drilled Loose	Protected	Bow					2	
Sha shepe chariots	CHARIOTS	Superior	Skilled	-	-	182	-	2	1,2
	Drilled Loose	Protected	Bow					6	
Upgrade chariots to 3-crew	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)		1,2
	Drilled Loose	Protected	Bow					Up to half	
Cavalry	CAVALRY	Average	Unskilled	Short Spear	-	104	-	2	1,2
	Formed Loose	Protected	Bow					2	
Ashsharittu or huradu	INFANTRY	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	2	1,2
	Drilled Close	Protected	-					8	
Hupshu or sabe	INFANTRY	Average	-	Short Spear	Integral Shooters	63	-	0	1,2
	Tribal Loose	Protected	-					16	
Levy	INFANTRY	Poor	-	Short Spear	-	23	-	0	2,3
	Tribal Loose	Unprotected	-					3	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					6	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					6	

EARLY NEO-ASSYRIAN EMPIRE



ALLIES

Aramean or Neo-Hittite allies - Later Syro-Hittite

CHANGES FROM LAST VERSION

None.

EARLY URARTIAN



ARMY COMMANDER	1	Any Instinctive	DATES	860 BCE to 747 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS	0-2	Provincial generals - Any Instinctive		

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	1	4	1,2
	Formed Loose	Protected	Bow							
Cavalry	CAVALRY	Average	-	Short Spear	-	90	-	2	6	1,2
	Formed Loose	Protected	-							
Spearmen	INFANTRY	Average	-	Short Spear	-	67	-	4	40	1,2
	Formed Loose	Protected	-							
Levied troops	INFANTRY	Poor	-	Short Spear	-	23	-	0	3	2,3
	Tribal Loose	Unprotected	-							
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	12	1,2
	Skirmisher	Unprotected	Bow							
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	6	1,2
	Skirmisher	Unprotected	Javelin							

ALLIES

Musasirian allies - Mannaian
Neo-Hittite and Arameaeen allies - Later Syro-Hittite

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

PHRYGIAN



ARMY COMMANDER	1	Any Instinctive	DATES	850 BCE to 676 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive		

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Phrygian chariots	CHARIOTS Formed Loose	Superior Protected	Experienced Javelin	Short Spear	-	124	-	0 4	1,2
Upgrade chariots (from 750 BCE)	CHARIOTS Formed Loose	Superior Protected	Experienced Javelin	Short Spear	Melee Expert	157	Shoot & Charge (14)	Any	1,2
Cavalry	CAVALRY Formed Loose	Average Protected	- -	Short Spear	-	90	-	2 4	1,2
Spearmen	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Shoot & Charge (6)	10 34	1,2
Light cavalry	CAVALRY Skirmisher	Average Unprotected	Experienced Javelin	-	-	55	Cantabrian (16), Combat Shy (-4)	0 2	1,2
Archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 9	1,2
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 6	1,2
Javelinmen	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	28	-	0 9	1,2

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

None.

EARLY IRANIAN



ARMY COMMANDER		1	Any Instinctive		DATES		836 BCE to 550 BCE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						
TYPE									
	TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
NAME	FORMATION		PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX
Nobles and followers	CAVALRY		Superior	Experienced	-	-	147	Melee Expert (32)	0
	Formed Loose		Protected	Bow					2
Horse archers	CAVALRY		Average	Experienced	-	-	94	-	2
	Formed Flexible		Unprotected	Bow					8
Upgrade horse archers	CAVALRY		Average	Skilled	-	-	129	-	
	Formed Flexible		Unprotected	Bow					Up to half
Spearmen	INFANTRY		Average	-	Short Spear	-	57	-	4
	Tribal Loose		Protected	-					24
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	4
	Tribal Loose		Unprotected	Bow					24
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0
	Skirmisher		Unprotected	Bow					12

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

None.

