

D.B.M ARMY LISTS

For use with the De Bellis Multitudinis Wargames Rules

BOOK 1: 3000 BC to 500 BC



Compiled by
Phil Barker and Richard Bodley Scott

WARGAMES RESEARCH GROUP

2ND EDITION, JULY 2000

D.B.M. ARMY LISTS

BOOK 1 - THE CHARIOT PERIOD, 3000 BC TO 500 BC

These lists are intended for use with our "De Bellis Multitudinis" wargames rules, more familiarly known as "DBM". While mainly intended for competition games, they also provide a general guide to armies' troop classification and proportions for use in conjunction with more detailed sources such as the W.R.G. army handbooks.

Each list is designed to produce 300 AP to 500 AP armies which closely simulate their real life prototype, while still allowing sufficient flexibility to cover historical variations during the period and legitimate differences of opinion or personal preference. Most of them include about 200 AP of compulsory troops and allow greater freedom of choice for the remainder, this choice diminishing as the size of the army increases. You will often find that there is less freedom of choice than in previous W.R.G. army lists. In particular, we have taken pains to ensure that minority troop types are not over-represented. There is an unfortunate if natural tendency on the part of the illustrators of some series of army books to concentrate on the more glamorous components of an army at the expense of the more common. The permitted number of elephants is still on the generous side.

All lists have been updated in the light of the latest historical and archaeological research. However, we have used the presently accepted chronology of Grimal, Baines and Malek for Egypt and Brinkman's revised chronology for Mesopotamia rather than adopt the interesting new chronologies of James and Rohl. We have had help from many people and an inordinate amount from a few who are recognised authorities in their field. However, we alone are responsible for the final decisions, so too much blame should not be laid at those worthies' doors. Where there is disagreement about the more obscure troop types or only minor doubt, we have often chosen to specify only the interpretation we think most likely. This has been done for the sake of simplicity, and to reduce the scope for tailoring of armies by the over-competitive. Where a decision has been finely balanced, we have elected for the interpretation producing the most realistic effect against the army's historical opponents. Regrettably, some new research necessitates changes in existing wargames armies. We can only plead that we are the slaves of history and not its masters.

The first part of each list comprises troops available throughout the historical time period covered. Some armies then have additional sub-lists of troops available to particular historical generals, or in different geographical regions, or during only part of the period. An army including troops only available to a particular general cannot include troops available only to a different general. An army including troops only available in a particular geographical area cannot include troops available only in a different geographical area. An army including troops available only in a particular historical period cannot include troops available only during an incompatible historical period.

An army must have a C-in-C and at least 1 other general. No army can have more than 4 generals. All armies must also have 2 baggage elements for each general whose command is not initially entirely waterborne.

ALLIES

In most cases foreign allied contingents are specified by reference to their own list. Each such allied contingent must include 1 general and 2 baggage elements. The general's type can be that of the allied contingent's list's C-in-C or sub-general. Unless otherwise stated in a particular list, the allied contingent can include only compulsory troop types, and must have at least a quarter of the specified minimum number of elements of each such type. It cannot include more than a third of the specified maximum number of each such type, or 1 element, whichever is greater. Allied troops have only those options specified in their own list for that date, and any minima or maxima for such upgrades are modified as above. The full allowance of troops listed in the form "0-1 per X" can be included in an allied contingent if the "X" are. An allied contingent need not contain otherwise compulsory TF. An allied contingent cannot include allies of its own. Unless otherwise specified, only 1 foreign allied contingent of each nationality can be included. In some cases the maximum total number of elements that can be included in the allied contingent, including the general and 2 baggage elements, is specified. If so, this is because allies of that origin never exceeded a quarter of the total force fielded by the allies in any historical campaign.

Where foreign allies do not have an appropriate list of their own, their contingent is specified as an indented sub-list within a nation's main list. In this case the minimum and maximum number of elements of each troop type will be as specified in that sub-list. 2 baggage elements must also be included.

Where ally generals are specified unindented in a nation's main list, such generals are of the same or a closely related nationality. Unlike foreign irregular ally generals, they will never change sides except in a civil war, and may then do so whether regular or irregular. Each such general's command must, unless stated otherwise, include at least a quarter of the minimum number of each compulsory troop type. It can also include non-compulsory types. All elements count towards the total number of each type specified in the list.

NAVAL

Naval elements are included only if they played a significant part in a mainly land battle. Each replaces a land element of the list, of the type or types that follow it within brackets. For example, an Egyptian ahaw element Irr Bts (S) @ 3AP [Bw], replaces one of the compulsory or optional Bowmen elements of the army list, and also disembarks as that element. The AP quoted is for the ahaw only. The bowmen must still be paid for. Naval elements with no landing troops specified cannot provide landing parties. Points spent on naval elements are wasted if they have no access on to the table. Their landing troops and baggage can still be deployed, however, being assumed to have disembarked and joined the army prior to the battle. Landing troops, such as marines, seaman or oarsmen, whose number must be equal to the number of available vessels, cannot be used unless their vessels have been paid for.

CLIMATE, AGGRESSION AND TERRAIN

The second line of each list specifies the army's home climate, its aggression factor, and codes for the types of terrain that can be chosen if it is the defender. Types shown in bold letters are compulsory. Even if not listed, a single patch of coastal sand dunes or marsh can always be used if successfully positioned in contact with a waterway, or a single patch of marsh if successfully positioned in contact with a river, or up to 3 open fields if in contact with a BUA and enclosed fields are not specified. A hill cannot have any kind of surface not permitted on the flat.

Terrain types are:

• Waterway suitable for ships, such as the sea, lakes or great rivers.	WW
• Ordinary rivers.	Rv
• Hill with some or all slopes steep, difficult or rough.	H(S)
• Hill or lesser rise with only gentle smooth slopes.	H(G)
• Woods.	Wd
• Orchards or olive or palm groves.	O
• Vines.	V
• Small fields enclosed by hedges, walls or irrigation ditches.	E
• Rough going, such as moderately boggy or rocky ground or brush.	RGo
• Inland marsh other than on a river.	M
• Non-coastal sand dunes.	D
• Roads or frequently used tracks.	Rd
• Built-up areas, such as villages.	BUA

The home terrain of an empire is assumed to be that of its heartland or capital, the centre of its power. The home terrain of a migration is that of the last region occupied before entering on the stage of world history. That of rebellious mercenaries is their previous area of operations.

FORTIFICATIONS

Any army with BUA listed among its permitted terrain types can have sufficient PF or TF to enclose the on-table part of a BUA when the defender. No other permanent fortifications are permitted. Temporary fortifications can only otherwise be used if specified by the army's list. Those specified as defending camps or baggage must have each end touching their side's base table edge, a waterway or a river, and contain baggage. Points spent on fortifications other than those specified by the army's list are wasted if the terrain includes no BUA, or the army becomes the invader.

COMPETITION PERIODS

Where practicable, we favour the subdivision of competitions into historical time periods, to minimise the culture shock arising from the clash of wildly anachronistic armies. At first sight, the break-down of our army lists into the following four books might appear eminently suitable.

BOOK 1: THE CHARIOT PERIOD, 3000 BC - 500 BC.

BOOK 2: THE CLASSICAL PERIOD, 500 BC - 476 AD.

BOOK 3: THE EARLY MEDIEVAL PERIOD, 476 AD - 1071 AD.

BOOK 4: THE HIGH MEDIEVAL PERIOD, 1071 AD - 1500 AD.

Note, however, that some armies continue into later periods than that of the book in which they appear, so that division by books could unjustly prevent them from competing against actual historical opponents. Organisers should therefore subdivide competitions by the periods of the books, not by the books themselves. Obviously an army whose list crosses such a sub-period boundary can only use those troops permitted it during the sub-period in which it is competing. If such subdivision is not practicable, the initial pairings at least of a "Swiss Chess" competition should try to match armies of similar date and geographical region.

TROOP TYPE ABBREVIATIONS

The following abbreviations are used for troop types in these lists:

El = Elephants. Kn = Knights. Cv = Cavalry. LH = Light Horse. Cm = Camelry. Exp = Expendables. Sp = Spears. Pk = Pikes. Bd = Blades. Wb = Warband. Ax = Auxilia. Bw = Bowmen. Ps = Psiloi. Art = Artillery. WWg = War Wagons. Hd = Hordes. Gal = Galleys. Shp = Ships. Bts = Boats. Bg = Baggage. TF = Temporary Fortifications. mtd = Mounted Infantry.

ARMIES INCLUDED

1. Early Sumerian. 3000 BC - 2334 BC and c.2250 BC.
2. Early Egyptian. 3000 BC - 1543 BC.
3. Nubian. 3000 BC - 1480 BC.
4. Zagros and Anatolian Highlanders. 3000 BC - 950 BC.
5. Early Susiana and Elam. 3000 BC - 800 BC.
6. Early Bedouin. 3000 BC - 312 BC.
7. Early Libyan. 3000 BC - 70 AD.
8. Makkian Dilmun, Saba, Ma'in and Qataban. 2800 BC - 312 BC.
9. Early Syrian. 2700 BC - 2200 BC.
10. Melukhkan and Pre-Vedic Indian. 2700 BC - 1500 BC.
11. Akkadian, 2334 BC - 2193 BC, and Third Dynasty of Ur, 2112 BC - 2004 BC.
12. Sumerian Successor States. 2028 BC - 1460 BC.
13. Hsia and Shang Chinese. 2000 BC - 1017 BC.
14. Early Northern Barbarians. 2000 BC - 315 BC.
15. Later Amorite: Old Babylonian and Old Assyrian Period. 1894 BC - 1595 BC.
16. Hittite Old and Middle Kingdom. 1680 BC - 1380 BC.
17. Hyksos. 1645 BC - 1537 BC.
18. Minoan and Early Mycenaean. 1600 BC - 1250 BC.
19. Mitanni. 1595 BC - 1274 BC.
20. Syro-Canaanite and Ugaritic. 1595 BC - 1100 BC.
21. Kassite and Later Babylonian. 1595 BC - 747 BC.
22. New Kingdom Egyptian. 1543 BC - 1069 BC.
23. Vedic Indian. 1500 BC - 512 BC.
24. Hittite Empire. 1380 BC - 1180 BC.
25. Middle Assyrian and Early Neo-Assyrian. 1365 BC - 745 BC.
26. Later Mycenaean and Trojan War. 1250 BC - 1190 BC.
27. Early Hebrew. 1250 BC - 1000 BC.
28. Sea Peoples. 1208 BC - 1176 BC.
29. Philistine. 1166 BC - 600 BC.
30. Dark Age and Geometric Greek. 1160 BC - 650 BC.
31. Neo-Hittite and Later Aramaean. 1100 BC - 710 BC.
32. Western Chou and Spring and Autumn Chinese. 1100 BC - 480 BC.
33. Villanovan Italian. 1000 BC - 650 BC.
34. Later Hebrew. 1000 BC - 587 BC.
35. Cypriot and Phoenician. 1000 BC - 332 BC.
36. Italian Hill Tribes. 1000 BC - 290 BC.
37. Mannaian and other Taurus and Zagros highland states. 950 BC - 610 BC.
38. Libyan Egyptian. 946 BC - 712 BC.
39. Urartian. 880 BC - 585 BC.
40. Medes, Zikirtu, Andia or Parsua. 835 BC - 550 BC.
41. Phrygian. 800 BC - 676 BC.
42. Neo-Elamite. 800 BC - 639 BC.
43. Kimmerian, Skythian or Early Hu. 750 BC - 50 AD.
44. Neo-Babylonian. 746 BC - 539 BC (and 522-521 BC, 482 BC).
45. Neo-Assyrian Empire. 745 BC - 681 BC.
46. Kushite Egyptian. 745 BC - 593 BC.
47. Illyrian. 700 BC - 10 AD.
48. Thracian. 700 BC - 46 AD.
49. Early Vietnamese. 700 BC - 938 AD.
50. Lydian. 687 BC - 546 BC.
51. Neo-Assyrian Later Sargonid. 680 BC - 609 BC.
52. Early Hoplite Greek. 680 BC - 450 BC.
53. Saitic Egyptian. 664 BC to 335 BC.
54. Early Macedonian. 650 BC - 355 BC.
55. Latin, Early Roman, Early Etruscan and Umbrian. 650 BC to 338 BC, 578 BC, 600 BC and 290 BC.
56. Kyrenean Greek. 630 BC - 74 BC.
57. Etruscan League. 600 BC - 280 BC.
58. Meroitic Kushite. 592 BC - 350 AD.
59. Tullian Roman. 578 BC - 400 BC.
60. Early Achaemenid Persian. 550 BC - 420 BC.
61. Early Carthaginian. 550 BC - 275 BC.
62. Lykian. 546 BC - 300 BC.
63. Paionian. 512 BC - 284 BC.

1. EARLY SUMERIAN 3000 BC - 2334 BC and c. 2250 BC

Dry. Ag 2. WW or H(S), Rv, H(G), O, E, RGo, M, Rd, BUA.	
C-in-C - Reg Bd (F) @ 27AP	1
Sub-general - as above	0-2
Ally-general - Reg Bd (F) @ 17AP	0-2
Household and militia archers - Reg Bw (I) @ 4AP	36-96
Archers, settled or nomadic levy skirmishers - Irr Ps (O) @ 2AP	0-12
Javelinmen, settled or nomadic levy skirmishers - Irr Ps (I) @ 1AP	3-12
Slingers, settled or nomadic levy skirmishers - Irr Ps (O) @ 2AP	3-24
Ma - Irr Bts (O) @ 2AP [Any foot]	0-6
Dry steppe nomad allies - List: Early Bedouin (Bk 1)	
Zagros highlander allies - List: Zagros and Anatolian Highlanders (Bk 1)	
Elamite allies or vassals - List: Early Susiana and Elam (Bk 1)	
Only after 2800 BC:	
Upgrade C-in-C or sub-general in 4-wheeled battle car to Reg Kn (I) @ 29AP, or on platform- or straddle-car to Reg Cv (I) @ 25AP, or on foot to Reg Pk (I) @ 23AP	Any
Upgrade ally-general as above, to Reg Kn (I) @ 19AP or Reg Cv (I) @ 15AP	Any
4-wheeled battle-cars - Reg Kn (I) @ 9AP	4-8
Scouts riding platform- or straddle-cars - Reg Cv (I) @ 5AP	0-1
Scouts riding equids - Irr LH (I) @ 3AP	0-2
Re-arm household and militia above as spearmen - Reg Pk (I) @ 3AP	All
If Kish, re-arm household spearmen as axemen - Reg Bd (F) @ 7AP	3-9
Household and militia archers - Reg Ps (O) @ 2AP or Reg Bw (I) @ 4AP	3-6
Only after 2500 BC:	
Upgrade C-in-C or sub-general on foot to Reg Pk (X) @ 24AP	Any
Upgrade ally-general on foot to Reg Pk (X) @ 14AP	Any
Upgrade spearmen to Reg Pk (X) @ 4AP as front rank with body shields and shieldbearers	0-1/2
If Umma or Apishal, upgrade javelinmen to Martu mercenaries - Irr Ax (O) @ 3AP	0-6
Syrian city-state allies - List: Early Syrian (Bk 1)	
Only the "Great Revolt" circa 2250 BC:	
Levies and emergency reserves - Irr Hd (O) @ 1AP	10-20
Melukkhkhan allies - List: Melukkhkhan and Pre-Vedic Indian (Bk 1)	

This list covers the earliest attested Sumerian armies from the final stages of early state formation in Mesopotamia during the prehistoric Late Uruk period, until the accession of Sargon of Akkad and the creation of the first historical empire. It is now clear that Sumerian cultural and political colonisation of the Near East in late prehistory was considerable, extending to Anatolia, Egypt, the Gulf, Syria, the Persian highlands and the Transcaucasus. However, by the start of our period most of the colonies had been abandoned and inter-city warfare was endemic. Some Sumerian armies were alliances of several city-states, hence the ally generals. Archaic proto-cuneiform texts of the late 4th millennium seem to list large bodies of archers under military officers, possibly the first regular army. By 2800 BC, the bulk of a Sumerian army was close order foot with long spears held in both hands. Initially these lacked shields, relying instead on a leather or thick felt cape, studded with copper discs and probably dyed red or green if leather, left buff or off-white if felt. Spearmen equipped thus are shown on the front cover. From about 2500 BC, large body shields were carried by separate shieldbearers armed only with a light axe, leaving the spearmen's hands free. Such shields were in use until the end of the Third Dynasty of Ur, when they were replaced by lighter, more manageable Amorite shields. In the "Vulture Stela" six rows of spearheads project in front of the shieldwall. In battle the spearmen were preceded by skirmishers with bows, slings and javelins. The long dominant northern state of Kish used heavier broader-headed axes. Umma and Apishal used substantial numbers of Martu mercenaries after 2500 BC. Four-wheeled battle cars, drawn by four onager-donkey crosses, came into use around 2800 BC, and were probably intended for shock effect, while the lighter platform-cars and straddle-cars may have been used as command and courier vehicles and for scouting. Recent research indicates that riding was more common in this early period than previously thought, though we assume that draught animals for battle-cars would have priority, with only a limited provision for mounted scouts. Riding techniques were primitive and asses, even expensive sterile onager-donkey crosses, are vastly inferior mounts to horses, hence their grading. Battle-car crews can always dismount as Reg Bd (F). Nomadic levies represent temporarily resident and subject semi-nomadic pastoralists from the western steppe fringes, such as the Amorite

MAR.TU, or Lullubi, GUTI or Hurrian highlanders from the eastern and northeastern Zagros mountains. Up to 12 such elements can count as Amorite Bedouin. The "Great Revolt" against Akkad immediately entered into Near Eastern mythology following Naram-Suen's astounding victory after 9 epic battles in a single year. The option here represents both the southern coalition under Lugal-Anne of Ur and the northern coalition under Ipkhur-Kishi of Kish. The third rebel alliance appears in the Zagros Highlanders list.

2. EARLY EGYPTIAN 3000 BC - 1543 BC

Dry. Ag 1. O, E, RGo, Rd, BUA.

Before 1645 BC: In Delta, **Rv**, M, otherwise **WW**, D. From 1645 BC: **WW**, D.

C-in-C - Reg Bd (O) @ 27AP, or in litter - Reg WWg (I) @ 23AP 1

Sub-general - Reg Bd (O) @ 27AP 1-2

Archers - Reg Bw (I) @ 4AP 16-36

Marines, spearmen of the residence and menfat - Reg Bd (F) @ 7AP 4-36

Conscripts under local commanders - Irr Hd (O) @ 1AP 6-24

Javelinmen and quiver carriers - Reg Ax (O) @ 4AP or Reg Ps (S) @ 3AP 0-8

Medja and other Nubian archers - Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP 5-12

Bedouin slingers - Irr Ps (O) @ 2AP 0-5

Libyan javelinmen and archers - up to 1/4 Irr Ps (O) @ 2AP, rest Irr Ps (I) @ 1AP 0-8

Ahaw - Irr Bts (S) @ 3AP [Bw, Bd] 0-10

Only after 1640 BC:

Upgrade generals in chariots to Reg Cv (O) @ 27AP Any

This list covers Egyptian armies of the Early Dynastic, Old and Middle Kingdoms. From about 1645 BC onwards, the northern half of Egypt was occupied by the Hyksos, but the military system of the southern half probably remained unchanged until KhaMose reformed the army and started driving the Hyksos out. Hereditary archers and menfat "shock troops" were supported by conscripts. The centre of the battle line would consist of massed close fighters in columns or deep lines, supported by massed archer formations. Archers and close combat troops formed up in separate bodies. The archers were to discharge a heavy volume of arrows in support of the close-combat troops, while themselves avoiding hand-to-hand fighting. Lighter troops such as javelinmen or tribal auxiliaries would form up on the flanks of the array. Although generals were usually bowmen, and can be so represented, their bodyguards were axemen with large shields. WW represents the Nile, Rv the branches of its delta.

3. NUBIAN 3000 BC - 1480 BC

Dry. Ag 1. Rv, H(G), **RGo**, M, D. Kush from 1645 BC, BUA.

C-in-C - Irr Bw (O) @ MAP 1

Sub-general - Irr Wb (F) @ 13AP or Irr Bw (O) @ 14AP 1-2

Warriors - Irr Wb (F) @ 3AP 0-20

Archers - Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP 80-160

Javelinmen - Irr Ps (I) @ 1AP 0-25

Dugouts - Irr Bts (I) @ 1AP [Wb or Ps] 0-2

Only Kush from 1645 BC to 1480 BC:

Scouts - Irr LH (F) @ 4AP 0-1

Egyptian mercenaries - Up to 1/4 Reg Bd (F) @ 7AP, rest Reg Bw (I) @ 4AP 0-8

This list covers Egypt's black neighbours south of the 1st Nile cataract until the conquest of Kush by the first three Pharaohs of the Egyptian 18th dynasty. They were predominantly archers, whose superior skills made them welcome in Egypt as mercenaries if not as tourists! Pharaoh Senuwret III complained that they would not meet him in open battle, but withdrew when he attacked and attacked when he withdrew. Although they lived on the Nile, which beyond the cataracts is classed as a river rather than a waterway since it is accessible only with great difficulty to large vessels, they made little use of boats at this time. However, Egyptian forts were established on the cataracts with specific orders to prevent the passage of Nubian boats. After the collapse of the Middle Kingdom, remnant Egyptian garrisons in Nubia were taken over by the partly Egyptianised kings of Kush/Kerma. Although Kush was allied to the Hyksos, their armies never fought together.

4. ZAGROS AND ANATOLIAN HIGHLANDERS 3000 BC - 950 BC

Zagros Dry, others Cold. Ag 3. Rv, **H(S)**, H(G), O, E, Wd, RGo, Rd, BUA.

C-in-C - Irr Bd (F) @ 15AP or Irr Bw (O) @ 14AP 1

Sub-general - as above 0-1

Ally-general - Irr Bd (F) @ 10AP or Irr Bw (O) @ 9AP 1-3

Bodyguards - Irr Bd (F) @ 5AP or Irr Bw (O) @ 4AP 2-8

Warriors with javelin - Irr Ax (I) @ 2AP 26-100

Skirmishers with javelin or throwstick - Irr Ps (I) @ 1AP 16-30

Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP 24-70

Slingers - Irr Ps (O) @ 2AP 10-30

Only Guti from 2250 BC to 2194 BC:

Upgrade C-in-C in platform or straddle-car to Irr Cv (I) @ 14AP 0-1

Only Guti in the Great Revolt of 2250 BC:

Anatolian allies - List: Zagros and Anatolian Highlanders (Bk 1)

Mariote allies - List: Early Syrian (Bk 1)

Elamite allies - List: Early Susiana and Elam (Bk 1)

Only Guti in 2250 BC using Elamite allies:

Markhashian archers - Irr Bw (I) @ 3AP 0-12

Melukhkhhan men-at-arms - Reg Ax (X) @ 4AP or Reg Bd (F) @ 7AP 0-3

Melukhkhhan archers - Reg Bw (O) @ 4AP 0-6

Makkanite warriors - up to 1/3 Irr Bd (F) @ 5AP, rest Irr Ax (I) @ 2AP 0-12

Black ships - Irr Shp (O) @ 3AP [Any Melukhkhans or Makkanites] 0-4

Only Guti from 2193 BC to 2112 BC:

Upgrade C-in-C riding

5. EARLY SUSIANA AND ELAM 3000 BC - 800 BC

Dry. Ag 3. Rv, H(S), H(G), O, Wd, E, RGo, Rd, BUA.

C-in-C - Irr Bw (O) @ 14AP 1
 Ally-general - Irr Bw (O) @ 9AP 1-3
 Archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP 56-140

Zagros highlander allies - List: Zagros and Anatolian Highlanders (Bk 1)

Only from 2600 BC to 2300 BC:

Upgrade C-in-C in 4-wheeled battle-car to Reg Kn (I) @ 29AP, or riding platform- or straddle-car to Reg Cv (I) @ 25AP, or on foot to Reg Bw (O) @ 25AP or Reg Bd (F) @ 27AP 1
 Upgrade ally-general in 4-wheeled battle-car to Reg Kn (I) @ 19AP, or riding platform- or straddle-car to Reg Cv (I) @ 15AP, or on foot to Reg Bw (O) @ 15AP or Reg Bd (F) @ 17AP Any
 4-wheeled battle-cars - Reg Kn (I) @ 9AP 0-8

Only from 2600 BC to 2100 BC:

Household retinue - Reg Bd (F) @ 7AP or Reg Ax (X) @ 4AP 0-6
 Household spearmen - Reg Pk, up to half (X) @ 4AP, remainder (I) @ 3AP 0-12
 Household archers - Reg Bw (O) @ 5AP 0-6

Only from 2600 BC to 1500 BC:

Scouts on platform- or straddle-cars - Reg Cv (I) @ 5AP 0-2

Only from 2600 BC to 1400 BC:

Scouts, equid-mounted riders - Irr LH (I) @ 3AP 0-2

Only from 2300 BC to 1400 BC:

Upgrade C-in-C riding platform- or straddle-car to Reg Cv (I) @ 25AP, or on foot to Reg Bw (O) @ 25AP or Reg Bd (F) @ 27AP 1
 Upgrade ally-general riding platform- or straddle-car to Reg Cv (I) @ 15AP, or on foot to Reg Bw (O) @ 15AP or Reg Bd (F) @ 17AP Any

Only from 2100 BC to 1850 BC:

Amurru allies - List: Early Bedouin (Bk 1)

Melukkhkhan allies - List: Melukkhkhan and Pre-Vedic Indian (Bk 1)

Only from 2100 BC to 1600 BC:

Household retinue - Reg Bw (O) @ 5AP or Reg Bd (F) @ 7AP 0-12

Only after 1400 BC:

Upgrade C-in-C in 2-horse 2-crew chariot to Reg Cv (O) @ 27AP or Reg Cv (S) @ 29AP 1
 Upgrade ally-general in 2-horse 2-crew chariot to Reg Cv (O) @ 17AP or Reg Cv (S) @ 19AP Any
 Chariots - Reg Cv (S) @ 9AP or Reg Cv (O) @ 7AP 2-4
 Chariots - Irr Cv (O) @ 6AP 4-8
 Mounted scouts - Irr LH (F) @ 4AP 0-2

This list covers the prehistoric proto-Elamite states of the lowland plain of Susiana to circa 2700 BC, the later state of Elamand Anshan until the Shutrukids and their successors, as well as the eastern highland kingdoms such as Markhashi (located around Fars), Awan and Aratta, and the semi-nomadic cultures of trans-Elamite Bactria and Margiana of circa 2500 - 1800 BC. Early Susiana and Elam either inspired or adopted many aspects of early Mesopotamian civilisation, but ultimately do not appear to have evolved into the Mesopotamian type of highly-organised centralised state. Elam was, however, a serious and perennial threat to its western neighbours when strong, and a tempting area for conquest when weak.

6. EARLY BEDOUIN 3000 BC - 312 BC

Dry. Ag 3. H(S), H(G), O, RGo, D. Martu only, **H(S)**. Martu and Aramaeans only, BUA.