LATER HEBREW



ARMY COMMANDER		1	Any Instinctive		DATES		800 BCE to 586 BCE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Mountains		
INTERNAL ALLIED GENERALS									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
ISRAEL (FROM 800 TO 722 BCE)									
3-crew chariots	CHARIOTS Formed Loose	Superior Protected	Experienced Bow	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)	2 6	1,2
JUDAH									
3-crew chariots	CHARIOTS Formed Loose	Superior Protected	Experienced Bow	Short Spear	-	147	Melee Expert (32), Shoot & Charge (14)	1 4	1,2
Regrade chariots (from 702 BCE)	CHARIOTS Formed Loose	Superior Protected	Experienced Bow	Short Spear	Melee Expert	180	Shoot & Charge (14)	1 All	1,2

Gibborim (not Israel)	INFANTRY Formed Loose	Average Protected	- -	Short Spear	Melee Expert	83	-	2 4	1,2
Spearmen	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Shoot & Charge (6)	4 30	1,2
Archers	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0 6	1,2
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 9	1,2
Slings	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 6	1,2

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

None.

URARTIAN



ARMY COMMANDER		1	Any Instinctive		DATES		746 BCE to 585 BCE			
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Mountains			
INTERNAL ALLIED GENERALS		0-2	Provincial generals - Any Instinctive							
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Royal army 2-crew chariots	CHARIOTS	Superior	Experienced	-	-	133	-	0	1,2	
	Formed Loose	Protected	Bow					4		
Royal army cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	1	1,2	
	Drilled Loose	Protected	Bow					2		
Provincial cavalry	CAVALRY	Average	-	Short Spear	-	90	-	0	1,2	
	Formed Loose	Protected	-					4		
Regrade provincial cavalry	CAVALRY	Average	Experienced	-	-	87	-	0	1,2	
	Formed Loose	Unprotected	Bow					2		
Cimmerian mercenaries	CAVALRY	Average	Experienced	-	-	94	-	0	1,2	
	Formed Flexible	Unprotected	Bow					4		
Royal Army spearmen	INFANTRY	Average	-	Short Spear	-	72	-	4	1,2	
	Drilled Loose	Protected	-					16		
Spearmen	INFANTRY	Average	-	Short Spear	-	67	-	0	1,2	
	Formed Loose	Protected	-					24		
Levied troops	INFANTRY	Poor	-	Short Spear	-	23	-	0	2,3	
	Tribal Loose	Unprotected	-					3		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					12		
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2	
	Skirmisher	Unprotected	Javelin					6		

URARTIAN



ALLIES

Musasirian allies - Mannaian (from 746 to 619 BCE)
Neo-Hittite and Arameaeen 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.

URARTIAN



ARMY COMMANDER		1	Any Instinctive			DATES		746 BCE to 585 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Mountains		
INTERNAL ALLIED GENERALS		0-2	Provincial generals - Any Instinctive							
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Royal army 2-crew chariots	CHARIOTS	Superior	Experienced	-	-	133	-	0	1,2	
	Formed Loose	Protected	Bow							
Royal army cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	Melee Expert (23)	1	1,2	
	Drilled Loose	Protected	Bow							
Provincial cavalry	CAVALRY	Average	-	Short Spear	-	90	-	0	1,2	
	Formed Loose	Protected	-							
Regrade provincial cavalry	CAVALRY	Average	Experienced	-	-	87	-	0	1,2	
	Formed Loose	Unprotected	Bow							
Cimmerian mercenaries	CAVALRY	Average	Experienced	-	-	94	-	0	1,2	
	Formed Flexible	Unprotected	Bow							
Royal Army spearmen	INFANTRY	Average	-	Short Spear	-	72	-	4	1,2	
	Drilled Loose	Protected	-							
Spearmen	INFANTRY	Average	-	Short Spear	-	67	-	0	1,2	
	Formed Loose	Protected	-							
Levied troops	INFANTRY	Poor	-	Short Spear	-	23	-	0	2,3	
	Tribal Loose	Unprotected	-							
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow							
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2	
	Skirmisher	Unprotected	Javelin							

URARTIAN



ALLIES

Musasirian allies - Mannaian (from 746 to 619 BCE)
Neo-Hittite and Arameaeen 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 GENERALS									
TYPE									
TRAINING AND									
QUALITY									
SHOOTING SKILL									
MELEE									
MANDATORY									
BASE									
OPTIONAL									
MIN									
MAX									
UG SIZE									
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS		
Palace chariots	CHARIOTS	Exceptional	Experienced	Short Spear	Melee Expert	228	Shoot & Charge (17)	0	1,2
	Drilled Loose	Protected	Bow					2	
Chariots	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	1	1,2
	Drilled Loose	Protected	Bow					4	
Guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	1,2
	Drilled Loose	Protected	Bow					2	
Cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	-	2	1,2
	Drilled Loose	Protected	Bow					4	
Kallapani - mounted infantry	INFANTRY	Superior	-	Short Spear	Melee Expert, Dismountable	145	-	0	1,2
	Drilled Close	Protected	-					2	
Guard infantry	INFANTRY	Superior	-	Short Spear	Melee Expert	131	-	0	1,2
	Drilled Close	Protected	-					2	
Regular infantry	INFANTRY	Average	-	Short Spear	Integral Shooters	83	Melee Expert (16)	2	1,2
	Drilled Close	Protected	-					4	
King's men	INFANTRY	Average	-	Short Spear	Integral Shooters	63	-	2	1,2
	Tribal Loose	Protected	-					6	
Levy	INFANTRY	Poor	-	Short Spear	-	23	-	0	2,3
	Tribal Loose	Unprotected	-					16	
Elamite archers (from 720 BCE)	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					4	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					12	

NEO-ASSYRIAN EMPIRE



Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					6	
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					4	

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

None.

KUSHITE EGYPTIAN



ARMY COMMANDER		1	Any Instinctive		DATES		732 BCE to 656 BCE				
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal				
INTERNAL ALLIED GENERALS											
NAME	TYPE	TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION		WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Kushite chariots	CHARIOTS	Superior		Experienced	-	-	133	-	0	1,2	
	Formed Loose	Protected		Bow							
Cavalry	CAVALRY	Average		-	Short Spear	-	90	-	2	1,2	
	Formed Loose	Protected		-							
Archers	INFANTRY	Average		Experienced	-	-	54	Combat Shy (-14)	4	1,2	
	Formed Loose	Unprotected		Bow							
Best archers	INFANTRY	Average		Skilled	-	-	69	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected		Bow							
Javelinmen	INFANTRY	Average		Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	1,2	
	Formed Loose	Protected		Javelin							
Nubian skirmishers	INFANTRY	Average		Skilled	-	Combat Shy	89	-	0	1,2	
	Skirmisher	Unprotected		Bow							
Archers	INFANTRY	Average		Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected		Bow							
Slingers	INFANTRY	Average		Experienced	-	Combat Shy	43	-	0	1,2	
	Skirmisher	Unprotected		Sling							

KUSHITE EGYPTIAN



FROM 727 TO 664 BCE AND AN EGYPTIAN SUB-GENERAL IS TAKEN

Egyptian chariots	CHARIOTS	Average	Skilled	-	-	150	-	0	1,2
	Drilled Loose	Protected	Bow					2	
Egyptian cavalry	CAVALRY	Average	-	Short Spear	-	90	-	0	1,2
	Formed Loose	Protected	-					2	
Egyptian close fighters	INFANTRY	Poor	-	Short Spear	-	47	-	0	1,2
	Drilled Close	Protected	-					4	
Egyptian archers	INFANTRY	Poor	Experienced	-	-	41	Combat Shy (-9)	0	1,2
	Drilled Loose	Unprotected	Bow					4	

FROM 727 TO 664 BCE AND EGYPTIAN INFANTRY ARE TAKEN

Meshwesh militia settlers	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	2	1,2
	Formed Close	Protected	-					8	
Libu militia settlers	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	2	1,2
	Formed Loose	Protected	Javelin					4	
Skirmishers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	1,2,3
	Skirmisher	Unprotected	Bow					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 GENERALS									
TYPE									
TRAINING AND QUALITY SHOOTING SKILL MELEE MANDATORY BASE OPTIONAL 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), Dismountable (7)	0	1,2
	Formed Loose	Protected	-					2	
Provincial cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	2	1,2
	Formed Loose	Protected	-					6	
Scythian mercenaries	CAVALRY	Average	Experienced	-	-	94	-	0	1,2
	Formed Flexible	Unprotected	Bow					2	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	4	1,2
	Tribal Close	Protected	-					16	
Carian hoplites (from 665 BCE)	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	0	1,2
	Formed Close	Protected	-					4	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	1,2
	Tribal Loose	Protected	Javelin					6	
Bithynians or Thracians	INFANTRY	Average	Experienced	Short Spear	-	63	Shoot & Charge (6)	0	1,2
	Tribal Loose	Protected	Javelin					4	
Phrygian or Paphlagonian light horse	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					9	

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

None.