C-in-C - Irr Ax (O) @ 13AP or Irr Wb (F) @	13AP	1
Sub-general - as above		0-1
Bedouin ally-general - Irr Ax (O) @ 8AP or Irr Wb (F) @ 8AP		1-2
Javelinmen - Irr Ax (I) @ 2AP		40-150
Skirmishers with javelin - Irr Ps (I) @	1AP	4-40
Slingers - Irr Ps (O) @ 2AP		4-20
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP		4-20
Ass-riding scouts - Irr LH (I) @ 3AP		0-1

Only before 1000 BC:

Upgrade archers to Irr Bw (O) @ 4AP		Any
-------------------------------------	--	-----

Only after 2800 BC:

Retainers - Irr Wb (F) @ 3AP		0-8
Upgrade Ax javelinmen as shielded to Irr Ax (O) @ 3AP		0-1/3

Only from 2200 BC to 1894 BC:

Subject Syrian city allies - List: Early Syrian (Bk 1)

Only after 2100 BC:

Upgrade Ax javelinmen as shielded to Irr Ax (O) @ 3AP		1/2-A11
Upgrade Ps javelinmen as shielded to Irr Ps (S) @ 3AP		0-3

Only from 2025 BC to 1800 BC:

Subject Mesopotamian city allies - List: Akkadian and Third Dynasty of Ur (Bk 1)
or Sumerian Successor States (Bk 1)

Only Hapiru, Sutû or early Aramaeans from 1500 BC to 900 BC:

Upgrade generals in 2-horse 2-crew chariots to Irr Cv (O) @	16AP	Any
---	------	-----

Only early Aramaeans, Midianites or Amalekites from 1500 BC to 1000 BC:

Upgrade generals and Ax javelinmen to camelry, Irr Cm (O) @ 16AP if C-in-C or sub-general, 11 AP if ally-general, otherwise 6AP		0-8
--	--	-----

Any after 1000 BC:

Upgrade generals to Irr Cm (O) @ 16AP if C-in-C or sub-general, HAP if ally-general		All
Camelry - Irr Cm (O) @ 6AP		0-32
Replace ass-riding scouts with camel-mounted scouts - Irr LH (I) @ 3AP		0-10
Upgrade archers to Irr Cm (I) @ 5AP		Any

Only from 681 BC to 669 BC:

Assyrian allies - List: Neo-Assyrian Later Sargonid (Bk 1)

This list covers Near-Eastern desert or dry steppe nomads and semi-nomads prior to the widespread introduction of the ridden horse. It includes the Aamu ("He does not announce the day of fighting"), the pre-camel Amurru, also known as Martu or Amorites, their later sub-groups such as the Sutu and Hanu, and the camel using proto-Arab early Aramaeans, Midianites and Amalekites. The usual method of fighting on foot, at least in single combat, was to shoot a few missiles then charge with hand weapons. The troops classed as Camelry (O) are depicted in Assyrian reliefs as having two archers mounted on each camel. This may not have been universal practice, since the Assyrians' war of attrition against them may have resulted in a temporary shortage of camels, necessitating doubling up. Whether one or two riders are depicted does not affect classification. Other Assyrian reliefs shows archers fighting from behind a line of kneeling camels, hence the option for Cm (I). Allied contingents supplied to other nations can include camelry, camel-mounted scouts and baggage camels if permitted at that date, and, if so, need not include any infantry unless the total number of elements in the allied contingent exceeds 12 including baggage.

7. EARLY LIBYAN 3000 BC - 70 AD

Dry. Ag 4 until 660 BC, then Ag 0. WW, O, **RGo**, D. After 2000 BC, BUA.

C-in-C - Irr Wb (F) @ 13AP or Ax (I) @ 12AP	1
Sub-general - Irr Ps (I) @ 11AP or Ax (I) @ 12AP	1-2
Bodyguard - Irr Wb (F) @ 3AP	0-3
Javelinmen - Irr Ps (I) @ 1AP or Irr Ax (I) @ 2AP	108-420
Archers - Irr Ps (O) @ 2AP	0-20

Only from 2160 BC to 660 BC:

Replace javelinmen with archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	0-1/3
--	-------

Only from 1250 BC to 660 BC:

Upgrade C-in-C to Irr Cv (O) in 2-horse chariot @ 16AP	1
2-horse chariots - Irr Cv (O) @ 6AP	1-6

Only from 1208 BC to 660 BC:

Upgrade sub-generals to Irr Wb (F) @	13AP	All
Replace javelinmen with swordsmen - Irr Wb (F) @	3AP	0-1/3
Upgrade Bw (I) with swords to Irr Bw (O) @ 4AP		0-1/3

Only from 1208 BC to 1176 BC:

Sea Peoples allies - List: Sea Peoples (Bk 1)

Only after 660 BC:

Upgrade generals to Irr Cv (O) in 4-horse chariots @ 16AP	All
4-horse chariots - Irr Cv (O) @ 6AP	2-8

Only after 475 BC:

Upgrade javelinmen after introduction of shield to Irr Ps (S) @	3AP	Any
---	-----	-----

Only Garamantes from 200 BC to 70 AD:

Replace 4-horse chariots by cavalry - Irr LH (O) @ 15AP if general, otherwise	5AP	All
Upgrade javelinmen after universal introduction of shield to Irr Ps (S) @	3AP	All
War dogs - Irr Wb (F) @ 3AP		0-4

This list covers all independent Libyan armies based outside Egypt until the conquest of the Garamantes by the Romans. Libyan armies were largely of somewhat extrovert shieldless javelinmen, but their traditional weapons were supplemented first by an increase in bow use, then by the import of limited quantities of chariots from Egypt and the adoption of long "sea people" swords. They were a perennial nuisance, escalating to a severe threat when combined with the attacks of the Sea Peoples from 1208 BC to 1176 BC. By this time they had differentiated into the more traditionalist Libu, and the bow, sword and chariot using Meshwesh, but even the former used archers, swordsmen and foreign troops against Merenptah. The process is partly concealed, as it is suspected that Egyptian representations of Libyans after the Old Kingdom are symbolic and may not represent their contemporary appearance. Large scale invasions involved confederate armies commanded by either a Meshwesh or a Libu paramount chief. Egyptian influence waned after the Assyrians conquered Egypt and the javelin seems to have regained its popularity. Libyans on Persian 6th century tombs and in Xerxes's army in 480 BC are all shieldless javelinmen with no mention of bows. Shields were introduced some time after 480 BC. The earlier 2-horse chariots were Egyptian-pattern, but the later 4-horse chariots were apparently based on 7th and 6th century Near Eastern styles, but with unarmoured horses and crewed by unarmoured javelinmen. The Garamantes of the Fezzan oasis are recorded by Herodotos as using chariots, but Strabo in the early 1st century AD does not mention them and one graffito depicts a Garamantean horseman holding what might be a shield. Pliny remarks on the Garamantes' use of war dogs, introduced at an unspecified date by an exiled king to help in his restoration.

8. MAKKAN, DILMUN, SABA, MA'IN AND QATABAN 2800 BC - 312 BC

Dry. Ag 1. WW, H(S), O, Wd, E, RGo, BUA.

C-in-C - Irr Bd (F) @ 15AP	1
Sub-general - Irr Bd (F) @ 15AP	0-1
Ally-general - Irr Bd (F) @ 10AP	1-3
Scouts, equid mounted riders - Irr LH (I) @ 3AP	0-2
Warriors - Irr Ax (I) @ 2AP	28-124
Upgrade warriors to Irr Bd (F) @ 5AP	0-1/3
Skirmishers with bow - Irr Ps (O) @ 2AP	6-30
Skirmishers with javelin - Irr Ps (I) @ 1AP	15-20

Only after 2000 BC:

Upgrade scouts to Irr LH (F) @ 4AP	0-2
Upgrade warriors with shield to Irr Ax (O) @ 3AP	Any
Upgrade javelin skirmishers with shield to Irr Ps (S) @ 3AP	Any

Only from 2000 BC to 1900 BC:

Melukhkhhan "men-at-arms" - Reg Ax (X) @ 4AP or Reg Bd (F) @ 7AP	0-2
Melukhkhhan or Black ships - Irr Shp (O) @ 3AP [Bd, Ax, Ps]	0-4

Only if Makkian after 1300 BC:

Change C-in-C to Irr Wb (F) @ BAP	1
Change sub-general to Irr Wb (F) @ 13AP	All
Change ally-general to Irr Wb (F) @ 8AP	All
Upgrade warriors to Irr Wb (F) @ 3AP	All
Archers - Irr Bw (I) @ 3AP	26-60

Only if Dilmun from 1300 BC to 1000 BC:

Babylonian allies - List: Kassite and Later Babylonian (Bk 1)

Only after 1000 BC:

Upgrade generals to Irr Cv (I) @ 15 AP if C-in-C or sub-general, 10 AP if ally-general	Any
Cavalry - Irr Cv (I) @ 5AP	2-4
Upgrade warriors with camels to Irr Cm (O) @ 6AP	0-16
Change scouts to camel-mounted - Irr LH (I) @ 3AP	Any

Only if Saba, Ma'in or Qataban after 700 BC:

Central Arabian allies - List: Early Bedouin (Bk 1)

This list covers armies of the resource-rich kingdoms of the eastern Arabian seaboard, then known as Makkian and probably centred on the modern Sultanate of Oman, the related ancient maritime state of Dilmun, probably extending from Failaka to the Qatar peninsula and centered on northern Bahrain, and the large agricultural kingdoms of the Yemen, primarily Saba (Biblical Sheba) and Ma'in, but also their vassals and ex-vassals of Qataban, Hadramaut and Himyar. Dilmun at its height functioned as the premier trading emporium in the Gulf and the hub of an international long-distance commercial network which linked Mesopotamia to Melukhkhha (the Indus valley), and eastern Iran via Makkian. The Gulf had been in trading contact with Mesopotamia and Iran from at least the 5th millennium BC, with especially strong influences from the Harappan culture of the Indus valley around 2000 BC. Kings of the dynasty of Akkad campaigned in, and possibly conquered, Makkian. Akkadian texts show that large armies were coalitions of dozens of small kingdoms, possibly under an identifiable overlord like the king Manium captured by Naram-Suen. The typical, though mostly unpublished, weaponry of circa 2800 - 1800 BC consists of large well-made copper slashing swords (of varying lengths but generally similar to the sea-people's type) supplemented with a variety of missile weapons and daggers. Similarities with later Indian weaponry are intriguing in view of Makkian's close contact with the Harappans. Oasis towns were guarded by numbers of massive stone and brick towers built around central wells. The Gulf kingdoms' sea power was essentially mercantile, hence the absence of local ships in this list. Melukhkhhan ships can carry troops of other origin.

9. EARLY SYRIAN 2700 BC - 2200 BC

Dry if Mari, otherwise Warm. Ag 2. WW, Rv, H(G), H(S), O, E, RGo, Rd, BUA, D.	
C-in-C - in 4-wheeled battle-car, Reg Kn (I) @ 29AP, or riding platform- or straddle-car,	
Reg Cv (I) @ 25AP, or on foot as Reg Pk (I) @ 23AP or Reg Pk (X) @ 24AP, or	
Reg Bd (F) @ 27AP	1
Sub-general - as above	0-1
Ally-general - in 4-wheeled battle-car, Reg Kn. (I) @ 19AP, or riding platform- or straddle-car,	
Reg Cv (I) @ 15AP, or on foot as Reg Pk (I) @ 13AP or Reg Pk (X) @ 14AP or	
Reg Bd(F) @ 17AP	1-2
Battle-cars - Reg Kn (I) @ 9AP	0-4
Scouts, equid mounted riders - Irr LH (I) @	3AP 0-1
Household and militia spearmen - Up to half Reg Pk (X) @ 4AP, remainder Reg Pk (I) @ 3AP	4-20
Upgrade household spearmen to axemen - Reg Bd (F) @ 7AP	0-8
Fully equipped household or militia archers - Reg Bw (I) @ 4AP	4-8
Settled, nomadic levy or militia slingers - Irr Ps (O) @ 2AP	0-36
Settled, nomadic levy or militia archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	36-48
Settled, nomadic levy or militia javelinmen - up to 1/3 shielded, Irr Ax (O) @ 3AP,	
remainder unshielded, Irr Ax (I) @ 2AP or Irr Ps (I) @ 1AP	24-70
Ma-gur - Irr Bts (S) @ 3AP [Pk, Bw]	0-2
Sumerian city-state allies or subject-allies - List: Early Sumerian (Bk 1)	
Dry steppe nomad allies - List: Early Bedouin (Bk 1)	

This list, represents the culturally Sumerian early Syrian states such as Mari and Ebla. It also covers Syrian subject allies of the Amurru after 2200 BC. Battle-car crews may dismount as Reg Bd (F). The composite bow first appears in the Near East circa 5000 BC. Both fully equipped and irregular archers are well-attested for Syrian forces of this period. Archers are shown at sieges protected by pavise-bearing spearmen, a practice also well-known for the 1st millennium BC, but not for battle in the field. Up to 20 elements of troops so marked can be nomadic levy Bedouin. Mari vied with Kish and Akshak for control of northern Babylonia. Correspondence survives between the kings of Mari and Ebla in which the former surveys all their wars of the past 100 years and wearily warns Ebla not to try it again!

10. MELUKHKHAN AND PRE-VEDIC INDIAN 2700 BC - 1500 BC

Tropical. Ag 0. WW, Rv, Wd , E, RGo, M, Rd, BUA.	
C-in-C - Reg Ax (X) @ 24AP	1
Sub-general - as above	1-2
Spearmen - Reg Ax (X) @ 4AP or Reg Sp (I) @ 4AP	10-42
Archers - Reg Bw (I) @ 4AP	14-56
Kulli highlanders - Irr Ax (I) @ 2AP	0-20
Peasant slingers - Irr Ps (O) @ 2AP	28-42
Only before 1900 BC:	
Elephants - Irr El (O) @	16AP 0-1
Mounted scouts - Irr LH (I) @ 3AP	0-3
"Men-at-arms" - Reg Ax (X) @ 4AP or Reg Bd (F) @ 7AP	3-6
Melukhkhhan or Black ships - Irr Shp (O) @ 3AP [men-at-arms]	0-6

The proto-Indian or Harappan civilisation of the Indus valley was known to the Mesopotamians as the land of Melukhkha. Since Harappan hieroglyphs are as yet untranslated, we do not know their name for themselves. Melukhkhans had a reputation as interpreters, merchants and seamen and provided forces for the Great Revolt against Akkad and for the enemies of the Third Dynasty of Ur. Their ships carried regular soldiers apparently similar to Mesopotamian guardsmen. Allied contingents can therefore include ships. The Indus civilisation collapsed c. 1900 BC, and was replaced by a less urbanised Pre-Vedic culture displaced by Aryan invaders around 1500 BC. Troops are classed as regular by analogy with other contemporary city states. There is no direct evidence of mounted troops, but elephant and horse were domesticated, ox-carts with 2 and 4 solid wheels were in use, and there were trading contacts with Sumer, so a few war elephants, mounted scouts and/or battle cars cannot be ruled out, though the last seem very unlikely and are omitted here. Slingstones are very prominent in the archeological record. Copper or bronze arrow points, spearheads (some barbed), short swords, daggers and axe heads and stone mace heads are also known. There is one possible representation of a rectangular shield, which looks incompatible with upper class garments.

11. AKKADIAN, 2334 BC - 2193 BC, AND THIRD DYNASTY OF UR, 2112 BC - 2004 BC

Dry. Akkad: Ag 4. Third Dynasty of Ur: Ag 2. WW, Rv, H(G), H(S), 0, E, RGo, M, Rd, BUA.		
Scouts on platform- or straddle-car - Reg Cv (I) @ 5AP		0-2
Scouts, equid-mounted riders - Irr LH (I) @ 3AP		0-2
Household retinue - Reg Bd (F) @ 7AP		3-6
Household spearmen - Reg Ax (X) @ 4AP or Reg Pk, up to half (X) @ 4AP, rest (I) @ 3AP		6-12
Household archers - Reg Bw (O) @ 5AP or Reg Ps (O) @ 2AP [Ps can support Ax, Pk or Bd]		0-6
Militia spearmen - Reg Pk, up to half (X) @ 4AP, rest (I) @ 3AP		22-64
Levies and emergency reserves - Irr Hd (O) @ 1AP		0-20
Militia or settled/nomadic levy archers - Irr Ps (O) @ 2AP		9-12
Militia or settled/nomadic levy slingers - Irr Ps (O) @ 2AP		9-20
Militia or settled/nomadic levy javelinmen - Irr Ps (I) @ 1AP		9-12
Northern militia spearmen - Reg Ax (X) @ 4AP or Reg Pk (I) @ 3AP		0-6
Ditch and bank for camp - TF @ 1AP, or pits as field obstacles - TF @ 2AP		0-12
Only before 2253 BC:		
Amurru levies - Irr Ax (O) @ 3AP or Irr Ax (I) @ 2AP		0-3
Only until 2193 BC:		
C-in-C in 4-wheeled battle-car, Reg Kn (I) @ 29AP, or on platform- or straddle-car, Reg Cv (I) @ 25AP, or on foot, Reg Bd (F) @ 27AP		1
Sub-general - as above		0-3
4-wheeled battle-cars - Reg Kn (I) @ 9AP		0-3
Sumerian subject or unwilling allies - List: Early Sumerian (Bk 1)		
Elamite subject allies - List: Early Susiana and Elam (Bk 1)		
Syrian subject allies - List: Early Syrian (Bk 1)		
Only from 2278 BC:		
Upgrade militia spearmen to Reg Ax (X) @ 4AP		Any
Lullubi, Gutti or Hurri highlander levy javelinmen - Irr Ax (I) @ 2AP		0-12
Eastern highlander, Elamite or Markhashian archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP		1-12
Only from 2253 BC to 2193 BC:		
Amurru levies - up to 1/3 shielded - Irr Ax (O) @ 3AP, rest unshielded - Irr Ax (I) @ 2AP		0-18
Only Third Dynasty of Ur from 2112 BC to 2004 BC:		
C-in-C riding platform- or straddle-car - Reg Cv (I) @ 25AP, or on foot - Reg Bw (O) @ 25AP		1
Sub-general - as above		1-3
Frontier troops - up to 1/2 Reg Ps (S) @ 3AP or Reg Ax (O) @ 4AP, rest Reg Ps (I) @ 1AP or Reg Ax (I) @ 3AP		0-18
Amurru levies - Irr Ax (O) @ 3AP		0-18
Only after 2028 BC:		
Downgrade sub-generals to ally-generals - Reg Cv (I) @ 15AP or Reg Bw (O) @ 15AP		All
Upgrade Sumerian household or militia spearmen with Amorite shield to Reg Sp (I) @ 4AP		2/3-A11
Amurru allies - List: Early Bedouin (Bk 1)		

This list represents the armies of the Dynasty founded by the famed Sharru-kin, or Sargon of Akkad - who became for all Mesopotamians the paradigm of a military conqueror, "The King of Battle", and the most illustrious and revered monarch of the ancient Near East. If all the accounts of Sargon's exploits are true, as seems increasingly likely, Akkadian armies campaigned far beyond Mesopotamia into Syria, Cyprus and the Mediterranean, Anatolia, highland Iran, and down the Gulf to Oman. The list also covers the armies of the so-called "Sumerian Renaissance": the Third Dynasty of Ur. Although the Akkadian empire was racked by massive revolts, the army and its generals remained loyal throughout and generally victorious. By contrast, The Ur III Dynasty's stability appears to have been achieved at the expense of an eventually stifling bureaucracy. Peaceful Amurru settlement of Mesopotamia began around 2500 BC, but this later accelerated into violent invasions following the progressive desiccation of the open steppe of the Arabian-Syrian hamad. The option to field spearmen as Ax (X) represents the practice of leaving shields behind in difficult terrain. Amurru count as Bedouin. Normal deployment was as a vanguard, a main body divided into two wings, and a rearguard, each with a sacred standard.

12. SUMERIAN SUCCESSOR STATES 2028 BC - 1460 BC

Isin and Sealand: Dry. Ag 2. WW, Rv, H(G), O, E, RGo, M, Rd, BUA.	
Others: Dry. Ag 2. WW, Rv, H(G), H(S), O, E, RGo, M, Rd, BUA.	
C-in-C - on 4-equid platform-car, Reg Cv (I) @ 25AP, or on foot, Reg Bw (O) @ 25AP, or on horse or other equid, Reg mtd Bw (O) @ 26AP	1
Sub-general - as above	1-2
4-equid platform-cars - Reg Cv (I) @ 5AP	0-3
Scouts - Irr LH (F) @ 4AP	0-2
Royal retinue - Reg Ax (X) @ 4AP or Reg Bd (F) @ 7AP or Reg Sp (O) @ 5AP	0-3
Royal archers - Reg Bw (O) @ 5AP	0-3
Militia spearmen - Reg Pk, up to half (X) @ 4AP, rest (I) @ 3AP, or Reg Ax (X) @ 4AP, or Reg Sp (I) @ 4AP	22-60
Militia archers - Reg Bw (I) @ 4AP or Reg Ps (O) @ 2AP	0-3
Skirmishers	
- archers - Irr Ps (O) @ 2AP	6-12
- slingers - Irr Ps (O) @ 2AP	6-12
- javelinmen - Irr Ps (I) @ 1AP or Irr Ps (S) @ 3AP	6-12
Elamite mercenary archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	0-12
Zagros highlander or Turruku mercenary warriors - Irr Ax (I) @ 2AP	3-6
Zagros highlander mercenary archers - Irr Bw (I) @ 3AP	6-12
Amurru mercenaries - Irr Ax (O) @ 3AP	4-12
Amurru mercenary slingers or archers - Irr Ps (O) @ 2AP	2-8
Amurru allies - List: Early Bedouin (Bk 1)	
Only Eshnunna from 2028 BC to 1762 BC:	
Elamite allies - List: Early Susiana and Elam (Bk 1)	
Assyrian allies - List: Later Amorite: Old Babylonian and Old Assyrian period (Bk 1)	
Only after 1760 BC:	
Upgrade generals' vehicles, if any, to 2-horse 2-crew chariots, Reg Cv (O) @ 27AP	All
Replace platform cars with 2-horse 2-crew chariots, Reg Cv (O) @ 7AP	All
Only Sealand from 1732 BC to 1460 BC:	
Reed boats - Irr Bts (I) @ 1AP [Ps]	0-6

This list covers the southern Mesopotamian successor kingdoms of the Isin-Larsa period following the collapse of the Third Dynasty of Ur, including Hurrian influenced Eshnunna 2028 - 1762 BC, Larsa 2025 - 1763 BC, and the First Dynasty of Isin, 2017 - 1787 BC. All these kingdoms, but particularly Isin, appear to have preserved a more substantial element of "Sumerian" military tradition for a longer period than other Mesopotamian states, or the Amorite kingdoms of the west. Larsa was ruled by Amorite and Elamite dynasties, and Eshnunna was under strong Elamite and Hurrian influence in addition to its "Sumerian" military inheritance. This list also covers the Dynasty of the Sealand, 1732 - 1460 BC, founded by Iluma-ilum (who claimed descent from the last king of Isin) in revolt against Babylon. Centered around Uruk in the marshes of Sumer, and controlling the trade through the Gulf, it was a constant irritation and threat to the kings of Babylon for nearly 300 years. Its last king, Ea-gamil, was eventually defeated by the Kassite king Ulamburiash around 1460 BC. Up to 6 elements of Amurru mercenaries can count as Bedouin.

13. HSIA AND SHANG CHINESE 2000 BC - 1017 BC

Cold. Ag 2. WW, Rv, H(S), H(G), Wd, RGo, M, Rd, BUA.	
C-in-C - Reg Bd (F) @ 27AP or Reg Bw (O) @ 25AP	1
Sub-general - as above	0-1
Chinese ally-general - Reg Bd (F) @ 17AP or Reg Bw (O) @ 15AP, or Irr Bd (I) @ 9AP or Irr Bw (O) @ 9AP	1-3
Nobles - Irr Bw (O) @ 4AP	4-8
Dagger-axe men - Irr Bd (I) @ 4AP	15-32
Spearman - Irr Ax (O) @ 3AP	0-20
Archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	36-64
Upgrade dagger-axe men to Reg Bd (I) @ 5AP, spearmen to Reg Ax (O) @ 4AP or archers to Reg Bw (I) @ 4AP or Reg Ps (O) @ 2AP	Up to 3/4
Elephants - Irr El (O) @ 16AP	0-1
Dug-outs - Irr Bts (I) @ 1AP [Bd, Ax, Bw, Ps]	0-4
Jung or I allies - List: Early Northern Barbarians (Bk 1)	
Only after 1300 BC:	
Replace generals and nobles, either all with 2-man 2-horse chariots, Irr Cv (S) @ 13AP if ally-general, 18AP if other general, otherwise 8AP, or all with 3-man 2-horse chariots, Irr Kn (O) @ 14AP if ally-general, 19AP if other general, otherwise 9AP	All
Only after 1100 BC:	
Chou allies - List: Western Chou and Spring and Autumn Chinese (Bk 1)	

The Shang, the first truly historical Chinese dynasty, traditionally replaced the earlier Hsia dynasty in 1763 BC, but archaeology suggests continuity with the Hsia, and the likelihood that the two dynasties existed for a long period alongside each other and influencing each other. It therefore seems reasonable to assume that the Hsia military system, of which we have no direct evidence, was very similar to that of the Shang which eventually replaced it. Shang society was based on the tsu, a lineage group which also served as a military unit. Most tsu troops seem to have been called up only for specific campaigns, but some levies formed a lu standing army and the others, the tsu headed by members of the royal family, were involved in expeditions on a regular basis. The option has therefore been provided to upgrade these to regular as permanently embodied troops. One Shang army is described as comprising 10,000 lu and 3,000 tsu troops. Close-fighting infantry were armed with the short one-handed "ko" dagger-axe or a 5 foot long spear. Dagger-axe men are graded as (I) because of inadequate training and confidence, not because of their weapons. Shields were relatively flimsy constructions of wicker and hide and of moderate size. The lay-out of grave groups at Anyang suggests that at least some infantry were mobile enough to co-operate closely with chariots. Shang society was highly stratified, and the nobles have been left as irregular on the assumption that such a social organisation does not encourage discipline among the aristocracy. Chariots may occasionally have had four horses. There is some dispute as to whether chariots had a crew of 3 like those of the ensuing period or whether their cabs had room only for 2, hence the option for Cv (S). The 3-man crew would consist of a driver, an archer and a dagger-axe man, or possibly a driver and 2 double-armed men. The evidence for war elephants is tenuous, but elephant bones are known from Shang sites, and the animals were certainly hunted and probably tamed, since the Shang ideograph for elephant is a stylised drawing of an elephant led by a man. Chinese mythology describes the legendary pre-Hsia kings taming and using elephants in war. If war elephants in fact existed, they would be of the Indian species. The last Shang king was defeated and killed by the Chou in 1027, but his heir was retained as a Chou vassal and allied with Chou rebels in a revolt from 1019 to 1017.

14. EARLY NORTHERN BARBARIANS 2000 BC - 315 BC

Cold. North European Bronze Age before 1400 BC, Ag 0. Others, Ag 3.

Rv, H(G), H(S), Wd, RGo, BUA. If North European Bronze Age or Iron Age, also WW, M, E.