LATER SARGONID ASSYRIAN



ARMY COMMANDER		1	Any Professional		DATES		680 BCE to 609 BCE		
SUB-GENERALS		0-3	Any Professional (before 626 BCE, 0-1 from 626 BCE)		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-3	Any Professional (from 626 BCE)						
TYPE									
	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, Melee Expert	210	-	2	1,2
	Drilled Close	ArmHrs/ Protected	Bow					4	
Qurubuti sha pithalli	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	1,2
	Drilled Loose	Protected	Bow					2	
Upgrade qurubuti sha pithalli (from 668 BCE)	CAVALRY	Superior	Experienced	Short Spear	Shoot & Charge	189	-	0	1,2
	Drilled Close	ArmHrs/ Protected	Bow					2	
Armoured cavalry	CAVALRY	Average	Experienced	Short Spear	-	135	-	2	1,2
	Drilled Loose	Protected	Bow					4	
Cimmerians	CAVALRY	Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	Bow					2	
Zuk shepe	INFANTRY	Exceptional	-	Short Spear	Shield Cover	140	Integral Shooters (10)	0	1,2
	Drilled Close	Protected	-					4	
Kisir sharruti	INFANTRY	Superior	-	Short Spear	Shield Cover, Shieldwall	122	Integral Shooters (8)	2	1,2
	Drilled Close	Protected	-					6	
Best sab sharri	INFANTRY	Average	-	Short Spear	Shield Cover, Shieldwall	87	Integral Shooters (6)	0	1,2
	Drilled Close	Protected	-					8	
Mount best sab sharri as kallapani	INFANTRY	Average	-	Short Spear	Shield Cover, Dismountable	92	Integral Shooters (6)	0	1,2
	Drilled Close	Protected	-					2	
Sab sharri	INFANTRY	Average	-	Short Spear	Shield Cover	77	Integral Shooters (6)	2	1,2
	Drilled Loose	Protected	-					8	
Sha kutalli	INFANTRY	Average	-	Short Spear	-	67	-	0	1,2
	Formed Loose	Protected	-					6	

LATER SARGONID ASSYRIAN



Dullu	INFANTRY	Poor	-	Short Spear	-	35	-	0	2,3
	Tribal Loose	Protected	-					6	
Nash qashti	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Bow					6	
Sab qasti	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					6	
Tribal levy archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	1,2,3
	Skirmisher	Unprotected	Bow					6	
Tribal levy slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	1,2,3
	Skirmisher	Unprotected	Sling					6	
Tribal levy javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	1,2,3
	Skirmisher	Unprotected	Javelin					6	

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

None.

SAITIC EGYPTIAN



ARMY COMMANDER		1	Any Professional		DATES		664 BCE to 525 BCE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS		0-1	Any Professional							
TYPE										
	TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION		PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
									UG SIZE	
Egyptian chariots	CHARIOTS		Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	1	1,2
	Drilled Loose		Protected	Bow					4	
Egyptian cavalry	CAVALRY		Average	-	Short Spear	-	90	-	0	1,2
	Formed Loose		Protected	-					2	
Horse archers (from 620 BCE)	CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	0	1,2
	Formed Flexible		Unprotected	Bow					2	
Guard spearmen	INFANTRY		Superior	-	Short Spear	-	108	-	0	1,2
	Drilled Close		Protected	-					2	
Guard archers	INFANTRY		Average	Skilled	-	-	95	-	0	1,2
	Drilled Loose		Protected	Bow					2	
Greek mercenaries	INFANTRY		Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	0	1,2
	Drilled Close		Protected	-					8	
Spearmen	INFANTRY		Average	-	Short Spear	-	72	-	4	1,2
	Formed Close		Protected	-					16	
Archers	INFANTRY		Average	Experienced	-	-	75	Combat Shy (-22)	2	1,2
	Formed Loose		Protected	Bow					8	
Nubian and other skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					12	
Libyan javelinmen	INFANTRY		Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher		Unprotected	Javelin					6	

ALLIES

Cyrenean Greek allies - (from 570 BCE)

SAITIC EGYPTIAN



NOTES

The ally general can only command Greek mercenaries.

CHANGES FROM LAST VERSION

None.

ASSYRIAN BABYLONIAN



ARMY COMMANDER	1	Any Professional	DATES	652 BCE to 648 BCE
SUB-GENERALS	0-1	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS				

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Rebel Assyrian 4-horse 4-crew chariots	CHARIOTS	Drilled Close	Superior ArmHrs/ Protected	Charge Only Bow	Short Spear	Devastating Chargers, Melee Expert	210	-	0 2	1,2
Babylonian 4-horse 3-crew chariots	CHARIOTS	Drilled Loose	Superior Protected	Experienced Bow	Short Spear	Melee Expert	194	Shoot & Charge (14)	0 2	1,2
Rebel Assyrian cavalry	CAVALRY	Drilled Loose	Average Protected	Experienced Bow	Short Spear	-	135	-	0 2	1,2
Chaldean or Aramean Cavalry	CAVALRY	Formed Loose	Average Protected	- -	Short Spear	-	90	-	0 4	1,2
Guard infantry	INFANTRY	Formed Loose	Superior Protected	- -	Short Spear	-	94	-	0 4	1,2
Rebel Assyrian spearmen	INFANTRY	Drilled Loose	Average Protected	- -	Short Spear	Shield Cover	77	Integral Shooters (6)	0 6	1,2
Chaldean and Aramean infantry	INFANTRY	Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	4 20	1,2
Levy	INFANTRY	Tribal Loose	Poor Unprotected	- -	Short Spear	-	23	-	0 10	2,3
Skirmishers	INFANTRY	Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 6	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

None.

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 GENERALS		0-1	Any Professional						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
4-horse chariots	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	194	Shoot & Charge (14)	1	1,2
	Drilled Loose	Protected	Bow					4	
Guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	1,2
	Drilled Loose	Protected	Bow					2	
Chaldean and Aramean cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	-	2	1,2
	Formed Loose	Protected	Bow					4	
Mercenary horse archers	CAVALRY	Average	Experienced	-	-	94	-	0	1,2
	Formed Flexible	Unprotected	Bow					2	
Arab levies	CAMELRY	Average	Experienced	-	-	84	Dismountable (3)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Guard infantry	INFANTRY	Superior	-	Short Spear	Shield Cover, Shieldwall	122	-	0	1,2
	Drilled Close	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover, Shieldwall	82	Integral Shooters (6)	0	1,2
	Formed Close	Protected	-					12	
Greek mercenaries	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	0	1,2
	Drilled Close	Protected	-					2	

NEO-BABYLONIAN EMPIRE



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4	1,2
	Tribal Loose	Unprotected	Bow					12	
REGRADE ARCHERS AND SPEARMEN AS SPARABARA 1/2 FRONT RANK AND 1/2 REAR RANK									
Front rank sparabara	INFANTRY	Average	Experienced	-	Pavise	69	Combat Shy (-14)	0	2
	Formed Flexible	Unprotected	Bow					Any	
Rear rank archers	INFANTRY	Average	Experienced	-	Pavise	62	Combat Shy (-14)	=	
	Formed Loose	Unprotected	Bow					=	

Levy	INFANTRY	Poor	-	Short Spear	-	23	-	0	2,3
	Tribal Loose	Unprotected	-					16	
Tribal levy archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	1,2,3
	Skirmisher	Unprotected	Bow					6	

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 GENERALS		0-1	Any Instinctive							
TYPE										
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Best cavalry	CAVALRY	Superior	Experienced	-	-	147	-	0	1,2	
	Formed Loose	Protected	Bow					2		
Armoured cavalry	CAVALRY	Average	Experienced	-	-	115	-	0	1,2	
	Formed Loose	Protected	Bow					4		
Cavalry	CAVALRY	Average	Experienced	-	-	94	-	0	1,2	
	Formed Flexible	Unprotected	Bow					12		
Upgrade cavalry	CAVALRY	Average	Skilled	-	-	129	-		Up to half	
	Formed Flexible	Unprotected	Bow							
Spearmen	INFANTRY	Average	-	Short Spear	-	62	-	4	1,2	
	Tribal Close	Protected	-					12		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4	1,2	
	Tribal Loose	Unprotected	Bow					24		
Auxiliaries	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	1,2	
	Tribal Loose	Protected	Javelin					6		
Levied troops	INFANTRY	Poor	-	Short Spear	-	23	-	0	2,3	
	Tribal Loose	Unprotected	-					3		
Light horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2	
	Skirmisher	Unprotected	Bow					4		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		

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

None.