C-in-C - Irr Wb (S) @ 15AP or Irr Wb (F) @ 13AP 1

Sub-general - as above 1-2

Warriors - Irr Wb (F) @ 3AP 50-150

Archers and/or slingers - Irr Ps (O) @ 2AP 10-24

Unenthusiastic levies, families, slaves, ill-equipped raiders etc. - Irr Hd (O) @ 1AP 0-10

Only North European Bronze Age before 1400 BC:

Re-grade warriors as Irr Bw (O) @ 4AP 0-1/3

Re-grade remaining warriors as Irr Bw (I) @ 3AP All

Only North European Bronze Age from 1400 BC to 701 BC:

Upgrade generals to Irr Cv (O) @ 16AP if in chariots, or Irr Bd (O) @ 15AP if on foot All

Solar disk in sacred chariot - Irr WWg (I) @ 2AP 0-1

Upgrade armoured warriors to Irr Bd (O) @ 5AP 0-15

Upgrade remaining warriors to Irr Ax (X) @ 3AP All

Only North European Bronze Age and Iron Age from 1400 BC to 315 BC:

Horsemen - Irr Cv (I) @ 5AP 0-6

Replace archers with skirmishing javelinmen - Irr Ps (I) @ 1AP 0-6

Longboats - Irr Bts (O) @ 2AP [Any foot] 0-6

Only North European Iron Age from 700 BC to 315 BC:

Upgrade generals in chariots to Irr Cv (O) @ 16AP, or on foot - Irr Wb (S) @ 15AP 1-3

Warriors in 2-horse 2-crew chariots - Irr Cv (O) @ 6AP, or on foot - Irr Wb (S) @ 5AP 4-12

Only Kuei-fang, from 1100 BC - 950 BC:

Upgrade generals in chariots - 2-crew, Irr Cv (S) @ 18AP or 3-crew, Irr Kn (O) @ 19AP Any

Chariots - as generals, Irr Cv (S) @ 8AP or Irr Kn (O) @ 9AP 0-3

Only Red Ti, from 788 BC - 588 BC:

Upgrade up to half warriors to Irr Wb (S) @ 5AP, and downgrade all other warriors to Irr Hd(O) @ 1AP All/0

Hsing Chinese allies - List: Western Chou and Spring and Autumn Chinese (Bk 1)

Only Jung:

Upgrade Wb (F) as "leather coated warriors" to Irr Wb (O) @ 3AP 0-12

Only I:

Replace Wb with extra archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP 1/3-2/3

Only Jung or Ch'iang after 400 BC:

Convert generals to Irr LH (F) @ HAP or Irr Cv (O) @ 17AP Any

Horse archers - Irr LH (F) @ 4AP 0-24

This list covers the armies of the North European Bronze and Early Iron Age and the various tribal peoples of north China, referred to by the Chinese as Jung, Ti, I, Ch'iang and other names, from the beginnings of Chinese history to the last great Ch'in defeat of the western Jung in 315 BC, by which time most of these peoples had been absorbed by their Chinese neighbours. Despite the chilling evidence from several sites of Neolithic bow warfare, the Early North European Bronze Age is conventionally thought to have been a prosperous time of organised theocratic states who spent their energy in constructing vast religious monuments such as Stonehenge, rather than in war. Its downfall seems to have been through over-population and climatic change. As conditions deteriorated, it has been postulated that the priest-kings relied for a time on mercenaries adding copper and later bronze axe and short sword/dagger to their bow (the Beaker culture?), before being succeeded by warrior-rulers. Long spears (or at least spears with heavy heads) now became an important weapon, outnumbering swords 10 to 1, but do not seem to have been used in formation. The rich used bronze armour. Horsemen are depicted in hand-to-hand combat, so are classed as cavalry rather than light horse. The Iron Age brought an increased use of chariots in war and the near disappearance of the bow. The Hjortspring boat finds, dated to around 350 BC, suggest a crew of 4 men with mail, sword, spear and narrow shield and 18 with only spear, javelin and broad shield. The Chinese tribes also mostly, if not all, fought as infantry; but an early Western Chou inscription mentioning "vehicles" captured from the Kuei-fang has been interpreted as evidence for chariots, which are also illustrated on Mongolian rock-carvings. In 706 the states of Ch'i and Cheng defeated a Northern Jung

army and took the heads of 300 of their leather-coated warriors. We assume that these were wearing the relatively clumsy Chinese armour denoted by the same word. The 1 of the Huai valley were famous archers and probably had more bowmen than the rest. They still seem to have been capable of independent action right through to the end of this period. The Red Ti seem to have been a group of aristocratic warrior clans, ruling over subjugated clans. They were for a while the most warlike and successful of the Ti groups; the Chinese allies represent the state of Hsing, coerced into joining a Red Ti campaign against Wei in 642 BC.

15. LATER AMORITE: OLD BABYLONIAN AND OLD ASSYRIAN PERIOD 1894 BC - 1595 BC

Babylonia: Dry. Ag 3. WW, Rv, H(G), O, E, RGo, M, Rd, BUA.	
Assyria: Dry. Ag 3. Rv, H(G), H(S), O, Wd, E, RGo, Rd, BUA.	
Others: Dry. Ag 2. WW, Rv, H(G), H(S), O, E, RGo, D, Rd, BUA.	
C-in-C - in 4-equid platform-car, Reg Cv (I) @ 25AP, or on foot, Reg Bw (O) @ 25AP,	
or on horse or other equid, Reg mtd Bw (O) @ 26AP	1
Sub-general - as above	0-2
Ally-general - in 4-equid platform-car, Reg Cv (I) @ 15AP, or on foot, Reg Bw (O) @ 15AP,	
or on horse or other equid, Reg mtd Bw (O) @ 16AP	1-2
2-horse chariots - Reg Cv (O) @ 7AP	0-2
Mounted scouts - Irr LH (F) @ 4AP	0-2
Retinue, ba'irum, sabum kibitum etc. armed with long axe or sickle-sword,	
javelins and shield - Reg Bd (F) @ 7AP	16-40
Retinue archers - Reg Bw (O) @ 5AP	1-4
Sabum qallatum with javelins and shield - Reg Ax (O) @ 4AP or Reg Ps (S) @ 3AP	6-20
Sabum qallatum with bow or sling - Reg Ps (O) @ 2AP	6-20
Secondary and emergency reserves - Irr Hd (O) @ 1AP	0-12
Nomadic levies - Irr Ax (O) @ 3AP	4-20
Nomadic levies, light troops with bow or sling - Irr Ps (O) @ 2AP	2-12
Ditched perimeter for camp - TF @ 1AP	0-12
Baggage ships - Irr Shp (I) @ 2AP [Bg]	0-8
Only after 1650 BC:	
Replace general's platform car with 2-horse chariot - Reg Cv (S) @ 19AP if ally, 29AP if not	All
Upgrade 2-horse, 2-man chariots to Reg Cv (S) @ 9AP	Any

This list covers the armies of the mature, urbanised Amorite dynasties of Syria and Mesopotamia until the conquests of the Hittite king Mursilis I opened the way for Hurrian control: such as Yamhad, Karkemish, Qatanum (Qatna), Ebla and Mari, and especially the northern kingdom (or so-called Old Assyrian Empire) of Shamsi-Addu and his successors, 1813 - 1755 BC, and the First Dynasty of Babylon, 1894 - 1595 BC (particularly during the reign of Hammurabi, 1792 - 1750 BC). The Amorite states basically combined Amorite tactics and equipment with Sumero-Akkadian wealth, culture and technology. Hurrian immigrants had become a factor after 2200 BC and were the majority of the population around Aleppo, the capital of Yamhad, by 1800 BC. However, they were successfully kept under control by the empires of Akkad and Ur and later the Amorite dynasties, and did not alter the military system. The outstanding change from previous civilised armies was the abandonment of standing in close ranks poking at the enemy with long spears in favour of rushing up to him and chopping him with axe or sickle-sword. While effective against infantry, this must have had its weaknesses against chariotry. The early second millenium in the Near East was a time of constantly shifting alliances between the numerous Amorite kingdoms, and large armies often included substantial contingents from allied states. Levies from the powerful semi-nomadic Amorite tribes, in the north and west, such as the Hanu confederation with its Sim'alu ("northerner") and Yaminu ("southerner") branches, or the Sutu, were an important element of regular and irregular forces. The early Amorite states are covered by the Early Bedouin list. All nomadic, and up to 7 regular foot elements count as Bedouin. Ally-generals' commands need not include nomadic levies. Heavy equipment and baggage was usually carried on water-borne transport. Accordingly, ships (I) can be substituted for land

16. HITTITE OLD AND MIDDLE KINGDOM 1680 BC - 1380 BC

Warm. Ag 3. Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
C-in-C - in 2-horse 2-crew chariot - Reg Cv (S) @ 29AP or Reg Cv (O) @ 27AP	1
or with bow in 2-mule cart, Reg mtd Bw (S) @ 28AP	
Sub-general - as above	1-2
Chariots - 2-horse, 2-crew, Reg Cv (O) @ 7AP	
-Before 1500 BC:	0-4
- From 1500 BC:	4-8
Scouts - Irr LH (F) @ 4AP	0-1
Guardsmen - Reg Bd (F) @ 7AP or Reg Ax (X) @ 4AP	0-12
Spearmen - Reg Ax (X) @ 4AP	16-72
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	4-12
Slingers - Irr Ps (O) @ 2AP	2-12
Javelinmen - Irr Ps (I) @ 1AP or Irr Ax (I) @ 2AP	8-24
Hupshu conscripts/levy - Irr Hd (O) @ 1AP	0-10

This list covers the Hittite kingdom from its foundation by the semi-legendary Labarnas possibly circa 1680 BC, until the accession of Suppiluliumas circa 1380 BC. In 1595 BC Mursilis I broke the power of the Amorite states of Syria and overthrew the First Dynasty of Babylon and carried away its gods. However, he was murdered before he could consolidate his conquests, leaving power vacuums to be filled by the rising Human powers. The numbers of chariots attested in armies before 1500 BC never exceed 80. The kingdom declined after 1500 BC until it was restored to Empire during the reign of Suppiluliumas from 1380 BC.

17. HYKSOS 1645 BC - 1537 BC

Dry. Ag 2. WW or Rv, O, E, V, RGo, M, D, Rd, BUA.	
C-in-C in 2-horse, 2-crew chariots - Reg Cv (S) @ 29AP	1
Sub-general - as above	0-2
Aamu ally-general - Irr Ax (O) @ 8AP	0-2
Retainers with axe or sickle sword - Reg Bd (F) @ 7AP	16-40
Retainers with bow - Reg Bw (O) @ 5AP	0-4
Light troops with javelin - Reg Ax (O) @ 4AP or Reg Ps (S) @ 3AP	0-12
Light troops with bow or sling - Reg Ps (O) @ 2AP	0-12
Aamu warriors - Irr Ax (O) @ 3AP	0-40
Aamu or Libyan skirmishers - 1/2 javelinmen Irr Ps (I) @ 1AP,	
1/2 mixed archers and slingers - Irr Ps (O) @ 2AP	8-20
Aamu scouts - up to 1/2 on horses, Irr LH (F) @ 4AP, rest on asses, Irr LH (I) @ 3AP	0-2
Ahaw - Irr Bts (S) @ 3AP [Any regular foot]	0-2
Only before 1590 BC:	
2-horse, 2-man chariots - Reg Cv (O) @ 7AP	0-3
Only from 1590 BC:	
2-horse, 2-man chariots - Reg Cv (S) @ 9AP	4-12
Only before 1541 BC:	
Egyptian levies - Irr Hd (O) @ 1AP	0-6
Egyptian vassal allies - List: Early Egyptian (Bk 1)	

The Hyksos or "rulers of foreign lands" took control of the northern half of Egypt and established a dynasty of rulers that lasted until the 6th, Khamudy, was driven out by Ahmose. A peaceful immigration of Aamu nomads into the eastern Delta from 1900 BC provided a base for a conquest by urban Amorite princes from Syria, pre-eminent amongst whom was Sheshy or Salatis, who became Pharaoh, set up a new capital at Avaris and instituted a new religion based on the primacy of the local god Seth. The 400th anniversary of Seth fell in the 34th year of Ramesses II, giving a date for the conquest of 1644 BC. An alternative calculation of 108 years of Hyksos rule gives a date of 1645 BC. This is 50 years before the massed Maryannu chariotry of Mitanni and Canaan, so the popular theory that chariotry was responsible for the initial Hyksos success is untenable. Manetho describes the building of stone fortresses whose garrisons the ruler visited each summer to pay their wages and train them carefully in manoeuvres. We therefore postulate a core of Later Amorite list style regulars, supplemented by Aamu "Asiatics" and later by an increased use of chariots mirroring the Syro-Canaanites. There is no evidence that the regular core included Egyptians. The Hyksos

claimed suzerainty over the whole of Egypt, but the south was in practice under the control of doubtfully loyal Egyptian vassals. A new Egyptian dynasty based on Thebes rebelled unsuccessfully under Sekenenre (whose mummy shows he died by blows from spears, daggers and axes of Asiatic type, not arrows) and later successfully under Kamose and Ahmose. An Aamu ally-general can only command Aamu. Up to 10 elements of Aamu can count as bedouin.

18. MINOAN AND EARLY MYCENAEAN 1600 BC - 1250 BC

Warm. Ag 2. WW, Rv, H(S), H(G), O, V, RGo, Rd, BUA.	
C-in-C - in 2-crew chariot, Reg Kn (F) @ 30AP	1
Sub-general - as above	1-2
Upgrade generals in 3-crew or 4-crew chariots to Reg Kn (O) @ 3	1AP Any
Chariots with 2 crew - Reg Kn (F) @ 10AP or Reg Cv (O) @ 7AP	6-16
Line spearmen - Up to half Reg Pk (I) @ 3AP, rest Reg Pk (X) @ 4AP	16-48
Line archers (can support spearmen) - Reg Ps (O) @ 2AP	Up to 1 per 2 Pk elements
Pylans - Reg Ax (I) @ 3AP	0-12
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	4-12
Slingers - Irr Ps (O) @ 2AP	0-8
Libyans - up to 1/3 Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP,	
rest Irr Ps (I) @ 1AP or Irr Ax (I) @ 2AP	0-15
Triakonteres - Irr Bts (O) @ 2AP [Pk (X) or Ps]	0-4

This list covers the period of the Aegean Palace Civilization based on the centres of Knossos, Pylos and Mycenae. Charioteers can be mounted knights in Dendra panoply armed with long spear, or lighter warriors in quilted armour with javelins. They either fought en masse in one or two lines in front, or were spaced in groups between spearmen and on their flanks. Spearmen typically carried the tower or figure-of-eight shield and held their spears two handed. They fought in close formation, sometimes supported by archers in and/or behind the ranks.

19. MITANNI 1595 BC - 1274 BC

Dry. Ag 3. Rv, H(S), H(G), Wd, O, V, E, RGo, Rd, BUA.	
C-in-C - in 2-horse 2-crew chariot, Reg Cv (S) @ 29AP	1
Sub-general - as above	0-1
Vassal ally-general - Reg Cv (S) @ 19AP	0-2
Maryannu, 2-horse 2-crew chariots - Irr Cv (S) @ 8AP	10-32
Vassal or provincial maryannu, 2-horse 2-crew chariots - Irr Cv (O) @ 6AP	4-16
Mar shipri scouts - Irr LH (F) @ 4AP	0-2
Alik ilki spearmen - Reg Ax (O) @ 4AP	6-16
Alik ilki archers - Reg Ps (O) @ 2AP [can support spearmen], or Reg Bw (I) @ 4AP	3-10
Ashshabu levy - Irr Hd (O) @ 1AP	5-16
Upgrade Ashshabu levy to Irr Ax (I) @ 2AP or Irr Ps (I) @ 1AP or Irr Ps (O) @ 2AP	Any
Hapiru or Akhalamu skirmishers - up to half shielded Irr Ps (S) @ 3AP,	
remainder Irr Ps (I) @ 1AP	0-8
Nomad allies - Early Bedouin (Bk 1)	

Only before 1340 BC:

Syro-Canaanite allies - List: Syro-Canaanite and Ugaritic (Bk 1)

Only after 1340 BC:

Hittite allies - List: Hittite Empire (Bk 1)

After the fall of the Amorite dynasties and the withdrawal of their Hittite conquerors, Human political control spread out into both Syria and N. Mesopotamia, greatly aided by their recent adoption of massed chariotry techniques possibly acquired from Indo-European contacts. The eastern branch established the Mitannian empire, which comprised several vassal states including Arrapha, Nuzi and Ashur, and provinces such as Hanigalbat, Naharin and the Hurri-lands, and also dominated northern Syria. With its capital at Washshukanni, it was the first superpower in the Middle East. Its strength lay in its chariot-borne military aristocracy, the Maryannu, who served as the archetype of the chariot warrior as a heavily armoured Bowman riding in a swift armoured chariot. The army was organised into two wings, the Left and Right, with the emphasis on chariots. Infantry played a supporting role, perhaps in the centre and to the rear. The outlying vassal states and provinces probably provided somewhat less well armoured maryannu.

20. SYRO-CANAANITE AND UGARITIC 1595 BC - 1100 BC

Warm. Ag 2. WW, Rv, H(G), Wd, O, V, RGo, D, Rd, BUA.

C-in-C in 2-horse 2-crew chariot - Irr Cv (S) @	18AP	1
Ugaritic sub-general - Irr Cv (S) @	18AP	0-2
Syro-Canaanite or Ugaritic ally-general - Irr Cv (S) @	13AP	1-3
Maryannu chariotry - Irr Cv (O) @ 6AP or Irr Cv (S) @	8AP	16-30
Mounted scouts - Irr LH (F) @ 4AP		0-2
Royal guard - Reg Bw (O) @ 5AP or Reg Bd (F) @ 7AP		0-8
Hupshu, Khepetj or 'Apiru spearmen and javelinmen - Up to 1/3 Irr Ax (O) @ 3AP, remainder Irr Ax (I) @ 2AP or Irr Ps (I) @ 1AP		24-56
Hupshu, Khepetj or 'Apiru archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP		12-28
Downgrade Hupshu or Khepetj to Irr Hd (O) @	1AP	0-24
Shaasu or Sutu Bedouin - up to half archers or slingers, Irr Ps (O) @ 2AP, rest javelinmen, Irr Ax (I) @ 2AP or Irr Ps (I) @ 1AP		0-12

Only before 1340 BC:

Mitanni allies - List: Hurri-Mitanni (Bk 1)

Only after 1550 BC:

Egyptian allies - List: New Kingdom Egyptian (Bk 1)

Only in 1445 BC:

Loose mares in heat - Irr Cm (I) @	5AP	0-1
------------------------------------	-----	-----

Only after 1340 BC:

Sherden or other Sea Peoples mercenaries - Irr Bd (F) @ 5AP or Irr Bd (O) @ 5AP		0-6
---	--	-----

Only Ugaritic after 1340 BC:

Gasgans - Irr Wb (F) @	3AP	0-2
Bari - Irr Bts (S) @ 3AP [Ps, Bw, Ax]		0-8
Marines with fire-pots - Irr Ps (X) @	6AP	0-1 per 4 Bts

Only Ugaritic after 1275 BC:

Upgrade chariots if 3-horse 3-crew to Irr Kn (O) @ 19AP if C-in-C or sub-general, MAP if ally-general, otherwise 9AP		Any
--	--	-----

Only Ugaritic after 1208 BC:

Medjergelem guards - Reg Bd (O) @ 7AP		4-6
---------------------------------------	--	-----

This list covers the armies of the city-states of Canaan and Syria after the fall of some of the Amorite dynasties to the Hittites, and occupation of resulting power vacuums by possibly Hurrian rulers commanding chariot-riding Maryannu. These city-states were usually in this period vassals of one of the great powers competing in the area, viz. Mitanni, Egypt, the Hittite Empire and Assyria. Canaanite tactics relied on the use of high quality Maryannu skirmishing chariotry similar to that of Mitanni. Captured equipment listed by the Egyptians after Megiddo in 1445 BC suggests about half the Maryannu were then armoured. Infantry had a purely subsidiary role. Loose mares in heat were used in a vain attempt to disrupt Thutmose III's Egyptian chariots, having a similar effect to Cm (I). Mitanni and Egyptians cannot be used together. During the Sea Peoples invasion of the Hittite lands and Syria an Ugaritic fleet of 150 ships, carrying an allied Hittite army, destroyed a Sea Peoples fleet off Cyprus. The Hittites then made a fiercely contested landing. However, in the fleet's absence, a small Sea People squadron destroyed Ugarit. Only an Ugaritic C-in-C can have Ugaritic sub-generals. He cannot have an Ugaritic ally-general.

21. KASSITE AND LATER BABYLONIAN 1595 BC - 747 BC

Dry. Ag 1. WW, Rv, H(G), O, E, RGo, M, Rd, BUA.	
C-in-C - in chariot, Reg Cv (O) @ 27AP or Reg Cv (S) @ 29AP	1
Sub-general - as above	1-2
Ally-general - in chariot, Reg Cv (O) @ 17AP or Reg Cv (S) @ 19AP	0-2
Chariots - Reg Cv (S) @ 9AP or Reg Cv (O) @ 7AP	8-12
Chariots - Reg Cv (O) @ 7AP	4-12
Mounted scouts - Irr LH (F) @ 4AP	0-2
Militia - half spearmen, Irr Ax (O) @ 3AP, half supporting archers, Irr Ps (O) @ 2AP	16-50
Militia archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	0-12
Militia slingers - Irr Ps (O) @ 2AP	0-4
Sutu, Akhalamu, Kaldu or Aramaean warriors - Irr Ax (I) @ 2AP	0-40
Sutu, Akhalamu, Kaldu or Aramaean javelin skirmishers - Irr Ps (I) @ 1AP	0-16
Upgrade warriors with shield to Irr Ax (O) @ 3AP or skirmishers with shield to Irr Ps (S) @ 3AP	0-12
Ditch and bank for camp - TF @ 1AP	0-12
Only after 1100 BC:	
Aramaean allies - List: Neo-Hiytite and Later Aramaean (Bk 1)	
Only after 890 BC:	
Upgrade generals in 3- or 4-horse, 3-crew chariots to Reg Kn (O) @ 31AP if C-in-C or sub-general, 21AP if ally-general	All
Upgrade Cv (S) chariots to 3- or 4- horse 3-crew, Reg Kn (O) @ 11AP	0-6
Cavalry - Reg Cv (I) @ 6AP	1-4
Arab allies - List: Early Bedouin (Bk 1)	0-24
Only from 851 BC to 824 BC:	
Assyrian allies - List: Middle Assyrian and Early Neo-Assyrian (Bk 1)	

This list covers the Kassite dynasty from its occupation of the throne of Babylon until its overthrow by the Elamites in 1157 BC, and also the succeeding Second Dynasty of Isin, the anarchy following the Aramaean invasions of the 11th-10th century, and the later Babylonian Dynasties IV - IX. A recently discovered letter from an Arab chieftain to the Babylonians says in effect "Great, so we're now allies. Who do we attack?".

22. NEW KINGDOM EGYPTIAN 1543 BC - 1069 BC

Dry. Ag 2. O, E, RGo, Rd, BUA. In Delta: Rv , M, otherwise WW , D.	
C-in-C - in chariot, Reg Cv (S) @ 29AP or Reg Ps (O) @ 22AP	I
Sub-general - as above	1-3
Chariots - Reg Cv (S) @ 9AP	6-20
Scouts - Irr LH (F) @ 4AP	0-1
Egyptian Royal Guard - Reg Bd (F) @ 7AP	0-2
Close fighters with spear and side arm - Reg Bd (F) @ 7AP	8-20
Close fighters with heavy axe - Reg Bd (O) @ 7AP or as above - Reg Bd (F) @ 7AP	0-6
Archers - Reg Bw (I) @ 4AP or Reg Bw (O) @ 5AP	10-20
Javelinmen - Reg Ax (O) @ 4AP	0-6
Light archers - Reg Ps (O) @ 2AP	0-8
Syro-Canaanite javelinmen - Up to 1/3 shielded Irr Ax (O) @ 3AP,	
rest Irr Ax (I) @ 2AP or Irr Ps (I) @ 1AP	0-6
Nubian or Syro-Canaanite archers - Irr Ps (O) @ 2AP	0-8
Libyan, Palestinian or Bedouin javelinmen - Irr Ps (I) @ 1AP	0-8
Bari - Irr Bts (S) @ 3AP [Bw, Bd, Ps]	0-4
Only from 1450 BC to 1150 BC:	
Syro-Canaanite maryannu - Irr Cv (S) @ 8AP or Irr Cv (O) @ 6AP	0-4
Gasgan mercenaries/slave soldiers - Irr Wb (F) @ 4AP	0-4
Only until 1279 BC:	
Aegean mercenaries - Reg Ax (I) @ 3AP	0-2
Only from 1276 BC:	
Shardana Royal Guard - Reg Bd (O) @ 7AP	0-2
Only after 1200 BC:	
Upgrade close fighters to Reg Bd (O) @ 7AP	All/0
Libyan swordsmen - Irr Wb (F) @ 3AP	8-16
Sherden - Irr Bd (O) @ 5AP or Irr Bd (F) @ 5AP	4-16
Only from 1176 BC to 1143 BC:	
Sea Peoples military colonists - Irr Bd (F) @ 5AP	8-20

This list starts with Kamose's revolt against the Hyksos and ends with the death of Ramesses XI, at the end of whose reign Nubia had been lost, the remainder of the south had come under the control of the High Priests of Amun at Thebes, and the north was disputed by Libyan-influenced petty kings. New Kingdom Egyptian armies added massed chariotry to the already sophisticated infantry tactics of the Middle Kingdom. Nevertheless, in contrast to the Canaanites, the Egyptians continued to rely heavily on their infantry, although both Thutmose III at Megiddo and Ramesses II at Kadesh berate their foot for lack of discipline. In the hands of competent generals chariotry supported and protected the infantry rather than vice versa. This difference probably resulted from the different structure of society as well as Egypt's greater population and hence greater reserves of manpower. When fighting enemy chariots, particularly the shock chariots of the Hittites, Egyptian chariots aimed to cause maximum casualties from arrows and javelins while avoiding close contact. Chariot runners are not represented separately, but suitable figures can be added to the chariots' bases for appearance. Early New Kingdom close fighters are often depicted running with axe in right hand, spear in left, and smallish shield slung behind shoulder. In other pictures they are shown advancing at the walk with overlapping shields, although still carrying their spear in the left hand. Later New Kingdom close fighters have bigger shields, wear body armour, and are sometimes depicted thrusting 2-handed with their spears. The heavy weighted axe users are depicted mixed with other axemen rather than concentrated into separate units, but the incompatibility of this weapon with other infantry equipment suggests that the latter cannot be ruled out. Both options are therefore allowed. By 1200 BC, substantial numbers of Libyan and Sherden mercenaries were supplanting native troops and after the defeat of the Sea Peoples in 1176, very large numbers of these were incorporated into the army to man garrisons both within Egypt and to the north. The most famous (and over-rated) Egyptian general of this period is Ramesses II (1279-1213), who concealed his sub-standard performance at Kadesh in 1274 BC by spin-doctoring his monuments and blaming subordinates in true wargamer style. Ramesses III (1184-1153), who beat the dangerous invasions of a Libyan confederacy in the 5th year of his reign (1179) and the Sea Peoples in his 8th year (1176), makes a better role model, and Thutmose III (1479-1425), by far the greatest Egyptian commander, a better one yet. WW represents the Nile, Rv the branches of its delta.

23. VEDIC INDIAN 1500 BC - 512 BC

Tropical. Ag 2. Rv, H(G), Wd , E, RGo, M, Rd, BUA.	
C-in-C - in chariot, Irr Cv (S) @ 18AP	1
Sub-general - as above	0-1
Indian ally general - in chariot, Irr Cv (S) @ 13AP	1-2
Heroic charioteers - Irr Cv (S) @ 8AP	12-27
Cavalry - Irr Cv (I) @ 5AP	0-8
Bodyguard swordsmen - Irr Bd (F) @ 5AP	0-1
Archers - Irr Bw (I) @ 3AP	24-72
Mountaineers with slings - Irr Ps (O) @ 2AP	0-4
Followers - Irr Hd (O) @ 1AP	
- until 1100 BC:	0-15
- after 1100 BC:	0-6
Only after 900 BC:	
Upgrade generals' chariots to Irr Kn (S) @ 21AP if C-in-C or sub-general, 16AP if ally-general	All/0
Upgrade sub-general to Irr El (S) @ 30AP	0-1
Elephants - Irr El (S) @ 20AP	0-2

This list covers Indian armies from the Aryan invasion until the Persian conquest of the north-west and the establishment of the first Buddhist states. The main sources are the Vedas and the Mahabharata. Chariotry was the favoured arm and mount of generals, although lesser generals are sometimes described as temporarily fighting from elephant back. Most chariots had two unarmoured horses and were crewed by an armoured noble archer and his driver. Generals later had heavier chariots with a parasol, often drawn by 4 horses, sometimes armoured, and with a crew of up to 4. However, the extra 2 men do not appear in accounts of combat and may have been accompanying on foot as "wheel guards". If this interpretation is chosen, the chariot remains classed as Cv (S), despite its 4 horses. If not, classification as irregular Kn has the incidental effect of encouraging the heroic behaviour that dominates the Indian epics. Javelin cavalry supported the chariots on the flanks, fairly ineffectively. Foot were mainly archers clumped in masses to the rear and incapable of resisting hand to hand. Spears were predominantly mounted weapons. There is one reference to bodyguard swordsmen dressed in red. Elephants appear first in groups protecting the join of the army's centre to its wings, each manned by up to 12 men, of which 8 probably fought on foot. Generals in chariots can always dismount, together with another two chariot elements, either as Bowmen (S) or with the favourite heavy club as Blades (X). The higher number of hordes in the early period represents the poorer migrants.

24. HITTITE EMPIRE 1380 BC - 1180 BC

Warm. Ag 2. Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.

C-in-C - in 2-horse 2-crew chariot, Reg Cv (S) @ 29AP		1
Sub-general - as above		1-2
Hittite and allied 2-horse, 2-crew chariots - Reg Cv (S) @	9AP	5-16
Hittite scouts - Reg LH (F) @ 4AP		0-3
Hittite regular spearmen - Reg Ax (X) @ 4AP		10-36
Hittite conscripts - Irr Hd (O) @ 1AP		0-20
Anatolian vassal ally general - in 2-horse 2-crew chariot, Irr Cv (O) @	11AP	0-2
Anatolian vassal or Gasgan 2-horse 2-crew chariots - Irr Cv (O) @ 6AP		3-8
Anatolian vassal swordsmen and spearmen - Up to 1/2 Irr Bd (F) @ 5AP, rest Irr Ax (O) @ 3AP		2-8
Anatolian vassal and Gasgan archers and slingers - Irr Ps (O) @ 2AP		0-8
Gasgan warriors - Irr Wb (F) @ 3AP		0-12

Only after 1348 BC:

Mitanni allies - List: Hurri-Mitanni (Bk 1)

Only after 1340 BC:

Syrian vassal ally general in 2-horse, 2-crew chariot - Irr Cv (S) @	13AP	0-2
Syrian vassal 2-horse, 2-crew chariots - Irr Cv (S) @ 8AP		*4-10
Syrian vassal scouts - Irr LH (F) @ 4AP	0-1 per Syrian ally general	
Syrian vassal Ugaritic guards - Reg Bd (F) @ 7AP		0-4
Syrian vassal spearmen and javelinmen - Up to one third Irr Ax (O) @ 3AP, remainder Irr Ax (I) @ 2AP or Irr Ps (I) @ 1AP		* 10-24
Syrian vassal archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP		*5-12
Downgrade Syrian foot to Irr Hd (O) @	1AP	0-20
Shaasu or Sutu Bedouin, up to 1/2 archers or slingers - Irr Ps (O) @ 2AP, rest javelinmen - Irr Ax (O) @ 3AP, Irr Ax (I) @ 2AP or Irr Ps (I) @ 1AP		0-12
Ugaritic bari - Irr Bts (S) @ 3AP [Ps, Bw, Ax, Bd]		0-8
Ugaritic marines with fire pots - Irr Ps (X) @ 6AP	0-1 per 4 Bts	

Only after 1275 BC:

Upgrade Hittite and allied Reg Cv (S) chariots to 3-crew Reg Kn (O) @ 31AP if general, HAPif not		All
Upgrade Syrian chariots to 3-crew, if Ugaritic - Irr Kn (O) @ MAP if ally general, otherwise Irr Kn (O) @ 9AP		0-4

This list covers the Hittite empire from the accession of Suppiluliumas circa 1380 BC. Mitanni was acquired as a vassal state circa 1348 BC. Syria was incorporated into the empire circa 1340 BC. The empire was crippled by the "Sea Peoples" invasion of the 1170s and then finished off by their old enemies the Gasgans. We use Syrian here to include all the states allied or feudatory to Hatti in that general area, such as Canaanites, Phoenicians, Retennu, Ugaritics and Khaaru. Only vassal troops can be commanded by a vassal general, who must be of the same origin. Vassal troops can instead be commanded by a Hittite sub-general. At the battle of Kadesh in 1274 BC, Hittite chariots and those of their allies from Arzawa, Masa and Pitassa had three-man crews, comprising shieldless driver, shieldless spearman (who probably also had a bow) and shield-bearer. Against lighter chariots these would attempt to come to close quarters where their long spears and larger crew would have the advantage. Since they apparently came as a surprise to the Egyptians, we assume they were a recent innovation. A Hittite army would still include 2-man chariot types, including Syrian chariots with driver and archer, and Anatolian types with driver and a single spearman or javelinman. In Syria, tactics were based on the offensive use of chariotry, with infantry adopting a supporting role, depicted deployed in the rear in deep rectangular blocks of tight-packed troops with spear in one hand and sword in the other, described in the Egyptian account of Kadesh as teheru, a term they also used for their own elite troops. Only officers and chariot runners are shown with shields. Spears are often shown as long and used two-handed. The shielded figure 105 in AANE is now believed to be a chariot runner. In Anatolia, the Hittite infantry were well suited to counter the troublesome Gasgans in the rugged terrain of the Empire's periphery. Minima marked * apply only if any Syrians, Ugaritics or Bedouin are used. A Syrian vassal general can command only Syrians, Ugaritics and Bedouin. The duties of Hittite scouts included eliminating enemy scouts. A Ugaritic fleet landed a Hittite force to attack Cyprus.

25. MIDDLE ASSYRIAN AND EARLY NEO-ASSYRIAN 1365 BC - 745 BC

Dry. Ag 4. WW, Rv, H(S), H(G), Wd, O, E, RGo, Rd, BUA.	
C-in-C - in 2-crew chariot, Reg Cv (S) @ 29AP, in side-saddle horse litter,	
Reg Cv (I) @ 26AP or on foot, Reg Bw (O) @ 25AP	1
Sub-general - in 2-crew chariot, Reg Cv (S) @ 29AP	1-2
Sha shepe and palace chariots with 2 horses, 2 crew - Reg Cv (S) @ 9AP	10-18
Mounted scouts - Irr LH (F) @ 4AP	0-2
Ashsharittu or huradu, elite troops - half Reg Bd (F) @ 7AP, half supporting Reg Ps (O) @ 2AP	8-22
Hupshu, or sabe, peasant militia - half Irr Ax (O) @ 3AP, half supporting Irr Ps (O) @ 2AP	0-44
Levy archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	0-22
Siege machines - Reg WWg (S) @ MAP	0-3
Ditch and bank for camp - TF @ 1AP	0-12
Rafts of inflated goatskin - Irr Bts (I) @ 1AP [Any foot]	0-6
Only after 1115 BC:	
Gamarriia or kallapani, vehicle mounted infantry - half Reg mtd Bd (F) @ 8AP,	
half supporting Reg mtd Ps (O) @ 3AP	0-2
Only after 890 BC:	
Neo-Hittite and Aramaean allies - List: Neo-Hittite and Later Aramaean (Bk 1)	
Only from 890 BC to 860 BC:	
Pethalle, cavalry teams of bowman and companion - Reg Cv (I) @ 6AP	2-4
Only after 883 BC:	
Upgrade generals' chariots to 3-horse, 3-crew, Reg Kn (O) @	31AP All
Upgrade chariots to 3-horse 3-crew, Reg Kn (O) @	11AP 0-1/2
Only after 860 BC:	
Pethalle, cavalry teams - Reg Cv (I) @ 6AP	4-6
Subject, second-rate or unwilling levies - Irr Hd (O) @ 1AP	5-10
Only after 825 BC:	
Ally-general in 3- or 4-horse, 3-crew chariot - Reg Kn (O) @	21AP 0-2
Only Regency of Sannuramat from 810 BC to 806 BC:	
Replace Cv (S) chariots with camels disguised as elephants - Irr Cm (X) @ 9AP	0-3

This list covers the seasonal, pre-reform army of Assyria in which Hurri-Mitannian practice was the strongest influence. At this date the Assyrian army was probably organised into no more than two corps, or wings. If the C-in-C represents the turtanu rather than the king, then only the **minimum** permitted ashsharittu are allowed. The instability of Assyria from the latter part of Shalmaneser III's reign until the reign of Tiglath-Pileser III is represented by the conditions post 825 BC. Chariots can be dismounted as Bw (X) instead of Bw (O) to attack fortifications. If using 25mm or 15mm figures, Pethalle elements should be of 2 instead of the normal 3 cavalry figures, with the bowman on the right and the companion leading the bowman's mount on his left. Hupshu are assumed to include vassal as well as native contingents. Each element of supporting Ps (O) must initially deploy with the element it nominally supports. Gamarriia/Kallapani were infantry carried on fast flat-bed carts, like those of the Elamites. Dummy elephants are dubiously stated by Ktesias to have been used against an Indian army by Queen Semiramis, who is equated with Sannuramat, Queen-regent of Assyria between 810 - 806 BC. His source may have been a garbled account of Assyrian siege machines as shown on page 200 of AANE. Shalmaneser III used rafts to fight a bloody battle against reed boats on the Caspian in 846 BC. Siege machines can only be deployed if the enemy has PF.

26. LATER MYCENAEAN AND TROJAN WAR 1250 BC - 1190 BC

Warm. Ag 1 if Trojan, 3 if not. WW, Rv, H(S), H(G), O, V, RGo, Rd, BUA. Trojan: BUA with PF.	
C-in-C - in chariot, Irr Cv (O) @ 16AP	1
Sub-general - as above	1-2
Heroic charioteers - Irr Cv (O) @ 6AP	12-24
Cavalry - Irr Cv (I) @ 5AP	0-4
Spearman - Irr Sp (I) @ 3AP	26-76
Javelinners - Irr Ps (I) @ 1AP	6-20
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	6-12
Slingers - Irr Ps (O) @ 2AP	0-8
Only Achaians:	
Achaian ally-general (Achilles) - in chariot, Irr Cv (O) @	11AP *1
Achilles' Myrmidons - Irr Wb (O) @ 3AP	*4-6
Upgrade C-in-C and sub-generals to Reg Cv (O) @ 27AP, heroic charioteers other than those of Achilles to Reg Cv (O) @ 7AP, spearman to Reg Sp (I) @ 4AP and archers to Reg Ps (O) @ 2AP or Reg Bw (I) @ 4AP	All/0
Pylian sub-general in chariot (Nestor) - Reg Kn (F) @ 30AP	*1
Pylian spearmen - Up to 1/2 Reg Pk (I) @ 3AP, rest Reg Pk (X) @ 4AP	*8-12
Pylian archers (supporting spearmen) - Reg Ps (O) @ 2AP	0-6
Wooden horse - Irr WWg (S) @	10AP 0-1
Triakonters - Irr Bts (O) @ 2AP [Sp, Pk (X), Wb or Ps]	0-4
Horse transports - Irr Shp (I) @ 2AP [Chariots]	0-1
Ditch and bank for camp - TF @ 1AP	0-16
Only Trojans:	
Sarpedon's Lukka warriors - Irr Bd (F) @ 5AP	*4-8
Early Thracians (Thrakes, Kikones) - Irr Ax (O) @	3AP 6-10

This list covers the later period of Mycenaean Greece and the Trojan War. It includes options based on the Iliad. The option to upgrade Achaians to regular is in case the military structure of the Palace Culture was still in place. The elderly and conservative Nestor's Pylians are represented as using the tactics of the earlier period. Other spearmen are described by Homer as pressing "shield against shield" and "in their closed formation, dark as a cloud, bristling with shields and spears". Outside Homer, the Warrior Vase infantry and the Pylos wall-painting figures have each a single spear and no sword. Achilles is represented as an irregular ally-general of the same nation to give a chance of unreliability, but not of changing sides. His chariots are assumed to have been as ill-disciplined as the rest of his contingent. He must command all Myrmidons and cannot command any other foot or any regular charioteers. Nestor must command all Pylians. Generals and charioteers can always dismount as Bd (O). Minima marked * apply only if any troops of that commander are used. One explanation of the wooden horse is as an Assyrian-type siege tower. It can be deployed only if the enemy has PF. Sufficient shipping is provided for a raiding party such as that of Achilles. Although classed as ships, horse transports are ordinary triakonters carrying horses and dismantled chariots instead of foot, so with few rowers.

27. EARLY HEBREW 1250 BC - 1000 BC

Warm. Ag 3. Rv, H(S) , H(G), O, V, RGo , Rd, BUA.	
C-in-C - Irr Ax (S) @ HAP	1
Sub-general - as above	1-2
Ark of the Covenant guarded by Levites - Irr WWg (I) @ 2AP	0-1
Simeonites and Ephraimites - Irr Wb (F) @ 3AP	4-20
Benjaminite archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	5-10
Benjaminite slingers - Irr Ps (O) @ 2AP	5-12
Gadite skirmishers - Irr Ps (S) @ 3AP	5-12
Issacharian scouts - Irr Ps (I) @ IAP or Irr Ps (S) @ 3AP	5-12
Other tribesmen - Irr Ax (O) @ 3AP	40-120

This list covers Hebrew armies from the Exodus until David's accession, and is largely based on the Old Testament. Simeonites and Ephraimites are referred to as "mighty men of valour", Gadites as accustomed to spear and target and swift as roes upon the mountain, Issachar as expert scouts, and several other tribes as armed with spear and shield or with a mixture of weapons suitable for close combat. Benjaminites are not only expert with bow and sling but ambidexterous. Players could distinguish picked men by giving some trumpets or large jars in addition to weapons. The trumpets will look well in sieges as well as in night attacks! Lacking chariots of their own, Hebrew armies of this period dealt with their exponents by striking first, usually with flank charges from difficult terrain. A 3rd century AD synagogue painting shows the Ark of the Covenant as a vertical dome-topped chest, golden brown in colour and decorated with bands and iron fittings, on a similar coloured plinth carried shoulder high on litter poles by 4 men and escorted by swordsmen.

28. SEA PEOPLES 1208 BC - 1176 BC

Warm. Ag 4. WW , Rv, H(G), RGo , D, Rd.	
C-in-C - in chariot Irr Cv (O) @ 16AP, or on foot, Irr Bd (O) @ 15AP	1
Sub-general - as above	1-2
Chariots with driver and 2 javelinmen - Irr Cv (O) @ 6AP	0-6
Chieftains and their retainers, armoured, with sword and/or spear and shield - Irr Bd (O) @ 5AP	0-20
Common warriors of most Sea People nations, with pairs of javelins, shield and sword - Irr Bd (F) @ 5AP	32-66
Sheklesh and Teresh, shieldless javelinmen - Irr Ax (I) @ 2AP or Irr Ps (I) @ 1AP	8-24
Migrant families - Irr Hd (O) @ 1AP	0-12
Bird-headed boats - Irr Bts (O) @ 2AP [Bd (O)]	0-7
Wagon laager to protect camp - TF @ 1AP	0-16
Libyan allies - List: Early Libyan (Bk 1)	

Following the collapse of Aegean civilization from unknown causes over a period of a few generations during the 13th century BC, Anatolia, Egypt, Canaan, Syria and Cyprus came under increasing pressure from raids by the so-called Sea Peoples. The origin of these tribes is uncertain, but it is currently thought that most came from Anatolia. They included the Sherden, Lukka, Ekweh, Teresh, Sheklesh, Peleset, Tjekker, Denyen and Weshwesh. The Hittite Empire collapsed under their onslaught. Ugarit was destroyed. Egypt repulsed one assault by Libyans with massive Sea Peoples assistance in 1179 BC. A second invasion from Syria in 1176 was only repulsed by an extreme national effort. Thereafter the Sea Peoples confederacy appears to have dispersed to their homelands, or settled in Syria, where most were quickly absorbed by the local culture. The Peleset were settled in Palestine, to which they gave their name, as Egyptian military colonists, and became the Philistines. It has recently been suggested that the Sea People's success and the fall of the chariot powers was not due to overwhelming numbers of a mass migration, but to military innovation - infantry with a long sword, a pair of javelins and often body armour being able to both resist the charge of chariots and to easily sweep away the poor quality foot supporting these. However, Ramesses III seems to have maximised his chariot numbers to combat them and won! The Sea Peoples themselves used a lesser but still considerable number of chariots with 2 javelinmen and possibly a bow. These can always dismount as Bd (O). Their foot are described by the Egyptians as "teheru", meaning elite close combat infantry. They are depicted as running but fighting in a shallow line. The Sheklesh and Teresh appear to have been mostly Shaasu bedouin with Sea Peoples leaders. This list is based on Egyptian reliefs and their identification of prisoners' nationalities. The reliefs show Sea Peoples' ships as probably

identical to later Helladic triaconters. Though no one is depicted rowing, this is probably because the rowers were also the fighting crew, so are otherwise occupied. The crews are all depicted armoured. The ox-carts shown in one battle scene partially manned by warriors, but mostly occupied by families, are mobile baggage, possibly supplemented with looted flocks and herds. Alternatively, they can be used as a wagon laager to protect baggage and families. This is not, however, attested by the Egyptian reliefs, possibly because the horde was caught on the march.

29. PHILISTINE 1166 BC - 600 BC

Warm. Ag 3. WW, Rv, H(G), RGo, O, V, D, Rd, BUA.	
C-in-C in chariot as below - Irr Cv (O) @ 16AP or Irr Bd (O) @	15AP 1
Philistine ally general - Irr Cv (O) @ 11AP or Irr Bd (O) @ 10AP	1-3
Chariots - with driver and 2 javelinmen, Irr Cv (O) @ 6AP	7-20
Mounted scouts - Irr LH (F) @ 4AP	0-2
Elite swordsmen - Irr Bd (O) @ 5AP	0-6
Swordsmen - Irr Bd (F) @ 5AP	24-38
Javelinmen - Up to one third Irr Ax (O) @ 3AP, remainder Irr Ax (I) @ 2AP or Irr Ps(I) @ 1AP	12-40
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	0-10
Slingers - Irr Ps (O) @ 2AP	0-5
Kharu archers - Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP	0-4
Canaanite allies - List: Syro-Canaanite and Ugaritic (Bk 1)	
Only after 1100 BC:	
Upgrade chariots to Reg Cv (S) with driver and archer, @ 29AP if C-in-C, 19 AP if ally-general, otherwise 9AP	All
Regrade C-in-C on foot and elite swordsmen as elite spearmen	
- Reg Sp (O) @ 25AP if C-in-C, 5AP if not	All
Regrade swordsmen as spearmen - Reg Sp (I) @ 4AP	All
Hebrew mercenary Gibborim - Irr Ax (S) @ 4AP	0-4
Phoenician allies - List: Cypriot and Phoenician (Bk 1)	
Aramaean allies - List: Neo-Hittite and Later Aramaean (Bk 1)	
Only from 734 BC to 720 BC:	
Egyptian allies - List: Libyan Egyptian (Bk 1)	
Only in 701 BC:	
Egyptian allies - List: Kushite Egyptian (Bk 1)	

The Philistines, whose name derives from the Peleset, were descended from Sea Peoples settled in Palestine by Ramesses III as military colonists after the defeat of their invasion. Within 10 years, they had regained much autonomy and by around 1140 BC they had cast off Egyptian control and were expanding both northwards along the coast and south into Egyptian territory. Their five cities - Ashdod, Askelon, Ekron, Gath and Gaza - were each ruled by a prince, but they usually acted together. Interestingly, the Philistine royal name "Achish" and its variants is thought to mean "the Achaian". They gradually adopted Canaanite chariot tactics, but continued to field effective infantry. Goliath of Gath is described in the Old Testament as an armoured spearman on foot, and the army ran away when he lost his single combat. "Of Gath" might conceivably mean that he was its ruler. Some of the Philistine cities survived the Assyrian conquest as vassal states and provided levy troops for service in Egypt. Ekron became a centre of olive oil production. As on two occasions Egyptian allies arrived too late, they might be most appropriate as flank marchers.

30. DARK AGE AND GEOMETRIC GREEK 1160 BC - 650 BC

Warm. Ag 2. WW, Rv, H(S), H(G), O, V, RGo, Rd, BUA.

C-in-C - in 2-horse 2-crew chariots, Irr Cv (O) @ 16AP, or on horseback, Irr Cv (O) @ 17AP 1

Greek ally general - as above, but 5AP less 1-3

Chariots - Irr Cv (O) @ 6AP 0-6

Cavalry - Irr Cv (I) @ 5AP 4-12

Foot warriors - Irr Ax (O) @ 3AP 48-132

Shielded archers - Irr Bw (O) @ 4AP 0-2

Unshielded archers - Irr Ps (O) @ 2AP [Can support foot warriors] 0-12

Javelinmen - Irr Ps (I) @ 1AP 4-24

Triakonters - Irr Bts (O) @ 2AP [Sp, Bd, Ax, Bw or Ps] 0-4

Only before 900 BC:

Upgrade foot warriors to swordsmen - Irr Bd (F) @ 5AP Half

Only Asiatic Greeks after 750 BC:

War dogs - Irr Wb (F) @ 3AP 0-3

Only after 725 BC:

Upgrade foot warriors to proto-hoplites - Irr Sp (I) @ 3AP All

Replace triakonters with pentekonters - Reg Gal (F) @ 2AP [Sp, Bw or Ps] 1-2

This list covers the armies of Greece from the recovery after the break up of the Mycenaean city states until the introduction of hoplite infantry. While chariots still appear in Geometric period art, there are few depictions of warriors fighting from them rather than being carried in them. It is thought that they usually dismounted to fight, but this is not certain enough to justify classifying them as mounted infantry. Instead, charioteers can always dismount as Warband (S) and cavalry as Warband (F). 60 chariots were still included in an Eretrian army during the Lelantine war at the very end of the 8th century BC. There are many depictions of shieldless but possibly armoured warriors riding horses, and Aristotle suggests that primitive cavalry were the most important arm before replacement by hoplites. Charioteers and cavalry both seem to wear light body armour. Foot are depicted fighting with sword, now of iron, and/or javelins, usually wearing a helmet, but otherwise naked or wearing only a loin cloth. From 900 BC, graves contain multiple spearheads, either alone or with a dagger or short sword. Previously, equal numbers of graves have either longer sword or spears, not both. Both foot and chariot warriors are usually depicted carrying a large but flimsy, heavily convex oval basketwork "Dipylon" shield, with cut-outs on each side so that it can be slung over the back without obstructing elbows. It is because this mainly facilitates running away that we classify foot warriors as Ax or Bd (F). Other foot are depicted dipylon shielded or unshielded with bows or unshielded with javelins. The poet Tyrtaeus describes psiloi mingling with shield-bearing close fighters. Accordingly, psiloi archers can give rear support to foot warriors, whether Ax or Sp. Most commentators doubt that Tyrtaeus's Spartan warriors are true hoplites. Although fighting at close quarters, they use swords and javelins as well as spears, and may fight individually rather than in a rigid shield wall. Their shields cover from shoulder to shin, and there is a possible mention of a shield boss, both of which imply they were not hoplite shields. An early 7th century BC proto-Corinthian vase shows men with dipylon shields, Corinthian helmets and a pair of spears mingling with another with hoplite shield, helmet, spear and javelin and supported by an archer and a stone thrower. We therefore postulate a "proto-hoplite" transition period before the mature hoplite system originating in Argos about 680 BC had spread to the whole of Greece. The Magnesians are reported by Aelian to have used war dogs.

31. NEO-HITTITE AND LATER ARAMAEAN 1100 BC - 710 BC

Warm. Ag 2. WW, Rv, H(S), H(G), Wd, O, E, RGo, Rd, BUA.	
C-in-C in 2-horse, 2-crew chariot - Reg Cv (S) @ 29AP or on foot as Reg Bw (O) @ 25AP	1
Sub-general - as above	0-1
Neo-Hittite or Aramaean ally-general - as above, Reg Cv (S) @ 19AP or Reg Bw (O) @ 15AP	0-3
Scouts - Irr LH (F) @ 4AP	0-1
Aramaean or Arab camelry - Irr Cm (O) @ 6AP	0-4
Only before 900 BC:	
Chariots with 2 horse and 2 crew - Reg Cv (S) @ 9AP	1-4
Militia spearmen - Irr Ax (O) @ 3AP	20-60
Militia archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	5-32
Militia slingers - Irr Ps (O) @ 2AP	5-32
Only from 900 BC:	
Chariots with 2 horses and 2 crew - Reg Cv (S) @ 9AP	4-9 per C-in-C or ally
Upgrade chariots to 2- or 3-horse 3-crew, Reg Kn (O) @ 11AP	0-1/2
Cavalry - Reg Cv (I) @ 6AP	1-4
Regular spearmen - all Reg Ax (O) @ 4AP or all Reg Sp (I) @ 4AP	0-12
Upgrade elite regular spearmen to all Reg Ax (S) @ 5AP or all Reg Sp (O) @ 5AP	0-4
Militia spearmen - Irr Ax (O) @ 3AP	20-26
Militia archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	5-20
Militia slingers - Irr Ps (O) @ 2AP	5-20
Only from 900 BC to 750 BC:	
Upgrade C-in-C and generals' chariots to 3 or 4 horses and 3 crew - Reg Kn (O) @ 31AP	Any
Only from 900 BC to 722 BC:	
Israelite allies - List: Later Hebrew (Bk 1)	
Phoenician allies - List: Cypriot and Phoenician (Bk 1)	
Only after 750 BC:	
Upgrade generals' chariots to 4 horses and 4 crew	
- Reg Kn (S) @ 34AP if C-in-C or sub-general, 24AP if ally-general	Any
Upgrade chariots as 4-horse, 4-crew palace chariots to Reg Kn (S) @ 14AP	0-1 per C-in-C or ally

This list covers the Aramaean and neo-Hittite successor kingdoms of Syria and Cilicia, including Damascus, Hamath, Que, Sam'al, Tabal, Kummuhu, Ataniya and Carchemish. Carchemish was one of the few truly "neo-Hittite" states - indeed its rulers appear to have been directly descended from the Hittite royal line. Though rich and powerful, these states fell one by one to the relentless onslaught of Assyria and Urartu, a process only delayed by their short-term defensive coalitions. Kummuhu, conquered by Sargon II, was later known as Commagene. The complete order of battle for the Karkar coalition of 859 BC has been preserved, as luckily has a near-contemporary list for Shalmaneser III; taken together at full scale both sides will muster some 238 chariot elements, so you will need a large table to re-create it! Aramaean or Arab camelry count as Bedouin. Chariot minima and maxima are given for each each separate neo-Hittite or Aramaean contingent. A sub-general must take his chariots from the C-in-C's contingent. The later armies of vassal or semi-independent Neo-Hittite states from 710 BC, such as the rump kingdom of Tabal, are covered by the "Mannaian and other Taurus and Zagros highland states" list.

32. WESTERN CHOU AND SPRING AND AUTUMN CHINESE 1100 BC - 480 BC

Western Chou and northern states - Cold. Ch'u, Wu or Yueh - Tropical. Western Chou Ag 3, others Ag 0.

WW, Rv, H(S), H(G), Wd, O, RGo, M, Rd, BUA. Only Ch'u, Wu and Yueh: WW, E.

C-in-C - in 3-man 4-horse chariot, Irr Kn (O) @ 19AP or Reg Kn (O) @ 31AP 1

Chinese ally-general - in 3-man 4-horse chariot, Irr Kn (O) @ 14AP 0-3

Archers - Irr Bw (I) @ 3AP or Reg Bw (I) @ 4AP 8-36

Skirmishing archers - Irr Ps (O) @ 2AP 0-12

Only before 700 BC:

Sub-general in 3-man 4-horse chariot, Irr Kn (O) @ 19AP or Reg Kn (O) @ 31AP 0-1

Noble 3-man 4-horse chariots - Irr Kn (O) @ 9AP 8-12

Upgrade noble chariots to Reg Kn (O) @ 11AP 0-5

Infantry with short dagger-axe and shield - Irr Bd (I) @ 4AP or Reg Bd (I) @ 5AP 8-40

Upgrade short dagger-axe men to Tiger guards - Reg Bd (F) @ 7AP 0-8

Infantry with short spear and shield - Irr Ax (O) @ 3AP or Reg Ax (O) @ 4AP 4-12

Only from 1027 BC to 1017 BC:

Shang ally - List: Hsia and Shang Chinese (Bk 1)

Only from 700 BC:

Sub-general in 3-man 4-horse chariot, Irr Kn (O) @ 19AP or Reg Kn (O) @ 31AP 0-2

Noble 3-man 4-horse chariots - Irr Kn (O) @ 9AP 8-22

Upgrade noble chariots to Reg Kn (O) @ 11AP 0-5

Upgrade generals' chariots with 4 crew to Kn (S), @ 34AP if regular, otherwise 21AP if C-in-C or sub-general, 16AP if ally-general All/0

Upgrade other chariots with 4 crew to Kn (S), @ HAP if regular, otherwise 11AP 0-2

Infantry with long spear or long dagger-axe - Irr Ax (X) @ 3AP or Reg Ax (X) @ 4AP 12-36

Picked troops with sword or short dagger-axe and shield - Irr Bd (F) @ 5AP 0-6

Only after 550 BC:

Replace Ax (X) with Irr Bd (I) @ 4AP or Reg Bd (I) @ 5AP All/0

Only in Northern armies:

Jung, Ti or similar northern tribesmen - Irr Wb (F) @ 3AP or Irr Ps (O) @ 2AP 0-12

Jung, White Ti or I allies - List: Early Northern Barbarians (Bk 1)

Only in the armies of Ch'u after 690 BC, Wu after 584 BC or Yueh after 510 BC:

Southern tribesmen - Irr Wb (F) @ 3AP 0-12

Dug-outs - Irr Bts (I) @ 1AP [Any foot] 0-4

Horse-rafts - Irr Shp (I) @ 2AP [Kn] 0-3

Only in the armies of Wu after 520 BC or Yueh after 510 BC:

Convicts - Irr Hd (S) @ 2AP 0-3

Only in Ch'u armies from 510 BC - 506 BC:

Stampeding herd of elephants - Irr Exp (O) @ 7AP 0-1

This list covers the Western Chou dynasty from its appearance as first allies, then rivals and supplanters of the Shang until 770 BC, and then the numerous independent states of the early Eastern Chou period, commonly named after the "Spring and Autumn Annals" of the state of Lu. It is further divided into the northern or Yellow River Valley states, including the Western Chou itself, Ch'in, Tsin, Ch'i, Cheng, Sung and Lu; and the Yangtze Valley kingdoms of Ch'u after 690, Wu after 584 and Yueh after 510. All regulars must belong to the command of a regular C-in-C or sub-general. They represent the Royal Troops of the Western Chou, or those of an exceptionally well-organised state such as Ch'i under Duke Huan, 686 - 643 BC, or Ch'u in the campaign of 595 BC. They cannot be combined with stampeding elephants. Most chariots were drawn by 4 horses, but a minority, particularly early in the period, can have 2; this does not affect classification, being probably due to local horse shortages. Non-guard infantry with short dagger-axes before 700 BC are classified as (I) because of their inadequate confidence and training. The option to replace infantry with Bd (I) after 550 BC represents the throwing away of long weapons to charge with the sword, a practice first recorded in a Ch'i army of 520 BC but possible at any time after the widespread introduction of swords in the 6th century. The (I) grading is because they are not primarily trained as swordsmen. Otherwise close-fighting infantry with long dagger-axes other than picked troops are classed as Ax (X), because these were used mixed with spears as a mainly anti-chariot weapon and both lacked substantial shields. Ps (O) can support Ax (X). Charioteers can

always dismount to fight on foot as Bw after 550 BC. If any chariots are upgraded to (S), all generals' chariots must be. Wu and Yueh armies cannot contain more than the minimum number of chariots, or upgrade any chariots to (S).

33. VILLANOVAN ITALIAN 1000 BC - 650 BC

Warm. Ag 1. WW, Rv, H(S), H(G), O, V, RGo, M, Rd, BUA.

C-in-C - on horse, Irr Cv (O) @ 17AP, or in chariot, Irr Cv (O) @ 16AP

1

Sub-general - as above

1-2

Cavalry - Irr Cv (O) @ 7AP

4-12

Only before 800 BC:

Spearmen - Irr Wb (F) @ 3AP

46-155

Only from 800 BC:

Axemen - Irr Bd (O) @ 5AP

0-3

Spearmen - Irr Wb (O) @ 3AP

24-80

Javelinmen - Irr Ax (O) @

3AP

18-60

Mixed archers and slingers - Irr Ps (O) @ 2AP

6-12

This list covers lowland Italian Iron Age cultures before the rise of Etruscan and Greek influence. Defence originally rested entirely on the well-to-do spearmen class with spear, sword, dagger, scutum, helmet and bronze pectoral. These fought as individuals rather than in phalanx. From the 8th century these were supplemented by poorer warriors with javelins, light axe, dagger and scutum, but rarely helmet or pectoral. Most javelins were entirely of wood without heads. Spearmen now replaced the scutum with a round bronze faced shield but lacking the hoplite grip. They continued to fight as individuals, though probably now with lower mobility. Archers and slingers were apparently few, but there are depictions of both shielded and shieldless cavalry, and of foot using two-handed axes, with shields slung at their backs.

34. LATER HEBREW 1000 BC - 587 BC

Warm. Ag 1. Rv, H(S) , H(G), O, V, RGo , Rd, BUA.	
C-in-C - in 2-horse 2-crew chariot, Reg Cv (S) @ 29AP	1
Sub-general - as above	0-2
Scouts - Irr LH (O) @ 5AP or Irr LH (F) @ 4AP	0-1
Gibborim - Reg Ax (S) @ 5AP	4-8
Philistine and Aegean mercenaries - Reg Sp (O) @ 5AP	4-8
Spearman - Irr Ax (O) @ 3AP	16-60
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	6-20
Slingers - Irr Ps (O) @ 2AP	4-12
Bedouin - Irr Cm (O) @ 6AP or Irr LH (I) @ 3AP	0-4
Only before 968 BC (David):	
Chariots - 2-horse, 2-crew, Reg Cv (S) @ 9AP	0-4
Only from 968 BC to 925 BC:	
Chariots - 2-horse, 2-crew, Reg Cv (S) @ 9AP	8-17
Only Israel from 924 BC to 722 BC:	
Chariots - 2-horse, 2-crew, Reg Cv (S) @ 9AP	8-17
Only Judah after 925 BC:	
Chariots - 2-horse, 2-crew, Reg Cv (S) @ 9AP	4-7
Cavalry - Reg Cv (I) @ 6AP or Reg LH (O) @ 5AP	0-2
Only from 925 BC to 722 BC:	
Israelite allies for Judah or Judaeans allies for Israel - List: Later Hebrew (Bk 1)	
Aramaean allies - List: Neo-Hittite and Later Aramaean (Bk 1)	
Only after 800 BC:	
Upgrade chariots to 4-horse, 3-crew - Reg Kn (O) @ 31AP if general, 11AP if not	All
Only Judah from 721 BC to 671 BC:	
Philistine allies - List: Philistine (Bk 1)	
Only Judah from 721 BC to 598 BC:	
Egyptian allies - List: Libyan Egyptian (Bk 1) until 712 BC, then Kushite Egyptian (Bk 1)	0-24
Only Judah after 702 BC:	
Further upgrade generals' chariots to 4-horse, 4-crew - Reg Kn (S) @ 34AP	Any
Phoenician allies - List: Cypriot and Phoenician (Bk 1)	
Only Judah in 589 BC:	
Egyptian allies - List: Saitic Egyptian (Bk 1)	0-16

This list covers the Hebrew kingdoms from David until the fall of Judah to Nebuchadnezzar II of Babylon. The United Monarchy of Israel and Judah divided after Solomon in 925 BC. The Kingdom of Israel fell to Shalmaneser V of Assyria in 722 BC. Chariots were initially captured from neighbours or imported from Egypt. Prior to David's reign, captured chariots and horses had been destroyed as of little use in hill country. They were greatly multiplied by Solomon. After the division of Israel and Judah, Israel appears as a significant chariot power in Assyrian records but is not recorded as employing cavalry. Gibborim "mighty men" were armed with spear, javelin, shield and often wore armour. The Kushite Egyptians intrigued constantly with the Syrian and Hebrew kingdoms against Assyria, and sent an army to aid Hezekiah, King of Judah, in 701 BC, somewhat to the surprise of most parties.

35. CYPRIOT AND PHOENICIAN 1000 BC - 332 BC

Warm. Ag 0. WW, H(S), **Wd**, O, V, Rd, BUA.

C-in-C - in 2-horse 2-crew chariot, Reg Cv (O) @ 27AP 1

Ally-general - in 2-horse 2-crew chariot, Reg Cv (O) @ 17AP 1-3

Spearman - Reg Ax (O) @ 4AP 24-64

Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP 8-20

Slingers - Irr Ps (O) @ 2AP 0-12

Javelinmen - Irr Ps (I) @ 1AP 0-12

Only before 900 BC:

Chariots - Reg Cv (O) @ 7AP 4-12

Only from 900 BC to 490 BC:

Upgrade generals in 4-horse 3-crew chariots to Reg Kn (O) @ 31AP if C-in-C,
21AP if ally-general All

4-horse 3-crew chariots - Reg Kn (O) @ 11AP 4-12

Only from 900 BC:

Cavalry - Reg Cv (I) @ 6AP 0-6

Biremes/pentekonters - Reg Gal (F) @ 2AP [Ax] 0-6

Only Phoenician colonial armies in the West from 800 BC to 550 BC:

Spanish mercenary cavalry - Irr Cv (O) @ 7AP 0-4

Sardinian or Spanish mercenary warriors - Irr Ax (O) @ 3AP 0-16

Only after 720 BC:

Replace biremes/pentekonters with triremes/trieres - Reg Gal (O) @ 3AP [Sp, Ax] Any

Only Cypriots after 700 BC:

Asiatic Greek allies - List: Early Hoplite Greek (Bk 1)

Only after 680 BC:

Replace generals and spearmen with hoplites - Reg Sp (I) @ 24AP if C-in-C,
MAP if ally-general, 4AP if not Any

Only after 490 BC:

Upgrade non-hoplite generals - if in 4-horse 3-crew chariots to Reg Kn (O) @ 31AP if C-in-C,
21AP if ally-general, if on horse to Reg Cv (O) @ 28AP if C-in-C, 18AP if ally general All

Only Phoenicians in 353 BC:

Egyptian-supplied Greek mercenary ally-general - Reg Sp (O) @ 15AP 1

Egyptian-supplied Greek mercenary hoplites - Reg Sp (O) @ 5AP 7-15

Only Phoenicians after 350 BC:

Bolt-shooters - Reg Art (O) @ 8AP 0-6

Replace triremes/trieres with quinquiremes/penteres - Reg Gal (S) @ 4AP [Sp, Ax, Ps] 1/2

This list covers Cyprus until the unsuccessful revolt against the Persians circa 496 BC, Phoenician home armies until Alexander's conquest in 332 BC and Phoenician colonial armies until the rise of Carthage from 550 BC. Cyprus, due to its location off Asia Minor, was successively colonised by Mycenaeans, Sea Peoples, Dorian Greeks and Phoenicians, the resulting culture and military organisation owing more to Near Eastern models than to Greek. It was tributary to Assyria under Sargon II, Esarhaddon and Ashurbanipal. At that time it was divided into several city states - Edi'il (Idalion), Kartihadaasti (Carthage!), Kitrusi (Citium), Kuri (Curion), Lidir (Ledron), Nuria (Nurii), Pappa (Paphos), Silli (Soli), Sillu'ua (Salamis) and Tamesi (Tamassos). Some time after the collapse of Assyria, the Saitic pharaoh Amasis (Ahmose II) imposed tribute for a while. Cyprus later submitted to Persian dominion and sent forces to assist in Cambyses' invasion of Egypt, Artillery can only be used from PF. A Greek ally-general can control only and must control all mercenary hoplites.

36. ITALIAN HILL TRIBES 1000 BC - 290 BC

Warm. Ag 3. Rv, H(S) , H(G), Wd , O, RGo, Rd, BUA.	
C-in-C- Irr Cv (O) @ 17AP	1
Sub-general - as above	0-1
Ally-general - Irr Cv (O) @ 12AP	0-2
Cavalry - Irr Cv (O) @ 7AP	2-5
Infantry - Irr Ax (O) @ 3AP	50-160
Skirmishers - Irr Ps (I) @ 1AP	0-10
Ditch and palisade or rocks and felled trees - TF @ 2AP	0-12
Latin allies - List: Latin, Early Roman, Early Etruscan and Umbrian (Bk 1)	
If any but Samnites, Umbrians or Hernici:	
Replace all Ax (O) by Irr Wb (F) @ 3AP	All/0
Only if Hernici:	
Upgrade picked infantry to Reg Ax (S) @ 5AP	0-16

This list covers Italian hill peoples such as the Sabines, Hernici, Aequi, Volsci, Picentes, Aurunci and Sidicini until the absorption of the last of these by Rome during the 3rd Samnite War, also the Samnites before the foundation of the Samnite league in 355 BC and the Umbrians before assimilation to Etruscan culture after 700 BC. The Wb (F) option is because at least some of the tribes were a turbulent and hot-headed bunch, being forced out of their own country by Samnite expansion and needing to acquire new lands to inhabit rather than to raid and retreat from. Livy mentions a Hernici army that included 8 cohorts of picked fit young men. We assume that crack troops would be more likely to be armoured. Cavalry can always dismount as Wb (S).

37. MANNAIAN AND OTHER TAURUS AND ZAGROS HIGHLAND STATES 950 BC - 610 BC

Mannaiia, Zamua, Nairi: Dry. Others: Cold. Ag 1. Rv, H(S) , H(G), O, E, Wd, RGo, Rd, BUA.	
C-in-C - in 2-horse 2-crew chariot, Irr Cv (O) @ 16AP	1
Sub-general - as above	1-2
Chariots - Irr Cv (O) @ 6AP	2-5
Cavalry - Irr Cv (I) @ 5AP	4-12
Spearmen - Irr Ax (O) @ 3AP	24-72
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	12-60
Skirmishers - Irr Ps (S) @ 3AP	0-6
Aramaean allies - List: Early Bedouin (Bk 1)	
Only Kumme from 895 BC to 894 BC:	
Assyrian allies - List: Middle Assyrian and Early Neo-Assyrian (Bk 1)	
Only after 800 BC:	
Upgrade generals on horseback to Irr Cv (O) @ 17AP	Any
Upgrade cavalry to Irr Cv (O) @ 7AP	All
Zikirtu allies - List: Medes, Zikirtu, Andia or Parsua (Bk 1)	
Urtartian allies - List: Urtartian (Bk 1)	
Only if Zamua before 700 BC:	
Dry stone walls - TF @ 2AP	0-12
Only after 750 BC:	
Upgrade chariots to 4-horse, 3-crew - Irr Kn (O) @ 19AP if general, 9AP if not	All
Reclassify cavalry as Irr LH (S) @ 7AP	0-6
Kimmerian allies - List: Kimmerian, Skythian or Early Hu (Bk 1)	
Assyrian allies - List: Neo-Assyrian Empire or Neo-Assyrian Later Sargonid (Bk 1)	
Only if Hilakku after 710 BC:	
Mercenary Greek hoplites- Reg Sp (O) @ 5AP	0-8

This list covers the major Iron Age, predominantly non-Iranian, highland states of the Taurus and Zagros mountains, including Mannaiia, Zamua, Kumme, the later Nairi lands south of Lake Van, Shubria, Hubushkia and Musasir. After 710 BC, it also covers the independent fragments of Tabal (Cappadocia) and Hilakku (Cilicia). These kingdoms led an

uneasy existence as buffer states between Assyria, Urartu and later the Kimmerians and Medes. Light horse were very similar to those of the Elamites. Psiloi archers can support spearmen.

38. LIBYAN EGYPTIAN 946 BC - 712 BC

Dry. Ag 2. O, E, RGo, BUA. In Delta, Rv, M, otherwise WW, D, Rd.	
C-in-C - in chariot, Reg Cv (S) @ 29AP or on horse, Reg Cv (O) @ 28AP	1
Sub-general - in chariot, Reg Cv (S) @ 29AP	0-1
Egyptian, Libu or Meshwesh ally-general - in chariot, Reg Cv (S) @ 19AP	0-3
Chariots - Reg Cv (S) @ 9AP	4-20
Cavalry - Reg Cv (I) @ 6AP	0-6
Cavalry - Reg LH (F) @ 4AP	0-2
Shardana Royal Guard - Reg Bd (O) @ 7AP	0-6
Egyptian Royal Guard - Reg Sp (O) @ 5AP	0-2
Libu - Irr Wb (F) @ 3AP	0-10
"Invincible Meshwesh" - Irr Wb (S) @ 5AP	8-32
Libu, Palestinian or Bedouin javelinmen - Irr Ps (I) @ 1AP or Irr Ax (I) @ 2AP	16-30
Nubian or Libyan archers - Irr Ps (O) @ 2AP	4-10
Egyptian close fighters - Reg Bd (I) @ 5AP	4-10
Egyptian archers - Reg Bw (I) @ 4AP	4-10
Bari - Irr Bts (S) @ 3AP [Any foot]	0-4

The successors of Ramesses III were weak rulers, and during the reign of Ramesses XI the kingdom split up. By the end of his reign, Nubia had been lost and the High Priests of Amun had gained control of the rest of the south. Thereafter, Egyptian petty kings in the north were unable to resist waves of Libyan immigration that augmented the Libyans and Sea Peoples allowed to settle earlier in return for military service. Eventually, a Libyan chieftain called Sheshonq made himself pre-eminent Pharaoh over the whole of the north. The next three dynasties were all of Libyan descent but largely Egyptian culture. They were unable to gain control over southern Egypt, which was under the influence of the Kushite rulers of Nubia and further south. A last attempt to do so led to their own overthrow. By the end of the period the north was divided into a patchwork of small principalities. Armies would then have consisted of contingents supplied by various semi-independent rulers. The Libyan warriors of the Meshwesh and Libu tribal groups formed the mainstay of Egyptian armies in this period. The Meshwesh were largely settled in the Delta and were commanded by numerous chiefs of the Ma. The Libu settled further west and were ruled by a "Great Chief of the Libu". The command structure at the battle of Heracleopolis is preserved. It includes three kings, 1 prince and 3 chiefs and great chiefs of the Ma. The Libyan warrior elite were only finally absorbed into a national militia under Psamtik (List 53: Saitic Egyptian). Even so, they are still clearly discernable as the ancestors of the machimoi in Herodotos, divided into the two regionally distinct groups of Calasiries and Hermotybies, and as the efficient marines of the Saite and Persian periods. Up to 8 elements of javelinmen can be Bedouin. Ally generals need not command otherwise compulsory troops of nationalities other than their own. WW represents the Nile, Rv the branches of the Delta.

39. URARTIAN 880 BC - 585 BC

Cold. Ag 3. Rv, **H(S)**, **H(G)**, O, E, RGo, Rd, BUA.

C-in-C in 2-horse, 2-crew chariot - Irr Cv (S) @	18AP	1
Sub-general - as above		0-1
Provincial generals in chariots (count as ally-generals) - Irr Cv (S) @	13AP	1-3
Mounted scouts - Irr LH (F) @ 4AP		0-3
Mountain guides and scouts - Irr Ps (S) @ 3AP		0-3
Provincial infantry - Irr Ax (O) @ 3AP		20-90
Provincial archers - Irr Ps (O) @	2AP	6-12
Musasirian allies - List: Mannaian and other Taurus and Zagros highland states (Bk 1)		

Only before 780 BC:

Chariots - 2-horse, 2-crew, Irr Cv (S) @ 8AP		0-8
Cavalry - Irr Cv (I) @ 5AP		4-12

Only from 780 BC:

Upgrade generals to Reg Kn (O) @ 31AP if C-in-C or sub-general, 21AP if ally-general		All
Chariots - 4-horse, 3-crew, Reg Kn (O) @	11AP	0-3
Kimmerian or Skythian mercenary allies - List: Kimmerian, Skythian or Early Hu (Bk 1)		

Only from 780 BC to 750 BC:

Chariots - 2-horse, 2-crew, up to half Irr Cv (S) @ 8AP, remainder Reg Cv (S) @ 9AP		0-6
Cavalry - Up to half Irr Cv (I) @ 5AP, remainder Reg Cv (I) @ 6AP		8-12
Neo-Hittite and Aramaean subjects and allies - List: Neo-Hittite and Later Aramaean (Bk 1)		

Only after 750 BC:

Qurbuti guard chariots - Reg Kn (O) @	11AP	0-4
Qurbuti guard cavalry - Reg Cv (O) @ 8AP		0-8
Qurbuti footguards - all Reg Ax (S) @ 5AP or all Reg Sp (S) @ 7AP		0-4
Footguard archers (can support footguards) - Reg Ps (O) @ 2AP		0-1
Kallapani, vehicle-mounted infantry - half Reg mtd Ax (S) @ 6AP,		
half supporting Reg mtd Ps (O) @ 3AP		0-2
Provincial chariots - Irr Cv (O) @ 6AP		0-3
Provincial cavalry - Irr Cv (O) @ 7AP		8-12
Reserves and levies - Irr Hd (O) @	1AP	0-10
Assyrian deserters - half Reg Ax (O) @ 4AP, half Reg Ps (O) @ 2AP		0-2
Mede, Zikirtu or Andian allies - List: Medes, Zikirtu, Andia or Parsua (Bk 1)		

Urartu, centred in the mountains around Lake Van, expanded into Mannai and the Skythian territory north of the Caucasus, and exerted influence over the Neo-Hittite and Aramaean states of Syria. This made it a dangerous rival power to the Assyrians, and it was the subject of a number of campaigns by Shalmaneser III, Tiglath-Pileser III and Sargon II. Urartian military organisation appears to have been similar to that of the Assyrians - both probably copied each other. The Assyrians thought highly of Urartian cavalry. Kallapani were infantry carried on fast flat-bed carts, like those of the Elamites. The C-in-C and sub-general can command provincial troops. Provincial generals cannot command regular troops other than their own element. On one occasion, the Urartians waited until snow fell before fighting Kimmerians. Crippled by Assyria, Urartu was finally conquered by the Medes.

40. MEDES, ZIKIRTU, ANDIA OR PARSUA 835 BC - 550 BC

Dry. Ag 2. Rv, H(S), H(G), O, E, RGo, Rd, BUA.	
C-in-C - Irr Cv (O) @ 17AP if on horse, 16AP if in chariot	1
Cavalry - Irr Cv (O) @ 7AP	16-30
Spearmen - Irr Sp (I) @ 3AP	12-72
Skirmishing archers - Irr Ps (O) @ 2AP	0-10
Ditch and bank for camp - TF @ 1AP	0-16
Kimmerian or Skythian allies - List: Kimmerian, Skythian or Early Hu (Bk 1)	
Only before 669 BC:	
Regrade spearmen as Irr Ax (O) @ 3AP	All
Only before 620 BC:	
Sub-general - Irr Cv (O) @ 17AP if on horse, 16AP if in chariot	0-1
Ally-general - Irr Cv (O) @ 12AP if on horse, 11AP if in chariot	0-2
Only from 669 BC to 621 BC:	
Archers supporting Sp - Irr Ps (O) @ 2AP	1 per Sp element
Mannaian allies - List: Mannaian and other Taurus and Zagros highland states (Bk 1)	
Only from 733 BC to 669 BC:	
Assyrian allies - List: Neo-Assyrian Empire or Neo-Assyrian Later Sargonid (Bk 1)	
Only from 620 BC (Median Empire):	
Sub-general - Irr Cv (O) @ 17AP if on horse, 16AP if in chariot	1-2
Median archers - Irr Bw (I) @ 3AP	8-20
Armenians or similar - Irr Ax (O) @ 3AP	0-10
Parthians or similar - Irr Bw (O) @ 4AP	0-10
Kaspian or Parikanians - Irr Ps (O) @ 2AP	0-8
Kaspian or Parikanian horse - Irr LH (F) @ 4AP	0-8
Levy dregs - Irr Hd (O) @ 1AP	0-12
Babylonian allies - List: Neo-Babylonian (Bk 1)	

This list covers the Medes from their first mention in Assyrian annals until their incorporation into the nascent Persian empire. It also covers other early Iranian states such as Zikirtu, Andia and Parsua. According to Herodotus, Median spearmen, archers and cavalry originally fought intermixed, until Kyaxares separated them (in about 620 BC). Parsua was influenced by the Elamite emphasis on foot archery, ultimately evolving the sparabara system described under the Early Achaemenid Persian list. It is not certain at what date this change occurred, and so, to avoid spuriously differentiating between troops which may have been identical, Parsuan vassal troops in a Median army are assumed to be the same as Medes, but probably with a higher proportion of archers to spearmen.

41. PHRYGIAN 800 BC - 676 BC

Warm. Ag 1. Rv, H(G), RGo, Rd, BUA.	
C-in-C - in chariot, Irr Cv (O) @ 16AP	1
Sub-general - as above	0-1
Ally-general - in chariot, Irr Cv (O) @ 1 1AP	1-3
Chariots - 2- or 4-horse, with javelin-armed crew, Irr Cv (O) @ 6AP	0-10
Cavalry - Irr Cv (O) @ 7AP	6-10
Light cavalry - Irr LH (O) @ 5AP or Irr LH (F) @ 4AP	0-4
Spearmen - Irr Ax (O) @ 3AP	40-90
Archers - Irr Ps (O) @ 2AP	3-16
Javelinmen - Irr Ps (S) @ 3AP or Irr Ps (I) @ 1AP	0-18
Slingers - Irr Ps (O) @ 2AP	0-12
Urtian allies - List: Urtian (Bk 1)	
Kimmerian allies - List: Kimmerian, Skythian or Early Hu (Bk 1)	

This list covers the later years of the Phrygian kingdom of west central Asia Minor from 800 BC until its overthrow by the Kimmerians allied with Urartu. Its capital was at Gordion. Several of its kings went under the name Midas (Assyrian Mita). The Phrygians (Assyrian Mushki), perhaps of Thracian origin, fought the Assyrians over a number of years. Tiglath-Pileser mentions five kings, so they may have comprised a group of tribes. In 709 BC they concluded peace and began paying tribute to Sargon II.

42. NEO-ELAMITE 800 BC - 639 BC

Dry. Ag 2. Rv, **H(S)**, H(G), O, E, RGo, Rd, BUA.

C-in-C - in 4-horse 3-crew chariot, Irr Kn (O) @ 19AP or as Irr mtd Bw (I) @ HAP	1
Elamite ally-general - as above but 5AP less, or on horse, Irr LH (S) @ 12AP	1-2
Chariots - 4-horse, 3-crew, Irr Kn (O) @ 9AP	0-2
Cavalry - Irr LH (S) @ 7AP	4-12
2- or 4-equid kallapani chariots - Irr mtd Bw (I) @ 4AP	8-24
Spearmen - Irr Ax (O) @ 3AP	0-6
Shielded archers - Irr Bw (O) @ 4AP	0-6
Archers - Irr Bw (I) @ 3AP	36-80
Skirmishers with bow - Irr Ps (O) @ 2AP	0-12
Babylonian or tribal Aramaean allies - List: Neo-Babylonian (Bk 1)	
Arab allies - List: Early Bedouin (Bk 1)	

The Kingdom of Elam, founded around 2700 BC, was situated in what were later to be the Persian provinces of Susa and Anshan. It fought against both Babylon and Assyria, to whose reliefs we owe our knowledge of the Neo-Elamite army. How far this resembled earlier Elamite armies is unknown, except that the Elamites always depended heavily on archers. These are always depicted as unarmoured and shieldless, but an Assyrian source refers to some as "men of the bow and the shield". Kallapani were troops on fast carts, each cart carrying several archers to support true chariots or cavalry. The only depiction of an Elamite king in battle shows him riding with one of his sons and a driver, armed with bows, on a 4-horse kallapani cart. Horsemen carried long spear and sword in addition to their bow, but were unarmoured.

43. KIMMERIAN, SKYTHIAN OR EARLY HU 750 BC - 50 AD

Hu, Kimmerians and European Skythians: Cold. Central Asian Skythians: Dry.

Ag 4. Rv, H(G), RGo. Chorasians only: WW, M

C-in-C- Irr Cv (O) @ 17AP

1

Sub-general - Irr Cv (O) @ 17AP or Irr LH (F) @ 14AP

1-2

Horse archers - Irr LH (F) @ 4AP

30-96

Foot archers - Irr Ps (O) @ 2AP or Irr Bw (1) @

3AP

* 15-20

Slingers - Irr Ps (O) @ 2AP

0-6

Other tribal or subject tribe foot - Irr Ax (O) @ 3AP or Irr Hd (O) @ 1 AP

*6-18

Only European Skythians from 700 BC to 600 BC:

Kimmerian allies - List: Kimmerian, Skythian or Early Hu (Bk 1)

Only Kimmerians from 680 BC to 675 BC:

Treres (lowland Thracian) allies - List: Thracian (Bk 1)

Only Kimmerians before 640 BC:

Mannaian allies - List: Mannaian and other Taurus and Zagros highland states (Bk 1)

Urartian allies - List: Urartian (Bk 1)

Only Massagetae from 550 BC to 150 BC:

Upgrade generals to Irr Cv (S) @ 19AP with horse armour

All

Noble cavalry on armoured horses - Irr Cv (S) @ 9AP

3-8

Upgrade archers to Irr Bw (O) @ 4AP

Any

Mountain Indian allies - List: Mountain Indian (Bk 2)

0-24

Any Skythians after 500 BC except Massagetae:

Noble armoured cavalry - Irr Cv (O) @ 7AP

1-5

Upgrade generals or nobles on armoured horses to Irr Cv (S) @ 19AP if general, 9AP if not

0-2

Only Hu after 400 BC:

Jung allies - List: Early Northern Barbarians (Bk 1)

Only European Skythians in 313 BC:

Terizoi (lowland Thracian) allies - List: Thracian (Bk 1)

Black Sea Greek allies - List: Later Hoplite Greek (Bk 2)

All Skythians after 300 BC:

Upgrade Cv generals to Irr Kn (F) @

19AP

All

Upgrade noble cavalry to Irr Kn (F) @ 9AP

All

Only Saka in 129 BC:

Seleucid allies - List: Seleucid (Bk 2)

The Kimmerians were close relatives of the Skythians, and were driven by them from the steppes in the 8th century BC. Moving south and west, they successively broke the power of Urartu, overthrew the Phrygian kingdom, and inflicted a heavy defeat on the Lydians. Though on occasion allied to the Assyrians, they were decisively defeated by them under Esarhaddon. They were followed from the steppes by the Skythians at the end of the 8th century BC. The Skythian king Partatua married a daughter of Esarhaddon in 679 BC, initiating a close alliance with Assyria that lasted 50 years. Skythians fought Medes, Persians, Macedonians, Bactrian Greeks and Indians successfully, but were defeated and absorbed by Sarmatians and Parthians. We divide Skythians into European Skythians, including the original Ishkuzai, the Royal Skyths and their later off-shoots, and Central Asian Skythians, including the Chorasians of the artes delta and Aral Sea region, the Dahae, the Saka and the Massagetae. Hu were the early mounted tribes of the Chinese border, including the Lin-hu, Tung-hu and Lou-fan. While earlier mounted nomads may have made isolated incursions into China - the Hsien-yun invasion of 823 BC may have been one - they are only known for certain after 400 BC. The Hu were absorbed by the Hsiung-nu by 200 BC. Jung allies can include LH (F). Minima marked * apply only to the Massagetae, or if any foot are used. Cyrus the Great is variously reported to have died fighting either the Massagetae or the Derbikes and their Indian allies including elephants. We reconcile these by assuming the obscure Derbikes to have been part of the larger Massagetae confederacy. Mountain Indian allies can include 1 elephant element in addition to any elephant-mounted general. The Kimmerians co-operated in Anatolia with the Treres, believed to be Thracians. In 313 BC, Lysimachos faced an alliance of Black Sea Greek coastal cities, Thracian Terizoi and Skythians. The Thracians deserted, the Skythians were defeated and the Greeks besieged. The Parthians tried to use a captured Seleucid army against the Skythians in 129, but it immediately changed sides.

44. NEO-BABYLONIAN 746 BC - 539 BC (and 522-521 BC, 482 BC)

Dry. Ag 1. WW, Rv, H(G), O, E, RGo, M, Rd, BUA.

C-in-C

- before 626 BC: in 4-horse, 3-crew chariot - Reg Kn (O) @ 31AP 1
- after 626 BC: in 4-horse, 4-crew chariot - Reg Kn (S) @ 34AP 1

Sub-general

- before 626 BC: in 4-horse, 3-crew chariot - Reg Kn (O) @ 31AP 1-2
- from 626 BC to 539 BC: in 4-horse, 4-crew chariot - Reg Kn (S) @ 34AP 1-2
- from 522 BC - 521 BC and in 482 BC: on horse, Reg Cv (O) @ 28AP 1-2

Ally-general - as sub-general @ 21AP if Reg Kn (O), 24AP if Reg Kn (S), 18AP if Reg Cv (O) 0-1

Qurbuti guard chariots

- before 626 BC: 3- or 4-horse, 3-crew, Reg Kn (O) @ 11AP 4-9
- from 626 BC - 539 BC: 4-horse, 4-crew, Reg Kn (S) @ MAP 4-9

Qurbuti guard cavalry

- before 669 BC: Reg Cv (I) @ 6AP 3-5
- from 669 BC - 626 BC: Reg Cv (O) @ 8AP 3-5
- from 626 BC - 539 BC: Reg Cv (O) @ 8AP or on armoured horses, Reg Cv (S) @ 10AP 3-5

Qurbuti guard infantry

- before 669 BC: Reg Ax (O) @ 4AP 0-4
- from 669 BC - 539 BC: Reg Sp (O) @ 5AP 0-4

Chaldean, Aramaean or militia cavalry

- before 626 BC: Irr Cv (I) @ 5AP 3-5
- from 626 BC - 539 BC: Reg Cv (O) @ 8AP 3-5
- from 522 BC - 521 BC and in 482 BC: Irr Cv (O) @ 7AP 3-5

Chaldean, Aramaean or militia archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP 20-48

Flooded ditches - TF @ 2AP 0-10

Only Shamash-shum-ukin revolt from 651 BC to 648 BC:

Upgrade C-in-C in 4-horse 4-crew chariot to Reg Kn (S) @ 34AP 1

Assyrian deserters - Reg Cv (S) @ 10AP 0-2

Assyrian deserters - half Reg Sp (I) @ 4AP or Reg Ax (I) @ 3AP, 0-4

half supporting Reg Ps (O) @ 2AP 0-4

Only before 639 BC:

Elamite allies - List: Neo-Elamite (Bk 1)

Only before 626 BC:

Chaldean, Aramaean or militia chariots - 2- or 3- horse, 2- or 3- crew, Irr Cv (O) @ 6AP 0-2

Arab allies - List: Early Bedouin (Bk 1)

Only from 626 BC:

Kallapani - Reg mtd Sp (O) @ 6AP 0-2

Only from 626 BC to 539 BC:

Skythian mercenaries - Irr LH (F) @ 4AP 0-4

Only from 626 BC to 550 BC:

Mede allies - List: Medes, Zikirtu, Andia and Parsua (Bk 1)

Only after 605 BC and before 539 BC:

Upgrade archers - up to half to Reg Bw (X) @ 7AP, remainder to Reg Bw (O) @ 3AP 0-28

if rear element of double base behind Bw (X), otherwise 5AP

Lydian, Ionian, Karian and other Greek mercenary hoplites - Reg Sp (O) @ 5AP 0-2

Levy infantry - half Reg Ax (I) @ 3AP, half Reg Ps (O) @ 2AP 0-8

Reserves and emergency levies - Irr Hd (O) @ 1AP 0-50

Arab levies - Irr Cm (O) @ 6AP 0-12

Only revolts of 522-521 BC or 482 BC:

Upgrade archers - up to half to Irr Bw (X) @ 5AP, remainder to Irr Bw (O) @ 3AP 0-16

if rear element of double base behind Bw (X), otherwise 4AP 20-60

Levies - Irr Hd (O) @ 1AP

The Assyrians, though greatly respecting Babylonian culture, seem to have had a low opinion of the general competence of the urbanised Babylonians; but of course arrogance was an Assyrian national pastime! Assyrian military supremacy ensured that Babylonian military developments generally followed those of Assyria, though with some delay. This list covers the armies of Babylon from the accession of Nabu-nasir, through the creation of the neo-Babylonian empire under Nabopolassar and Nebuchadrezzar II, to the fall of the city to the Persians in 539 BC, and the ephemeral but fiercely-fought revolts of 522-521 BC and 482 BC. Babylonian armies of this period were usually fragile coalitions of the numerous socio-political and ethnic groups, some strongly pro-Assyrian or, later, pro-Persian, resident in Babylonia - but based principally around the resources of the powerful Chaldean and Aramaean tribes. The Chaldeans, whose individual tribes were larger and more urbanised than the Aramaeans, eventually gained political dominance. Their ambitious and talented ruling elite probably provided the final dynasty of independent Babylonia, though it is not certain that Nabopolassar actually was a Chaldean of the Bit-Yakin tribe as is usually supposed. Qurbuti guards cannot be used in the revolts of 522-521 and 482, nor be commanded by an ally-general.

45. NEO-ASSYRIAN EMPIRE 745 BC - 681 BC

Warm. Ag 4. Rv, H(S), H(G), Wd, O, V, E, RGo, Rd, BUA.	
C-in-C - in 4-horse, 3-crew chariot, Reg Kn (O) @ 31AP	1
Sub-general - as above	1-3
Chariots - 4-horse, 3-crew, Reg Kn (O) @ 1 1AP	6-14
Elite cavalry - Reg Cv (O) @ 8AP	2
Other cavalry - Reg Cv (I) @ 6AP	4-10
The "Trackers" and other mounted scouts - Reg LH (F) @ 4AP	2
Arab levies - Irr Cm (O) @ 6AP or Irr LH (I) @ 3AP	0-3
Kallapani, vehicle-mounted infantry of the guard or kisir sharruti - half Reg mtd Ax (S) @ 6AP, half supporting Reg mtd Ps (O) @ 3AP	2-4
Footguards	
- before 704 BC: Reg Bd (F) @ 7AP or Reg Ax (O) @ 4AP	0-2
- after 704 BC: Reg Sp (S) @ 7AP or Reg Ax (S) @ 5AP	0-4
Footguard archers (support footguards) - Reg Ps (O) @ 2AP	0-1
Infantry of the battle-array, either of the kisir sharruti or sabe dannute	
- half Reg Ax (O) @ 4AP, half supporting Reg Ps (O) @ 2AP	6-10
Upgrade Ax (O) above to elite units of the kisir sharruti, Reg Ax (S) @ 5AP	0-4
King's man infantry of the battle-array	
- half Irr Ax (O) @ 3AP, half supporting Irr Ps (O) @ 2AP, or any/all of either type	8-16
Reserves of the battle-array - half Reg Ax (I) @ 3AP, half supporting Reg Ps (O) @ 2AP, or any/all of either type	*8-12
Levied troops of the battle-array, dikut mati - Irr Hd (O) @ 1AP	**20-50
King's man tribal levies with bow or sling - Irr Ps (O) @ 2AP	4-20
King's man tribal levies with javelin and shield - Irr Ps (S) @ 3AP	0-4
Siege machines - Reg WWg (S) @ HAP	0-1
Ditch and bank for camp - TF @ 1AP	0-12
Only before 710 BC:	
Aramaeans and Neo-Hittite allies - List: Neo-Hittite and Later Aramaean (Bk 1)	
Only after 742 BC:	
Israelite vassal allies - List: Later Hebrew (Bk 1)	
Arab vassal allies - List: Early Bedouin (Bk 1)	
Only after 734 BC:	
Mede vassal allies - List: Medes, Zikirtu, Andia or Parsua (Bk 1)	
Only after 732 BC:	
Philistine vassal allies - List: Philistine (Bk 1)	0-24
Only from 731 BC to 721 BC:	
Egyptian vassal allies - List: Libyan Egyptian (Bk 1)	
Only after 720 BC:	
Elamaya, Elamite regiment - Reg Bw (I) @ 4AP	0-4
Mannaian vassal allies - List: Mannaian and other Taurus and Zagros highland states (Bk 1)	
Only after 708 BC:	
Phrygian allies - List: Phrygian (Bk 1)	
Cypriot allies - List: Cypriot and Phoenician (Bk 1)	
Only after 704 BC:	
Divine standards in chariot with priests - Reg WWg (I) @ 3AP	0-1
Upgrade chariots to 4-horse, 4-crew - Reg Kn (S) @ 34AP if general, otherwise HAP	All
Upgrade cavalry to Reg Cv (O) @ 8AP	All
Phoenician-built biremes/pentekonters - Reg Gal (F) @ 2AP [Ax, Ps]	0-2
Phoenician-built transports - Irr Shp (I) @ 2AP [Any]	0-4
Reed boats - Irr Bts (I) @ 1AP [Ps]	0-4

This list represents the main Assyrian field-army following the reforms of Tiglath-Pileser III and before the major changes of the later Sargonids. The old royal household forces of the kisir sharruti formed the basis of a new

professional army, consisting of the royal guards regiments, regular regiments of the home army from Assyria proper, foreign mercenaries and the corps of deportees. The troops of the kisir sharruti "royal corps" included the guards regiments, the elite home regiments of the Ashshuraya, Arraphaya, Aramaya, Arzuhiyaya and Arbilaya, the "foreign legion" or Shaglute, the elite Samaraya from conquered Israel, the redoubtable Aramaean Itu'aya and Gurraya, and provincial regiments, such as the Kaldaya and Piliystaya. Provincial contingents joined on the march. The field army was divided into 5 or more all-arms corps, or emuqia, named after major deities and led by their standards. Armies were normally drawn up with a vanguard, main battle-line in two wings, and a rearguard. The key to Assyrian success was the combination of excellent intelligence and communications with the superbly-equipped, well-trained and highly-mobile equestrian forces, guards regiments and regular troops of the field army. Provincial forces were small, but revolts and invasions were crushed by the rapid response this system allowed. If the field army was occupied elsewhere or in civil war, then the results were catastrophic. The large numbers of chariots are confirmed from surviving muster lists. Kallapani were infantry on fast flat-bed carts. Minima marked * or ** apply only if any troops of that origin are used. If the C-in-C's chariot element reaches rough or difficult terrain, it can be exchanged for an extra elite cavalry element. It cannot change back. The heart land was now further north, the capital moving to first Nimrud, then Nineveh. After 704 BC, grouped divine standards may be represented in the camp unhitched as a baggage element or in a harnessed chariot as a WWg (I). Assyrian slingers are depicted only at sieges and are probably temporarily re-armed spearmen. Charioteers can dismount as Bw (X) to attack fortifications. Siege machines can only be deployed if the enemy has PF. Reed boats cannot be used with Gal or Shp.

46. KUSHITE EGYPTIAN 745 BC - 593 BC

Dry. Ag 3. E, RGo, BUA.

Only before 727 BC: Rv, D, Rd.

Only from 727 BC to 664 BC: In Delta, **Rv**, O, M, Rd, otherwise **WW**, O, D, Rd.

Only after 664 BC: Rv, H(G), V, M, D, **RGo**.

Kushite C-in-C - in chariot, Irr Cv (S) @	18AP	1
Kushite sub-general - on horse, Irr Cv (O) @	17AP	1-2
Kushite chariots - Irr Cv (S) @ 8AP		5-9
Upgrade Kushite chariots as 4-horse 3-crew to Irr Kn (O) @ 19AP if general, 9AP if not		Any
Kushite cavalry - Irr Cv (O) @ 7AP		7-20
Kushite archers - Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP		12-40
Kushite javelinmen - Irr Ax (O) @	3AP	8-16
Kushite slingers - Irr Ps (O) @ 2AP		5-16
Bari - Irr Bts (S) @ 3AP [Any foot]		0-4

Only before 727 BC:

Egyptian allies - List: Libyan Egyptian (Bk 1)

Only from 727 BC to 664 BC:

Egyptian sub-general - in chariot, Reg Cv (S) @ 29AP		* 1
Egyptian chariots - Reg Cv (S) @ 9AP		*3-5
Upgrade Egyptian chariots as 4-horse 3-crew to Reg Kn (O) @ 31AP if general, 11AP if not		Any
Egyptian cavalry - Reg Cv (I) @ 6AP		*2-3
Egyptian cavalry - Reg LH (F) @ 4AP		0-2
Egyptian close fighters - Reg Bd (I) @ 5AP		**4-6
Egyptian archers - Reg Bw (I) @ 4AP		**4-6
Meshwesh settled militia - Reg Sp (I) @ 4AP		**8-20
Libu settled militia - javelinmen, Irr Ax (I) @ 2AP or archers, Irr Ps (O) @ 2AP		**4-10

Nubia was lost to Egypt about 1080 BC after a civil war between its viceroy (titled "The King's Son of Kush") and the Libyan-connected High Priest of Amun at Thebes. The later partly-Egyptianised Kings of Kush adopted many of the trappings of Egyptian kingship and were fanatically devoted to the Egyptian religion. When the Libyan Pharaoh Tefnakht attempted to extend his control to southern Egypt, till then ruled by the priests of Amun as vassals of Kush, the Kushite King Piye retaliated by sending a crusading army down the Nile in 730 BC to restore the decadent northerners to godliness, defeated their combined armies and became Pharaoh of Egypt as far north as Thebes. His successor Shabako finished them off in 712 and extended the dynasty's rule to the whole of Egypt. A series of wars with Assyria for control of Syria followed, with eventual defeat for the Kushites, who were driven right out of Egypt in 664 BC, but continued to rule in the Sudan, moving their capital south to Meroe circa 593 BC to found the Kingdom

of Meroe. Assyrian depictions of Kushite troops show charioteers, archers, and infantry with pairs of javelins and smallish round shields. The few armoured infantry are probably officers. Nubian royal monuments show large numbers of ridden horses. Minima marked * apply only if any Egyptian troops are used. Egyptian sub-generals cannot command Kushites. Minima marked ** apply only if any Egyptian, Meshwesh or Libu infantry are used. The change to 4-horse 3-crew chariots was complete by 673 BC. WW represents the lower Nile, Rv represents branches of the Delta, or the Nile above the cataracts.

47. ILLYRIAN 700 BC - 10 AD

Cold. Ag 3. WW, Rv, H(S) , Wd, RGo, Rd, BUA.	
C-in-C - Irr LH (O) @ 15AP or Irr Ax (S) @ MAP	1
Sub-general - as above	1-2
Cavalry - Irr LH (O) @ 5AP	0-6
Warriors and their slaves - Irr Ax (S) @ 4AP	42-108
Archers and slingers - Irr Ps (O) @ 2AP	0-15
Javelinmen - Irr Ps (I) @ 1AP or Irr Ps (S) @ 3AP	2-15
Lembi - Irr Bts (O) @ 2AP [Ax or Ps]	0-4
Paionian allies - List: Paionian (Bk 1)	
Only in 385 BC:	
Illyrians equipped by Syracuse as hoplites - Irr Sp (O) @ 4AP	0-4
Syracusan allies - List: Syracusan (Bk 2)	

The Illyrians' most aggressive period was from 450 BC until the subjugation of most of their tribes by the Romans in 148 BC. Their high opinion of their own fighting qualities led to rash behaviour that got them into tight places from which only their own prowess could extricate them. As a matter of custom the Illyrians armed their slaves, who fought alongside them in battle. They were great raiders and slavers by land and sea. In 230 BC an Illyrian pirate fleet enslaved the entire population of the Epeiros city of Phoinike. The Syracusan troops and arms were supplied by Dionysius I for a campaign against Epeiros.

48. THRACIAN 700 BC - 46 AD

Cold if hill tribes or Getai, Warm if not.

Ag 1. Rv, H(S), Wd, RGo, Rd, BUA. Hill tribes: H(S). Lowland tribes: WW, H(G), M, V.

C-in-C - Irr Cv (O) @	17AP	1
Sub-general - Irr Cv (O) @	17AP	0-2
Peltasts - Irr Ax (O) @	3AP	30-100
Javelinmen - Irr Ps (I) @	1AP	8-24
Archers or slingers - Irr Ps (O) @	2AP	4-20
Women, children and slaves - Irr Hd (O) @	1AP	0-6
Palisade or wagon laager to protect camp - TF @	1AP	0-12
Dug-outs - Irr Bts (I) @	1AP [Ax, Ps]	0-3

Only hill tribes:

Convert generals to peltasts - Irr Ax (S) @	HAP	Any
Light horse - Irr LH (O) @	SAP	0-6
Upgrade peltasts to Irr Ax (S) @	4AP	Any

Only lowland tribes:

Noble cavalry - Irr Cv (O) @	7AP	0-4
Light horse - Irr LH, up to half (F) with bow @	4AP, remainder (O) with javelins @	5AP 12-32
Hill tribe allies - List: Thracian (Bk 1)		

Only Odrysaians from 475 BC to 410 BC:

Dioi and other subject or mercenary hill tribe peltasts - Irr Ax (O) @	3AP or Irr Ax (S) @	4AP 0-16
Agrianes, Laioi and other subject or mercenary Paionians		
- Irr Ps (S) @	3AP or Irr Ax (O) @	3AP 0-20

Only Odrysaians from 400 BC to 357 BC:

Greek mercenary allies - List: Later Hoplite Greek (Bk 2). (May include peltasts)

Only lowland tribes from 350 BC to 250 BC:

Upgrade peltasts to Irr Ax (X) @	3AP with sarissa	0-1/3
----------------------------------	------------------	-------

Only after 250 BC:

Upgrade peltasts to rhomphaia-armed Irr Ax (S) @	4AP	Any
Upgrade javelinmen to Irr Ps (S) @	3AP	Any

Only Odrysaian Roman client kingdom from 25 BC - 46 AD:

Upgrade generals to Reg Cv (O) @	28 AP	1-2
Upgrade cavalry to Reg Cv (O) @	8AP	2-4
Upgrade peltasts to Reg Ax (S) @	5AP	8-20
Roman allies - List: Early Imperial Roman (Bk 2)		

Herodotos said that the Thracians would have conquered the world if they had only combined, but they enjoyed fighting each other too much to bother. They are therefore rated low in aggression. Hill tribes include the Dioi, Bessoï and Maidioi; lowland tribes the Triballians, Odrysaï and Getai. Early Thracian peltasts mostly carried javelins, though some are depicted with thrusting spears the same length as hoplite spears. Thucydides states that the best fighters were independent swordsmen who came down from the Rhodope Mountains, and other writers agree on the ferocity of the hill tribes. These swordsmen may have been rhomphaia-men, the earliest excavated rhomphaia dating from the late 4th century BC, and it is also possible that they had a higher proportion of spears, since they resisted Boiotian cavalry stubbornly at Mykalessos. We therefore allow hillmen the option of being graded as Ax (S). After about 250 BC, the rhomphaia became commoner and all Thracian peltasts are allowed to be Ax (S). In 130 BC a Thracian horseman cut off a Roman general's head with one blow from a curved "sica". Famous Greek mercenary generals in Thracian service included Xenophon and Iphikrates, the possible creator of a new style Greek peltast armed with long thrusting spear instead of javelins. The option to regrade later peltasts to Ax (X) is because it has been suggested that a proportion came to use especially long spears collectively and that Iphikrates based his reform on these. LH (O) and LH (F) cannot be in the same command. After 250 BC, Thracian Ps (S) cane

49. EARLY VIETNAMESE 700 BC - 938 AD

Tropical. Ag 1. WW, Rv, H(S), H(G), Wd, E, RGo, M, Rd, BUA.	
C-in-C - Irr Wb (F) @	13AP
Sub-general - as above	0-2
Axemen and spearmen - Irr Wb (F) @	3AP
Archers and crossbowmen - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	30-80
Unshielded spearmen - Irr Ps (I) @	20-50
Hill tribe allies:	1AP
Hill tribe allied general - Irr Ax (O) @ 8AP	0-20
Hill tribesmen - Irr Ax (O) @ 3AP	* 1
Hill tribe archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	*6-20
Boats - Irr Bts (O) @ 2AP [Wb, Bw or Ps (O)]	*4-12
	0-3

50. LYDIAN 687 BC - 546 BC

Warm. Ag 1. WW, Rv, H(S) , H(G), O, RGo, Rd, BUA.	
C-in-C - in 2-horse chariot, Irr Cv (O) @ 16AP, or on horse, Irr Kn (F) @ 19AP	1
Sub-general - Irr Kn (F) @ 19AP	1-2
Lydian heavy cavalry - Irr Kn (F) @ 9AP	9-15
Upgrade Irr Kn (F) to Reg Kn (F) @ 31AP if general, 11AP if not	All/0
Lydian 2-horse chariots - Irr Cv (O) @ 6AP	0-4
Phrygian or Paphlagonian light cavalry - Irr LH (O) @ SAP	4-12
Lydian or Phrygian pre-hoplite spearmen - Irr Sp (I) @ 3AP or Irr Ax (O) @ 3AP	16-48
Karian hoplites - Irr Sp (O) @ 4AP	0-6
Lydian, Phrygian or Mysian javelinmen - Irr Ps (S) @ 3AP	6-16
Lydian, Mysian or Phrygian archers or slingers - Irr Ps (O) @ 2AP	0-12
Bithynians - Irr Ax (O) @ 3AP, or Thracian "swordsmen" - Irr Ax (S) @ 4AP	0-6
Skythian mercenaries - Irr LH (F) @ 4AP	0-4
War dogs - Irr Wb (F) @ 3AP	0-3
Asiatic Greek allies - List: Early Hoplite Greek (Bk 1)	
Only in 546 AD:	
Convert Lydian spearmen to hoplites - Irr Sp (O) @ 4AP	Any

This list covers the Lydian kingdom in Asia Minor from the overthrow of the Phrygian Maeonian dynasty in a palace coup by the native Lydian Gyges, until the incorporation of Lydia into the Persian empire after the defeat of his descendant Kroisos/Croesus by Cyrus the Great. Herodotus states that there were no more courageous fighters in Asia than the Lydian cavalry, excellent horsemen armed with the long spear. Cyrus the Great did not trust his Persian cavalry to stand up to them, so adopted the ruse of mounting men armed as cavalymen on pack camels, and placing these in front of his infantry to frighten the Lydian horses. His own cavalry were deployed behind his infantry. In the face of this stratagem the Lydians dismounted to fight on foot, but were eventually defeated. Lydian Kn can always dismount as Sp (O) if the enemy army has camelry. A late source, Nicolaus of Damascus, 1st century BC court historian to Herod the Great, implies that the backbone of a Lydian army consisted of paid cavalry under princes of the royal blood acting as provincial governors with the obligation of raising and maintaining provincial troops. He states that when King Alyattes attempted to conquer Karia around 566 BC, his son Kroisos borrowed great sums of money to equip his troops for the war, which resulted in his contingent being first at the rendezvous. We assume that even if the cavalry were regular, the chariots and foot would represent the levies of the nobility, so be irregular. According to Polyainos, Kroisos converted his infantry to hoplites during the war of 546. Although he had a formal alliance with Sparta, the Spartans decided not to turn up. The Egyptian contingent mentioned in the Kyropaidia appears to have been fictitious.

51. NEO-ASSYRIAN LATER SARGONID 680 BC - 609 BC

Warm. Ag 4. Rv, H(S), H(G), Wd, O, V, E, RGo, Rd, BUA.	
C-in-C - in 4-horse, 4-crew chariot, Reg Kn (S) @ 34AP	1
Divine standards in chariot with priests - Reg WWg (I) @ 3AP	0-1
Sub-general - in 4-horse, 4-crew chariot, Reg Kn (S) @ 34AP, or on horse, Reg Cv (O) @ 28AP	1-3
Chariots - 4-horse, 4-crew, Reg Kn (S) @ HAP	1-8
Cavalry - Reg Cv (O) @ 8AP	4-16
Mounted scouts - Reg LH (F) @ 4AP	1-3
Kallapani, vehicle-mounted infantry - half Reg mtd Ax (S) @ 6AP,	
half supporting Reg mtd Ps (O) @ 3AP	2-4
Sha qurbute or sha massarti footguards - Reg Sp (S) @ 7AP	2-4
Footguard archers (supporting footguards) - Reg Ps (O) @ 2AP	0-1
Elite infantry:	
Close order infantry - half Reg Sp (S) @ 7AP, half supporting Reg Ps (O) @ 2AP	2-4
Loose order infantry - half Reg Ax (S) @ 5AP, half supporting Reg Ps (O) @ 2AP	2-4
Line infantry:	
Close order infantry - half Reg Sp (O) @ 5AP, half supporting Reg Ps (O) @ 2AP	4-6
Loose order infantry - half Reg Ax (O) @ 4AP, half supporting Reg Ps (O) @ 2AP	4-8
Elamaya, Elamite regiment - Reg Bw (I) @ 4AP	0-2
Reserves of the battle array - half Reg Sp (I) @ 4AP, half supporting Reg Ps (O) @ 2AP,	
or any/all of either type	*8-12
Levied troops of the battle-array and dikut mati emergency levies - Irr Hd (O) @ 1AP	** 10-50
Tribal levies with bow or sling - Irr Ps (O) @ 2AP	4-20
Tribal levies with javelin and shield - Irr Ps (S) @ 3AP	0-4
Arab levies - Irr Cm (O) @ 6AP or Irr LH (I) @ 3AP	0-2
Wagon laager to protect flanks of foot - TF @ 2AP	0-6
Ditch and bank for camp - TF @ 1AP	0-12
Reed boats - Irr Bts (I) @ 1AP [Ps]	0-4
Only before 668 BC:	
Mede vassal allies - List: Medes, Zikirtu, Andia or Parsua (Bk 1)	
Arab vassal allies - List: Early Bedouin (Bk 1)	
Only from 668 BC to 650 BC:	
Elamite allies - List: Neo-Elamite (Bk 1)	
Only before 650 BC:	
Egyptian vassal allies - List: Saitic Egyptian (Bk 1)	
Mannaian vassal allies - List: Mannaian and other Taurus and Zagros highland states (Bk 1)	
Only before 627 BC:	
Phoenician and Cypriot trieres or pentekonteres - Reg Gal (O) @ 3AP or (F) @ 2AP [Ax, Ps]	0-3
Transports - Irr Shp (I) @ 2AP [Any]	0-3
Skythian allies - List: Kimmerian, Skythian or Early Hu (Bk 1)	
Philistine vassal allies - List: Philistine (Bk 1)	0-24
Only after 679 BC:	
Gimmiriya, Kimmerian regiment - Irr LH (F) @ 4AP	0-2
Madaya, Mede regiment - 1/2 Reg Sp (O) @ 5AP, 1/2 Reg Ps (O) @ 2AP	0-4
Only after 671 BC:	
Musraya, Egyptian regiment - Reg Bw (I) @ 4AP	0-2
Kusaya, Kushite regiment - Irr Bw (O) @ 4AP	0-4
Only after 668 BC:	
Upgrade Cv to Reg Cv (S) with felt horse armour, @ 30AP if general, otherwise 10AP	All
Only from 641 BC to 628 BC:	
Persian allies - List: Medes, Zikirtu, Andia or Parsua (Bk 1)	
Only after 627 BC:	
Downgrade sub-generals to allied generals, Reg Kn (S) @ 24AP or Reg Cv (S) @ 20AP	All
Egyptian allies - List: Saitic Egyptian (Bk 1)	
Mannaian allies - List: Mannaian and other Taurus and Zagros highland states (Bk 1)	

This list represents the Assyrian field army in its final form following the expansion of the guards and other elite regiments of the *kisir sharruti* by the later successors of Sargon II, until the fall of the successor Assyrian kingdom in Harran in 609 BC. Regiments added to the *kisir sharruti* during this period included the *Gimmiraya*, *Madaya* and *Muraya* in the reign of Esarhaddon. The latter, and doubtless the *Elamaya*, were also greatly expanded by Ashurbanipal. Any mounted parts of ethnic regiments such as the *Madaya* are included in the Assyrian totals. The probable introduction of infantry shield-wall tactics likewise took place in this period. The Skythian ascendancy over the Near East, and particularly over the Medes, between circa 653 BC and 630 BC, may well have been Assyrian use of allied troops as a deliberate instrument of policy when they could not otherwise intervene - in the same way that the Assyrians seem to have earlier used the (Cimmerians against Urartu, Phrygia and Lydia. Certainly, the Skythians were close allies of the Assyrians at this time - indeed, the Skythian king Madyes was probably Ashurbanipal's nephew! The seemingly inexplicable collapse of Assyria was, paradoxically, due to oc(e) Tj0(a) T.141 Tc(0t0.174 Tcubtles) Tj0.000 Tc(s) Tj4.

52. EARLY HOPLITE GREEK 680 BC - 450 BC

Warm. Ag 2. WW, Rv, H(G), O, V, RGo, Rd, BUA. Unless Thessalian, H(S).

C-in-C - Irr Cv (O) @ 17AP or Irr LH (O) @ 15AP if Thessalian, otherwise Irr Sp (O) @ MAP	1
Greek ally-general - Irr Sp (O) @ 9AP	0-3
Theban cavalry - Reg Cv (I) @ 6AP	0-3
Other mainland Greek cavalry - Irr Cv (I) @ 5AP	0-3
Hoplites - Irr Sp (O) @ 4AP	32-108
Archers or slingers - Irr Ps (O) @ 2AP	0-10
Javelinmen - Irr Ps (I) @ 1AP	0-16
Pentekonteres - Reg Gal (F) @ 2AP [Ps (I)]	0-3
Only if Spartan C-in-C after 669 BC:	
Upgrade Spartan C-in-C to Reg Sp (S) @ 27AP	1
Spartan sub-general - Reg Sp (S) @ 27AP	0-2
Upgrade hoplites as Spartan citizens to Reg Sp (S) @ 7AP	12-23
Upgrade hoplites as perioikoi to Reg Sp (O) @ 5AP	20-28
Helots - Irr Hd(O) @ 1AP	0 or 3 per 2 Sp (S)

Only if Thessalian C-in-C:

Upgrade Greek ally-general to Thessalian Irr LH (O) @ 10AP	1-2
Replace hoplites in Thessalian commands with Thessalian cavalry - Irr LH (O) @ 5AP	1/3
Upgrade Thessalian cavalry to armoured nobles - Irr Cv (O) @ 7AP	0-1
Replace remaining Greek ally-generals with perioikic hill state ally-generals - Irr Ps (I) @ 6AP or Irr Sp (O) @ 9AP	All
Replace hoplites in perioikic commands with javelinmen - Irr Ps (I) @ 1AP	3/4-A11

Only if Phokian, Aitolian or Akarnanian commands:

Extra javelinmen elements replacing hoplites - Irr Ps (I) @ 1AP	20-120
[2 such replace 1 hoplite element]	

Only if Asiatic Greek, Italiot or Siciliot C-in-C:

Upgrade C-in-C and Greek ally-generals to Irr Cv (O) @ 17AP if C-in-C, 12AP if not	All
Cavalry - up to 1/2 Irr LH (O) @ 5AP unless Asiatic, rest Irr Cv (O) @ 7AP	2-8
Downgrade hoplites to Irr Sp (I) @ 3AP	All/0

Only after 650 BC:

Trieres - Reg Gal (O) @ 3AP [Hoplites or oarsmen]	
- Corinthian after 650 BC:	0-3
- Athenian after 490 BC:	0-6
- Other after 540 BC:	0-3
Oarsmen - Irr Ps (I) @ 1AP	Up to 2/3 naval

Only if Athenian C-in-C after 541 BC:

Thracians - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	0-4
--	-----

Only if Athenian C-in-C after 511 BC:

Thessalian ally-general - Irr Cv (O) @ 12AP or Irr LH (O) @ 10AP	*1
Thessalian cavalry - Irr LH (O) @ 5AP	*3-9

Only if Athenian command after 490 BC:

Upgrade archers to Reg Ps (O) @ 2AP or Reg Bw (I) @ 4AP	0-6
---	-----

This list covers the armies of the Greek city states in mainland Greece and elsewhere from their introduction of the hoplite until that of good supporting troops. Greek tradition ascribed the introduction of the hoplite system to Pheidon, tyrant of Argos 680-650 BC, who used it to crushingly defeat Sparta in 669. It had spread throughout the Greek world by 650 BC. Every Greek (non-Thracian) nationality included in the army except that of the C-in-C must contribute a junior general who commands all its troops. An army including Spartans must have a Spartan C-in-C. A junior general, other than a Spartan, of the C-in-C's nationality is assumed to be sufficiently disloyal to qualify as an ally rather than a subordinate. Spartan citizens are the hoplite class of the city; their perioikoi are citizens of the other cities of Lakonia. They are classed as Reg Sp (O) because they were used to fighting alongside Spartans under Spartan command. Spartan commands cannot include any cavalry, but can include Irr (O) hoplites from Tegea and other similarly independent but closely allied Peloponnesian cities. The allied army at Plataea should be represented by a Spartan

army with an Athenian allied force, including Athenian archers, and another 1 or 2 Greek allied commands (not including any Spartans, Athenians or Thebans) to represent the minor contingents. Italiots (Italian Greeks) or Siciliots (Sicilian Greeks) cannot be allied with mainland or Asiatic Greeks. Ps (I) in Sicilian armies from 480 BC can support cavalry. Athenian Ps (O) can support Athenian hoplites. Minima marked * apply only if any troops so marked are used. The 7 helots armed as psiloi to each Spartan said by Herodotos to have been at Plataia had no detectable effect on the battle and their loss would not have affected Spartan morale other than as a temporary servant problem, so are best represented by Hd (O). Although Thucydides says that the first trieres/trireme built in Greece was constructed at Corinth around 650 BC, the 2-bank pentekonter remained the standard Greek warship as late as the battle of Alalia in 540 BC.

53. SAITIC EGYPTIAN 664 BC - 335 BC

Dry. Ag 1. O, E, RGo, BUA. In Delta, Rv , M, otherwise WW , D, Rd.		
C-in-C - Reg Cv (O) @ 28AP		1
Sub-general - as above		1-2
Cavalry - Irr Cv (I) @ 5AP		0-4
Cavalry - Irr LH (F) @ 4AP		3-6
Guard spearmen - Reg Sp (O) @ 5AP		2-4
Guard archers - Reg Bw (O) @ 5AP		0-4
Levy spearmen - Reg Sp (I) @ 4AP		12-36
Levy archers - Reg Bw (I) @ 4AP		4-16
Levy javelinmen - Reg Ax (I) @	3AP	0-3
Nubian archers - Irr Ps (O) @ 2AP		0-10
Libyan javelinmen - Irr Ps (I) @	1AP	0-8
Greek mercenary ally general - Reg Sp (O) @ 15AP		*1
Ionian, Karian or other Greek mercenary hoplites - Reg Sp (O) @ 5AP		0-15
Kebnets - Reg Gal (F) @ 2AP [Sp]		0-3
Marines - Reg Sp (O) @ 5AP		1 per Gal
Only before 650 BC:		
Egyptian ally-general in 4-horse chariot - Reg Kn (O) @	21AP	0-1
Assyrian allies - List: Neo-Assyrian Later Sargonid (Bk 1)		
Only from 650 BC to 600 BC:		
Assyrian garrison cavalry - Reg Cv (O) @ 8AP		0-2
Assyrian garrison infantry - half Reg Sp (O) @ 5AP or Reg Ax (O) @ 4AP,		
half supporting Reg Ps (O) @ 2AP		0-4
Only before 524 BC:		
Upgrade general in 4-horse, 3-crew chariot to Reg Kn (O) @	31AP	Any
Four-horse chariots - Reg Kn (O) @	11AP	3-8
Escort cavalry - Reg Cv (O) @ 8AP		0-1
Only from 620 BC to 525 BC:		
Skythian cavalry - Irr LH (F) @ 4AP		0-3
Only after 610 BC:		
Replace Gal (F) by triremes - Reg Gal (O) @ 3AP [Sp]		Any
Only after 570 BC:		
Kyrenean Greek allies - List: Kyrenean Greek (Bk 1)		
Only after 475 BC:		
Upgrade Libyan javelinmen with shields to Irr Ps (S) @ 3AP		Any
Only from 460 BC to 454 BC:		
Athenian triremes - Reg Gal (O) @ 3AP [hoplites or oarsmen]		0-6
Athenian hoplites - Irr Sp (O) @ 4AP		1/3-1/2 Athenian Gal
Athenian oarsmen - Irr Ps (I) @	1AP	1/2-2/3 Athenian Gal
Only from 361 BC to 360 BC:		
Upgrade Greek ally-general as Agesilaus to Reg Sp (S) @ 17AP		1
Upgrade Greek hoplites as Spartans to Reg Sp (S) @ 7AP		0-1
Only Nectanebo II from 359 BC to 342 BC:		
River boats - Irr Bts (O) @ 2AP [any foot]		0-6
Libyan allies - List: Early Libyan (Bk 1)		

This list covers Egyptian armies from the establishment of the dynasty at Sais until the Persian conquest in 525 BC. It then covers the Athenian expedition of 460-454, the period from the successful Egyptian revolt against the Persians in 405 until the Persian reconquest in 343, and the unsuccessful revolt in 335. Sais was originally one of several small Assyrian client kingdoms in lower Egypt, but came to be favoured over the others, and Necho I died loyally fighting for Assyria against the Kushites. When the Assyrians withdrew from Egypt in the 650's, Sais took over under Psamtik I. According to Herodotos, the native Egyptian warrior caste comprised, at its maximum, 250,000 Calasiries and 160,000 Hermotybies, supported by land grants. 1,000 of each served as the royal bodyguard, each man serving for a

year on a rota basis, during which he received, in addition to his existing land grant, a daily ration of bread, beef and wine. However, increasing numbers of Greek mercenaries were used, the initial contingent possibly being sent by Gyges of Lydia to assist Psamtik. Subsequently, large numbers of Ionians and Karians were recruited. Herodotos says Apries (589-570) had 30,000 stationed at Sais. Resentment against the privileges of these foreign mercenaries caused the native elements of the army to revolt against Apries under the leadership of Amasis (Ahmose II, 570-526). Despite fighting well, the mercenaries were defeated by weight of numbers. Apries fled to Babylon and returned with a Babylonian army in 567. The minimum marked * applies only if more than 4 elements of hoplites are used. A Greek ally-general cannot command non-Greek troops. Saitic Egyptian infantry formed in separate dense bodies of spearmen and archers. Chariots had become heavier than in the New Kingdom and more suitable for shock action, and cavalry had taken over skirmishing and scouting. Persian revolt period armies (405 - 335) probably lacked chariots. WW represents the Nile, Rv the branches of the Delta. Necho II (610 - 595) is said by Herodotos to have had triremes.

54. EARLY MACEDONIAN 650 BC - 355 BC

Warm. Ag 0. Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.		
C-in-C - as Companions, Irr Kn (F) @ 19AP or Irr Cv (O) @	17AP	1
Sub-general - as above		1-2
Companions - all Irr Kn (F) @ 9AP or all Irr Cv (O) @ 7AP		7-9
Peasant levy - Irr Ax (I) @ 2AP		32-88
Archers - Irr Ps (O) @ 2AP		2-6
Skirmishers-Irr Ps (I) @ 1AP		2-16
Illyrian mercenaries - Irr Ax (S) @ 4AP		0-4
Macedonian or Coastal Greek hoplites - Irr Sp (O) @ 4AP		0-20
Macedonian or Paionian light horse - Irr LH (O) @ 5AP		0-3
Highland Macedonian ally-general - as Companions, Irr Kn (F) @ HAP or Irr Cv (O) @ 12AP,		
or (if Lynkestian) Irr Sp (I) @ 8AP		* 1-2
Highland Macedonian peasants - Irr Ax (O) @ 3AP		*6-24
Lynkestian hoplites - Irr Sp (I) @ 3AP		0-8
Only after 498 BC:		
Upgrade Macedonian hoplites to pezhetairoi - all Reg Sp (O) @ 5AP or all Reg Ax (S) @ 5AP		4-16
Only after 424 BC:		
Spartan allies - List: Later Hoplite Greek (Bk 2)		
Only after 413 BC:		
Upgrade C-in-C, sub-generals and lowland Companions to Reg Kn (F) @ 31AP if general,		
otherwise	11AP	All/0
Only in 392 BC:		
Thessalian allies - List: Later Hoplite Greek (Bk 2)		

This list covers the armies of Argead Macedonia from the establishment of the Argead dynasty until the reforms of Philip II. Highlanders include the quasi-autonomous regions of Elimiotis, Orestis and Lynkestis. Minima marked * apply only if any troops so marked are used. Highland allied contingents can include Companions, archers, skirmishers and light horse, these counting towards the maxima for those types. Only a Lynkestian ally-general can use Lynkestian hoplites. Spartans intervened in Macedonia in 424 BC and co-operated with the Macedonians in an attack on Olynthos in 382 BC. Thessalians restored Amyntas to the Macedonian throne after an Illyrian invasion in 392 BC. Spartans cannot be used with Thessalians. The reign of Archelaos (413 - 399 BC) saw major reforms "in cavalry organisation and the arming of the infantry", which may have involved the state providing horses and equipment. The army relied on its noble cavalry. A coin from the reign of Alexander I shows a cavalry trooper in petasos, hat and cloak, carrying two long spears (about 9 feet long) on a heavy horse. Thucydides describes Macedonian cavalry in Thrace in the 420s as "excellent horsemen and armed with breastplates" but in danger of being surrounded by superior numbers. At what period they adopted the longer xyston is unknown, but they charged aggressively at Olynthos in 382 BC. The infantry, probably mostly armed with javelins and wicker shields, were considered inferior to the similarly armed Thracian peltasts. We assume, however, that the highland infantry accustomed to countering Illyrian raiders would be somewhat more effective. The pezhetairoi "foot companions" were an attempt to remedy this lack of good infantry and probably developed into the hypaspists of Philip II, while their own name was extended to the new pike-armed levy. Much the same arguments rehearsed over the equipment of the hypaspists therefore apply here to the pezhetairoi. A Spartan allied contingent can include cavalry and peltasts.

55. **LATIN, EARLY ROMAN, EARLY ETRUSCAN AND UMBRIAN**
650 BC to 338 BC, 578 BC, 600 BC and 290 BC respectively

Warm. Ag 2. WW, Rv, H(S), H(G), O, V, E, RGo, M, Rd, BUA.

C-in-C - Irr Cv (O) @	17AP	1
Ally-general - Irr Cv (O) @	12AP	0-2
Cavalry - Irr Cv (O) @	7AP	4-10
Hoplites - Irr Sp (O) @	4AP	0-48
Spearman - Irr Sp (I) @	3AP	42-72
Javelinmen - Irr Ps (I) @	1AP	4-14
Slingers - Irr Ps (O) @	2AP	2-6
Archers - Irr Ps (O) @	2AP	0-8

Only before 400 BC:

Substitute generals in chariots - Irr Cv (O) @ 16AP if C-in-C, 11AP if ally-general Any

Only if Etruscan:

Sub-general - Irr Cv (O) @	17AP	0-1
Chariots - Irr Cv (O) @	6AP	Up to 2 per general in chariot
Axemen - Irr Bd (O) @	5AP	0-3
Pentekonteres - Reg Gal (F) @	2AP [Ps (1)]	0-4

Only if Umbrian:

Replace Sp (I) with Irr Ax (O) @ 3AP All

Only if Latin after 506 BC:

Italiot allies - List: Early Hoplite Greek (Bk 1)

Volsci allies - List: Italian Hill Tribes (Bk 1)

Only if Latin after 400 BC:

Upgrade Cv to Reg Cv (O) @ 28AP if C-in-C, 18AP if ally-general, otherwise 8AP All

Replace all spearmen and hoplites and at least half the javelinmen by Latin alae comprised 1/4 each of:

Leves, Reg Ps (I) @ 1AP

Hastati - Reg Bd (O) @ 7AP,

Principes - Reg Sp (O) @ 5AP,

Triarii - Reg Sp (S) @ 7AP 28-80

Campanian allies - List: Campanian, Apulian, Lucanian or Bruttian (Bk 2)

Aurunci and/or Sidicini allies - List: Italian Hill Tribes (Bk 1)

Syracusan allies - List: Syracusan (Bk 2)

Only if Latin in 360 BC:

Gallic allies - List: Gallic (Bk 2)

This list covers Italian lowland armies from the time that Etruscan and Greek influence and city building started to modify the Villanovan culture. It includes the Etruscans from the introduction of the hoplite until the founding shortly after of the Etruscan league circa 600 BC and Rome until the reforms of Servius Tullius circa 578 BC, these armies then being covered by their own lists. The list then continues to cover Latin armies until the destruction of the Latin League in 338 BC and Umbrian armies until the end of the 3rd Samnite War. Very little non-archeological information is available on any of these armies, but we postulate that cavalry remained an important arm, and that somewhat steadier peasant spearmen with scutum were being supplemented by a class of wealthy hoplites. By 400 BC, Latin armies were probably assimilated to the Roman model, but possibly had more cavalry. Campanian allies cannot include Cv except for the general's element.

56. KYRENEAN GREEK 630 BC - 74 BC

Dry. Ag 0. WW, H(G), O, RGo, D, RD, BUA.

C-in-C - on horse, Irr Cv (I) @ 15AP or as hoplite, Irr Sp (O) @ HAP	1
Sub-general - as above	1-2
Cavalry - Irr Cv (I) @ 5AP	1-3
Hoplites - Irr Sp (O) @ 4AP	36-72
To transport generals or hoplites on light carts as mounted infantry @ +1AP	Any
Archers and slingers - Irr Ps (O) @ 2AP	0-12
Javelinmen - Irr Ps (I) @ 1AP	0-36
Libyan allies - List: Early Libyan (Bk 1)	

Only before 275 BC:

Upgrade generals if in 4-horse chariots to Irr Cv (O) @	16AP	Any
Four-horse chariots with javelin-armed crew - Irr Cv (O) @ 6AP		4-10

Only in 322 BC:

Carthaginian allies - List: Early Carthaginian (Bk 1)

Only from 313 BC to 308 BC:

Upgrade C-in-C to Reg Kn (F) @	31AP	1
Mercenary sub-general - Reg Sp (O) @ 25AP or Reg Cv (O) @ 28AP		0-1
Ophelias' companions - Reg Kn (F) @	11AP	0-1
Mercenary or Athenian cavalry - Reg Cv (O) @ 8AP		0-2
Macedonian garrison - Reg Pk (O) @ 4AP		4-8
Mercenary peltasts - Reg Ax (O) @ 4AP		0-8
Mercenary archers and slingers - Reg Ps (O) @ 2AP		0-8
Ophelias' Athenian volunteers - Reg Sp (O) @ 5AP		8-24

Only after 308 BC:

Convert C-in-C to Reg Kn (F) @ 31 AP		0-1
Ptolemaic ruler's household cavalry - Reg Kn (F) @	11AP	0-3
Ptolemaic ruler's household infantry - Reg Ax (S) @ 5AP or Reg Pk (S) @ 5AP		0-4
Cretan mercenaries - Reg Ps (O) @ 2AP		0-8
Other mercenaries - Reg Ax (S) @ 5AP or Reg Pk (O) @ 4AP		0-8

Kyrene was the largest of several Greek colonies in the Cyrenaica region of modern Libya. This list covers Kyrenean armies from the city's foundation until its annexation by Rome. Kyrene was noted for copying four-horsed chariots from the neighbouring Libyans, and for transporting hoplites in carts to prevent fatigue (and, in North Africa, perhaps thirst). In 322, Kyrene mustered Libyan and Carthaginian allies in a domestic dispute, but ended up being annexed by Ptolemy of Egypt. His Macedonian governor Ophelias soon set up as an independent ruler, and in 308 took a Kyrenean army, including many Athenian volunteers, to join Agathokles of Syracuse against Carthage. Agathokles had him killed and took over his army. Thereafter Kyrene was attached to Ptolemaic Egypt, sometimes as an independent state under a king of the Ptolemaic house, until Ptolemy Apion bequeathed it to Rome. Ptolemy Physkon hired mercenaries including 1,000 Cretans in 163 BC, and although Polybios describes him being defeated by the Kyreneans (after putting their Libyan allies to flight) he did eventually regain control of Kyrene.

57. ETRUSCAN LEAGUE 600 BC – 280 BC

Warm. Ag 3. WW, Rv, H(S), H(G), O, V, E, RGo, M, Rd, BUA.

C-in-C - on horse, Reg Cv (O) @ 28AP	1
Sub-general - as above	0-1
Etruscan ally-general - on horse, Reg Cv (O) @ 18AP	0-3
Raiding light horse - Irr LH (O) @ 5AP	0-2
Cavalry - Reg Cv (O) @ 8AP	4-7
Hoplites - Reg Sp (O) @ 5AP	8-12
2nd and 3rd class - Reg Sp (I) @ 4AP	20-75
Option to replace both hoplites and 2nd and 3rd class above with hoplites, Reg Sp (I) @ 4AP	All/0
Upgrade hoplites as "Devoted" to Reg Sp (S) @ 7AP	Up to 1 per general
Axemen - Reg Bd (O) @ 7AP	Up to 1 per general
Archers and slingers - Reg Ps (O) @ 2AP	4-8
Javelinmen - Irr Ps (I) @ 1AP	8-24
Peasant militia - Irr Hd (O) @ 1AP	0-10
Italiot allies - List: Early Hoplite Greek (Bk 1) or Later Hoplite Greek (Bk 2)	
Sabine allies - List: Italian Hill Tribes (Bk 1)	
Umbrian allies - List: Latin, Early Roman, Early Etruscan and Umbrian (Bk 1)	
Samnite allies - List: Samnite (Bk 2)	
Gallic allies - List: Gallic (Bk 2)	

Only before 500 BC:

Downgrade general in 2- or 4-horse 2-crew chariot to Reg Cv (O) @ 27AP if C-in-C or sub-general, 17AP if ally-general	All unless no chariots used
Chariots - 2-horse, 2-crew, Reg Cv (O) @ 7AP	Up to 2 per general
Pentekonteres - Reg Gal (F) @ 2AP [Ps(I)]	0-4
Latin allies - List: Latin, Early Roman, Early Etruscan and Umbrian (Bk 1)	

Only from 550 BC to 450 BC:

Carthaginian triremes - Reg Gal (O) @ 3AP [Ax]	0-2
Carthaginian marines - Reg Ax (O) @ 4AP	1 per Carthaginian Gal

Only from 506 BC to 500 BC:

Roman allies - List: Tullian Roman (Bk 1)

Only from 500 BC to 474 BC:

Triremes - Reg Gal (O) @ 3AP [Sp (O)]	0-4
---------------------------------------	-----

Only after 400 BC:

Fanatic priests waving snakes and burning torches - Irr Hd (S) @ 2AP	0-1
Re-arm hoplites with pila - Reg Bd (I) @ 5AP	1/4-1/2

This list covers Etruscan armies from the founding of the Etruscan league until subjection by Rome. Any sizeable army had to be provided by several of the allied cities. The Romans were said by Livy to have feared the Etruscans for their numbers rather than for their skill or courage. A modern Italian source suggests that the backbone of the army was a regular force of armoured Greek-style hoplites kept permanently in arms, supported in time of war by greater numbers of 2nd and 3rd class spearmen largely lacking body

58. MEROITIC KUSHITE 592 BC - 350 AD

Dry. Ag 1. Rv, H(G), E, RGo, M, D, BUA	
C-in-C - Irr Cv (O) @ 17AP or Irr Bw (O) @ HAP	1
Sub-general - as above	1-2
Meroitic cavalry - Irr Cv (O) @ 7AP	0-6
Meroitic archers - Irr Bw (O) @ 4AP	12-24
Tribal spearmen - Irr Sp (I) @ 3AP	30-80
Tribal axemen and swordsmen - Irr Bd (I) @ 4AP	10-30
Tribal archers - Irr Bw (I) @ 3AP	0-20
Upgrade tribal archers to Irr Bw (O) @ 4AP	Up to 1/4
Troglodyte skirmishing archers - irr Ps (O) @ 2AP	0-12
Dug-outs - Irr Bts (I) @ 1AP [Sp, Bd, Bw or Ps]	0-1
Only after 300 BC:	
Upgrade C-in-C mounted on elephant to Irr El (I) @ 24AP	0-1
African elephants - Irr El (I) @	14AP 0-2
Desert Blemmye subject allies - List: Nobades, Blemmye or Beja (Bk 2)	

Some time after the Kushite withdrawal from Egypt the capital of Kush, Napata, was destroyed by the Saitic pharaoh Psamtik II, and a new capital was established to the south at Meroe. The kingdom, known as "Aithiopia" in Greek sources, was still under heavy Egyptian cultural influence and was frequently ruled by the Queen Mother with the title Candace. An Achaemenid invasion under Cambyses perished in the desert; Meroitic kings supported some of the Egyptian revolts against the Ptolemies; early Imperial Roman forces defeated Meroitic raiders and sacked Napata in a punitive expedition. The kingdom, weakened by attacks from the Noba, or Nobades, fell to the Abyssinian kingdom of Axum in about 350 AD. Strabo describes its forces as poorly equipped and poorly marshalled spearmen with large hide shields, plus axemen and swordsmen; Meroitic art suggests some better-equipped archers were available from the core of the kingdom, armed with axe, sword or spear in addition to bow and there are Ptolemaic figurines with axe and shield only. There is a little evidence for war elephants, presumably inspired by Ptolemaic practice.

59. TULLIAN ROMAN 578 BC - 400 BC

Warm. Ag 3. WW, Rv, H(S), H(G), O, V, E, RGo, M, Rd, BUA.	
Roman C-in-C - Reg Cv (O) @ 28AP or Reg Sp (S) @ 27AP	1
Roman ally-general - Reg Cv (O) @ 18AP or Reg Sp (S) @ 17AP	0-1
Roman sub-general - Reg Cv (O) @ 28AP	0-1
Roman sub-general - Reg Sp (S) @ 27AP	0-2
Roman cavalry - Reg Cv (O) @ 8AP	2-7
1st to 3rd classes - 1/3-1/2 Reg Sp (S) @ 7AP, rest Reg Sp (O) @ 5AP	16-38
4th class - Reg Ax (I) @ 3AP or Reg Ps (I) @ 1 AP	6-11
5th class - all Irr Ps (O) @ 2AP or half Irr Ps (O) @ 2AP, half Irr Ps (I) @ 1 AP	10-19
Latin allied cavalry - Reg Cv (O) @ 8AP	*6-12
Latin allied foot - Reg Sp (I) @ 4AP	*24-32
Hernician allies - List: Italian Hill Tribes (Bk 1)	

This list covers the armies of Rome from the reforms of Servius Tullius shortly after his accession in 578 BC according to Livy, until those of Camillus. One influential modern author has cast doubt on this traditional date from an instinctive feeling that it is too early for such sophistication, but has been unable to produce any evidence for his view. The C-in-C can either represent the senior of the two Consuls, in which case he must be assisted by the other Consul as a Roman ally-general, or a temporary Dictator, in which case he must be assisted by his Master of the Horse and one or both Consuls as Roman sub-generals. The leaders of Latin allies were allowed insufficient authority to count as generals. Roman infantry are described by Livy as organised into centuries by class, performing manoeuvres on the battlefield and frequently pressing their officers to provide more aggressive orders rather than charging disobediently. They are therefore classed as regular and the 1st class, equipped as armoured hoplites, as superior. The 2nd and 3rd class had the oval Scutum as their shield instead of the round hoplon or aspis and had only minimal armour. The 4th class are described by Livy as having spear and javelins but no shield, but by Dionysios as also having shields. Livy describes the 5th class as slingers, Dionysios as slingers and javelinmen. Accordingly, if the 4th are Ps (I), the 5th cannot be. Latin ally foot is usually assumed in the absence of any real evidence to have been similar to Roman. We see it as less wealthy, so lacking a 1st class, and less enthusiastic. Minima marked * apply only if any Latin allies are used. Roman cavalry can dismount to fight on foot, as Ax (S).

60. EARLY ACHAEMENID PERSIAN 550 BC - 420 BC

Dry. Ag 3. Rv, H(S), H(G), O, RGo, Rd, BUA. Only after 546 BC: WW, E.

C-in-C - Reg Cv (O) @ 27AP if in 2-horse chariot, 28AP if on horse	1
Sub-general on horse - Reg Cv (O) @ 28AP	1-2
Guard cavalry - Reg Cv (O) @ 8AP	0-2
Persian or Median cavalry - Irr Cv (O) @ 7AP	6-10
Immortals - double-based Reg Bw, front rank (X) @ 7AP, rear rank (S) @ 5AP	*6-12
Other sparabara foot - double-based Irr Bw, front rank (X) @ 5AP, rear rank (O) @ 3AP	14-32
Kaspian, Skythian or similar cavalry - Irr LH (F) @ 4AP	**2-8
Sagartian lasso-men - Irr LH (O) @ 5AP	0-2
Armenians, Paphlagonians, Bithynian Thracians or similar - Irr Ax (O) @ 3AP	**2-8
Kaspian, Parikanian or similar archers - Irr Ps (O) @ 2AP	0-8
Parthian, Bactrian, Skythian or similar archers - Irr Bw (O) @ 4AP	**2-8
Levy dregs - Irr Hd (O) @ 1AP	0-20
Palisade to protect camp - TF @ 1AP	0-12

Only in 550 BC:

Mede rebel allies - List: Medes, Zikirtu, Andia or Parsua (Bk 1)

Only in 546 BC:

Cyrus' camelry - Irr Cm (I) @ 5AP	***2-5
Cyrus' scythed chariots - Irr Exp (O) @ 7AP	***2-3
Cyrus' mobile towers - Irr WWg (S) @ 10AP	***1-3

Only after 546 BC:

Bactrian cavalry - Irr LH (S) @ 7AP	**2-5
Mysians, Pisidians or similar - Irr Ps (S) @ 3AP	**2-8
Milyan javelinmen and archers - up to 1/2 Irr Ps (O) @ 2AP, rest Irr Ps (I) @ 1 AP	0-4
Lydian or Ionian hoplites - Irr Sp (I) @ 3AP	0-6
Assyrian and Chaldean infantry - half Reg Sp (I) @ 4AP, half Reg Ps (O) @ 2AP	0-4
Bedouin camelry - Irr Cm (O) @ 6AP or Irr LH (I) @ 3AP	0-2
Triremes - Reg Gal (O) @ 3AP [Phoenician Ax, Ionian Sp, Lykian Bw]	0-4
Lykian marines - Irr Bw (O) @ 4AP	Up to 1 per 4 Gal

Only after 539 BC:

Phoenician marines - Reg Ax (O) @ 4AP	Up to 1 per Gal
---------------------------------------	-----------------

Only in 530 BC:

Saka allies - List: Kimmerian, Skythian or Early Hu (Bk 1)

Only after 526 BC:

Libyan javelinmen - Irr Ps (I) @ 1AP	0-4
Libyan chariots - Irr Cv (O) @ 6AP	0-1
Indian infantry - Irr Bw (S) @ 5AP	0-2
Indian chariots - Irr Kn (S) @ 11AP	0-1
Egyptian marines - Reg Sp (O) @ 5AP	0-3
Egyptian triremes - Reg Gal (O) @ 3AP [Egyptian marines]	0-3
Transports - Irr Shp (I) @ 2AP [Cv or Bg]	0-8

Only from 492 BC to 466 BC:

European Thracians - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	0-4
---	-----

Only in 479 BC:

Medizing Greek allies -

Medizing Greek ally-general - Irr Sp (O) @ 9AP	1
Medizing Theban cavalry - Reg Cv (I) @ 6AP	1-2
Medizing Thessalian cavalry - Irr LH (O) @ 5AP	0-3
Medizing Greek hoplites - Irr Sp (O) @ 4AP	6-11
Medizing Greek javelinmen - Irr Ps (I) @ 1AP	0-4

Only from 465 BC to 449 BC:

Replace sparabara foot with crescent-shielded archers - Immortals as Reg Bw (O) @ 5AP or Reg Ps (O) @ 2AP, others as Irr Bw (O) @ 4AP or Irr Ps (O) @ 2AP	0-1/2
---	-------

Only after 449 BC:

Replace sparabara with up to 1/4 takabara peltasts - Immortals as Reg Ax (O) @ 4AP,
others as Irr Ax (O) @ 3AP, remainder with crescent-shield archers as above

1/2-A11

This list covers Achaemenid Persian armies from Cyrus the Great's defeat of the Medes until the abandonment of sparabara infantry. The current view is that the Immortals and other Persian line infantry at the time of the invasions of Greece were organised with a single rank of men armed with spear and pavis (sparabara), followed by nine ranks armed with bow and side-arms. The minimum marked * applies only if any Immortals are used, in which case 6 can be deducted from the minimum number of other sparabara foot. Minima marked ** apply if any troops so marked are used. Most such troops are taken from Herodotus' list of those taking part in Xerxes invasion of Greece. Other troops specified by him as equivalent can be substituted, with the same classification and cost. Those marked *** are ascribed by Xenophon to Cyrus the Great. The scythed chariots and towers are probably fictional, but since the camelry improvised with baggage camels are also mentioned by Herodotus, all three gimmicks are included on the off-chance that they were used. The camel gimmick is the only one of the three that can be used without the other two. If Ps, crescent-shielded archers can support takabara. Herodotus mentions a divine standard in a sacred chariot. This would be kept in the camp during battle and so should appear only as part of the baggage, and then only if the C-in-C is the Great King in his chariot and Immortals are also used. Assyrian and Chaldean psiloi can support their spearmen.

61. EARLY CARTHAGINIAN 550 BC - 275 BC

Warm. Ag 3. WW, Rv, H(G), Wd, O, RGo, D, Rd, BUA.	
C-in-C - Reg Kn (O) @ 31AP if in chariot, Reg Cv (O) @ 28AP if on horse	1
Sub-general - as above	1-2
Regrade C-in-C or sub-general to Reg Sp (S) @ 27AP if commanding Sacred Band	0-1
Carthaginian 4-horse chariots - Reg Kn (O) @ 1 1AP	0-8
Poeni cavalry - Reg Cv (I) @ 6AP	1-2
Sacred Band - Reg Sp (S) @ 7AP	0-7
Other Poeni citizen infantry - Reg Sp (I) @ 4AP or Reg Ax (O) @ 4AP	0-8
African spearmen - Reg Sp (I) @ 4AP	12-24
Spanish scutarii - Irr Ax (S) @ 4AP	0-8
Spanish caetrati - Irr Ps (S) @ 3AP	1 per 2 scutarii
Balearic slingers - Irr Ps (O) @ 2AP or Reg Ps (O) @ 2AP	0-6
Libyan, Moorish or Numidian mercenary javelinmen - Irr Ps (S) @ 3AP or Irr Ps (I) @ 1AP	6-10
Ligurian, Sardinian or Corsican javelinmen - Up to 1/6 Irr Ax (S) as Ligurian axemen, rest Irr Ax (O) @ 3AP	8-24
Ligurian slingers or Sardinian archers - Irr Ps (O) @ 2AP	0-2
Triremes - Reg Gal (O) @ 3AP [Poeni Ax]	0-6
Transports - Irr Shp (I) @ 2AP [Cv, Kn, Bg]	0-6
Siciliot allies - List: Early Hoplite Greek (Bk 1) or Later Hoplite Greek (Bk 2)	
Only before 500 BC:	
Makai allies - List: Early Libyan (Bk 1)	
Only after 411 BC:	
Campanian, Etruscan or Greek cavalry - Reg Cv (O) @ 8AP	0-3
Campanian infantry - Up to half Reg Sp (O) @ 5AP, rest Reg Ax (O) @ 4AP	0-6
Gallic infantry - Irr Wb (S) @ 5AP	0-8
Only after 390 BC:	
Heavy non-torsion bolt-shooters - Reg Art (O) @ 8AP	0-2
Replace triremes with quinquiremes - Reg Gal (S) @ 4AP [Poeni Ax]	1/2-AII
Only after 341 BC:	
Numidian mercenary cavalry - Irr LH (O) @ 5AP	0-6
Greek mercenary hoplites - Reg Sp (O) @ 5AP	0-8
Numidian allies - List: Numidian or Early Moorish (Bk 2)	

This list covers Carthaginian armies from Mago's institution of a largely mercenary army until the end of the war against Pyrrhos of Epeiros. The tactics of early Carthaginian armies were uninspired. Without Hannibal's genius to make optimum use of the different capabilities of their varied mercenary troops, the heterogeneity of their forces was a liability rather than an asset. 4th century Carthaginian armies relied mainly on the phalanx of close order spearmen. After their defeat at Krimisos in 341 BC, the Carthaginians began to hire Greek mercenaries because they thought them "the best and most warlike troops available anywhere", which implies that their own Libyan spearmen, probably reluctant conscripts at this period, were not as good. The recent identification of a bronze statue with attachment points for a quiver/bowcase and spear as representing the Carthaginian general Hamilcar suggests that Carthaginian chariots were based on eastern rather than Libyan models, hence the new classification as Kn. Their superiority over Sicilian Greek cavalry at Krimisos and their (albeit unsuccessful) frontal charge against hoplites at Tunis also suggests aggressive use, confirming the appropriateness of the classification. Early Carthaginian cavalry were markedly inferior to Sicilian Greeks. The Libyan Makai helped Carthage destroy an attempted African colony led by the Spartan Dorieus about 513. No doubt wargames generals will be able to supply the necessary genius to lift this army out of its tactical rut, and thus avoid execution for their failure, the standard Carthaginian method of encouragement. Only one ally contingent can be used.

62. LYKIAN 546 BC - 300 BC

Warm. Ag 1. WW, **H(S)**, Wd, V, RGo, Rd, BUA.

C-in-C -	Ire	Cv(O)@	17AP	1
Sub-general - as above				1-2
Cavalry - Irr Cv (O) @ 7AP				5-9
Warriors - Irr Ax (O) @ 3AP				32-110
Drepanon warriors - Irr Bd (F) @ 5AP				4-12
Archers - Irr Ps (O) @ 2AP				6-12
Peasants - Irr Ps (I) @ 1AP				0-12
Mercenary hoplites - Reg Sp (O) @ 5AP				0-8
Mercenary peltasts - Reg Ax (O) @ 4AP				0-2
Mercenary archers and slingers - Reg Ps (O) @ 2AP				0-2
Thracian mercenaries - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP				0-2
Pentekonteres or pirate hemiolae - Reg Gal (F) @ 2AP [Bw (O)],				
or lembi - Irr Bts (O) @ 2AP [Ax (I)]				0-3
Marines - Irr Bw (O) @ 4AP				1 per Gal
Pirates - Irr Ax (I) @ 2AP				1 per Bts
Asiatic or mercenary Greek allies - List: Early Hoplite Greek (Bk 1) or Later Hoplite Greek (Bk 2)				

Only before 500 BC:

Replace cavalry by chariots, Irr Cv (O) @ 16AP if general, otherwise 6AP 0-4

Only after 526 BC:

Triremes - Reg Gal (O) @ 3AP [Bw (O)] 0-2

This list covers the armies of the Lykian princes from Cyrus's conquest of western Asia Minor until the annexation of Lykia by Pleistarchos after Ipsos. Lykian soldiers are frequently depicted fighting alongside Greeks, who may be mercenaries or the inhabitants of the colonies on Lykia's southern coast. Although nominally vassals of Persia, the Lykian princes were to all practical purposes independent, although they would often co-operate with Achaemenid satraps. The Karaburun tumulus shows an unarmoured Lykian footsoldier with javelin and hoplon. The Trysa heroon (circa 385 BC) shows Lykian infantry with helmets, hoplon shields and the drepanon, a vicious scythe-like sword used one-handed. Herodotus says that the drepanon was a traditional Lykian weapon. Prettier than the usual rag-bag hillmen, with tunics in a variety of bright colours and tasteful accessories!

63. PAIONIAN 512 BC - 284 BC

Cold. Ag 3. Rv, **H(S)**, Wd, RGo, Rd, BUA.

C-in-C - Irr LH (O) @ 15AP or Irr Ax (S) @ HAP				1
Sub-general - Irr LH (O) @ 15AP or Irr Ps (S) @ 13AP or Irr Ax (O) @ 13AP				1-2
Cavalry - Irr LH (O) @	5AP			6-12
Hypaspists - Irr Ax (S) @ 4AP				0-5
Warriors - Irr Ps (S) @ 3AP or Irr Ax (O) @		3AP		40-128
Slingers or archers - Irr Ps (O) @		2AP		4-12
Levies - Irr Ps (I) @ 1AP or Irr Ax (I) @ 2AP				16-32
War dogs - Irr Wb (F) @ 3AP				0-1
Lembi - Irr Bts (O) @ 2AP [Ps (S) or Ax (O)]				0-4
Illyrian allies - List: Illyrian (Bk 1)				

Only in 310 BC:

Macedonian allies - List: Macedonian Early Successor (Bk 2)

This list covers the armies of the Paionian tribes, including the Eastern Paionians, the Agrianians and the Kingdom of Paionia from their first contact with the Persians until the annexation of the Kingdom of Paionia by Lysimachos. A combined army of Paionians and Illyrians fought Parmenion's Macedonians in 356 BC. Kassandros brought Macedonian troops to the aid of King Audoleon against the Illyrians in 310 BC. Macedonians cannot be used with Illyrians.

MISCELLANEOUS

FURTHER INFORMATION

Further information on the organisation, equipment, tactics and appearance of the vast majority of the armies in these army list books can be found in the WRG series of army books. Particularly relevant to Book 1 is:

Armies of the Ancient Near East 3,000 BC to 539 BC, by Nigel Stillman and Nigel Tallis.

Other useful publications include:

The Achaemenid Persian Army, by Duncan Head. Montvert Publications.

Ancient Chinese Armies, by Chris Peers. Osprey Men-at-Arms Series. No 218.

CONTACT ADDRESS

For details of other WRG wargames rules, army lists and reference books, send a stamped addressed envelope or International Reply Coupons to:

WARGAMES RESEARCH GROUP, The Keep, Le Marchant Barracks, London Rd, Devizes, Wilts SN10 2ER. Tel: 01380 724558. E-mail keepwrg@talk21.com.

ACKNOWLEDGEMENTS

We would like to thank the many wargamers and historians who have contributed information and suggested lists for this book, in particular, we acknowledge the very major contributions made by Nigel Tallis, Duncan Head, Chris Peers and John Bassett.

INDEX

	Page		Page
Aamu. 3000 BC - 1500 BC.	8	Egyptian, Libyan. 946 BC - 712 BC.	35
Aitolian. 680 BC - 450 BC.	50	Egyptian, New Kingdom. 1543 BC - 1069 BC.	21
Akarnanian. 680 BC - 450 BC.	50	Egyptian, Saitic. 664 BC - 335 BC.	52
Akkadian. 2334 BC - 2193 BC.	12	Elam, Early. 3000 BC - 800 BC.	7
Amalekites. 1500 BC - 1000 BC.	8	Elamite, Neo-. 800 BC - 639 BC.	38
Amorite, Later: Old Babylonian and		Eshnunna. 2028 BC - 1762 BC.	13
Old Assyrian Period. 1894 BC - 1595 BC.	16	Etruscan, Early. 650 BC to 600 BC.	54
Amurru. 3000 BC - 1500 BC.	8	Etruscan League. 600 BC - 280 BC.	56
Andia, Medes, Zikirtu or Parsua. 835 BC - 550 BC.	37	Garamantes. 200 BC - 70 AD.	9
Apishal. 3000 BC - 2334 BC.	4	Gasgans. 3000 BC - 950 BC.	6
Aramaeans, Later. 1100 BC - 710 BC.	29	Greek, Dark Age and Geometric. 1160 BC - 650 BC.	28
Assyrian, Middle and Early Neo-. 1365 BC - 745 BC.	24	Greek, Early Hoplite. 680 BC - 450 BC.	50
Assyrian, Neo-, Empire. 745 BC - 681 BC.	42	Greek, Kyrenean. 630 BC - 74 BC.	55
Assyrian, Neo-, Later Sargonid. 680 BC - 609 BC.	48	Guti. 2250 BC - 2112 BC.	6
Assyrian, Old and Babylonian, Old.		Hapiru. 1500 BC -900 BC.	8
1894 BC-1595 BC.	16	Harappa. 2700 BC - 1500 BC.	11
Athenian. 680 BC - 450 BC.	50	Hebrew, Early. 1250 BC - 1000 BC.	26
Babylon, First Dynasty of. 1894 BC - 1595 BC.	16	Hebrew, Later. 1000 BC - 587 BC.	32
Babylonian, Kassite and Later. 1595 BC - 747 BC.	20	Hittite Empire. 1380 BC - 1180 BC.	23
Babylonian, Neo-. 746 BC - 539 BC		Hittite, Neo-. 1100 BC - 710 BC.	29
(and 522-521 BC, 482 BC).	40	Hittite Old and Middle Kingdom.	
Babylonian, Old and Assyrian, Old.		1680 BC- 1380 BC.	17
1894 BC - 1595 BC.	16	Hsia Chinese. 2000 BC - 1700 BC.	14
Bedouin, Early. 3000 BC - 312 BC.	8	Hu, Early. 400 BC - 200 BC.	39
Canaanite, Syro- and Ugaritic. 1595 BC - 1100 BC.	19	Hyksos. 1645 BC - 1537 BC.	17
Carthaginian, Early. 550 BC - 275 BC.	60	Illyrian. 700 BC - 10 AD.	44
Chinese, Hsia and Shang. 2000 BC - 1017 BC.	14	Indian, Pre-Vedic. 2700 BC - 1100 BC.	11
Chinese, Western Chou and Spring and Autumn.		Indian, Vedic. 1500 BC - 512 BC.	22
1100 BC-480 BC.	30	Isin, First Dynasty of. 2017 BC - 1787 BC.	13
Ch'u Chinese. 690 BC - 480 BC	30	Israel. 925 BC - 722 BC.	32
Cypriot. 1000 BC - 496 BC.	33	Italian Hill Tribes. 1000 BC - 290 BC.	34
Dark Age and Geometric Greek. 1160 BC - 650 BC.	28	Italian, Villanovan. 1000 BC - 650 BC.	31
Dilmun. 2800 BC-312 BC.	10	Judah. 925 BC - 587 BC.	32
Early Achaemenid Persian. 550 BC - 420 BC.	58	Jung. 2000 BC-315 BC.	15
Early Bedouin. 3000 BC - 312 BC.	8	Karkemish. 1894 BC - 1595 BC.	16
Early Carthaginian. 550 BC - 275 BC.	60	Kashgans/Kaska. 3000 BC - 950 BC.	6
Early Egyptian. 3000 BC - 1543 BC.	5	Kassite and Later Babylonian. 1595 BC - 747 BC.	20
Early Etruscan. 650 BC - 600 BC.	54	Kimmerian. 750 BC - 640 BC.	39
Early Hebrew. 1250 BC - 1000 BC.	26	Kish. 3000 BC - 2334 BC.	4
Early Hoplite Greek. 680 BC - 450 BC.	50	Kush/Kerma. 1650 BC - 1480 BC.	5
Early Hu. 400 BC - 200 BC.	39	Kushite Egyptian. 745 BC - 593 BC.	43
Early Libyan. 3000 BC - 70 AD.	9	Kushite, Meroitic. 592 BC - 350 AD.	57
Early Macedonian. 650 BC - 355 BC.	53	Kyrenean Greek. 630 BC - 74 BC.	55
Early Northern Barbarians. 2000 BC - 3 15 BC.	15	Larsa. 2025 BC - 1763 BC.	13
Early Roman. 650 BC to 578 BC.	54	Later Amorite: Old Babylonian and Old Assyrian Period.	
Early Sumerian. 3000 BC - 2334 BC.	4	1894 BC - 1595 BC.	16
Early Susiana and Elam. 3000 BC - 800 BC.	7	Later Aramaean. 1100 BC - 710 BC.	29
Early Syrian. 2500 BC - 2200 BC.	11	Later Hebrew. 1000 BC - 587 BC.	32
Early Vietnamese. 700 BC - 938 AD.	46	Later Mycenaean and Trojan War.	
Ebla. 2700 BC - 1800 BC.	11,16	1250 BC - 1190 BC.	25
Egyptian, Early. 3000 BC - 1543 BC.	5	Latin, Early Roman, Early Etruscan and Umbrian.	
Egyptian, Kushite. 712 BC - 593 BC.	43	650 BC - 338 BC, 578 BC, 600 BC and 290 BC.	54

	Page		Page
Latin. 650 BC to 538 BC.	54	Phokian. 680 BC - 450 BC.	50
LibU 1250 BC -475 BC.	9,35	Phrygian. 800 BC - 676 BC.	37
Libyan, Early. 3000 BC - 70 AD.	9	Pre-Vedic Indian. 2700 BC - 1100 BC.	11
Libyan Egyptian. 946 BC - 712 BC.	35	Qataban. 2800 BC - 312 BC.	10
Lydian. 687 BC - 546 BC.	47	Qatanum. 1894 BC - 1595 BC.	16
Lykian. 546 BC - 300 BC.	61	Roman, Early. 650 BC - 578 BC.	54
Macedonian, Early. 650 BC - 355 BC.	53	Roman, Tullian. 578 BC - 400 BC.	57
Ma'in. 2800 BC - 312 BC.	10	Saba. 2800 BC - 312 BC.	10
Makkan. 2800 BC - 312 BC.	10	Saitic Egyptian. 664 BC - 525 BC	
Mannaian. 950 BC - 610 BC.	34	and 405 BC - 335 BC.	52
Mari. 2700 BC - 1800 BC.	11,16	Sea Peoples. 1208 BC - 1176 BC.	26
Markhashi. 3000 BC - 800 BC.	7	Sealand. 1732 BC - 1460 BC.	13
Martu. 3000 BC - 1500 BC.	8	Shang Chinese. 1763 BC - 1017 BC	14
Massagetai. 550 BC - 150 BC.	39	Skythian. 750 BC - 50 AD.	39
Medes, Zikirtu, Andia or Parsua. 835 BC - 550 BC.	37	Spartan. 669 BC - 450 BC.	50
Melukhkhha. 2700 BC - 1500 BC.	11	Spring and Autumn Chinese. 770 BC - 480 BC.	30
Meroitic Kushite. 592 BC - 350 AD.	57	Sumerian, Early. 3000 BC - 2334 BC.	4
Meshwesh. 1250 BC - 475 BC.	9,35	Sumerian Successor States. 2028 BC - 1460 BC.	13
Middle Assyrian and Early Neo-Assyrian.		Susiana, Early. 3000 BC - 800 BC.	7
1365 BC - 745 BC.	24	Syrian, Early. 2500 BC - 2200 BC.	11
Midianites. 1500 BC - 1000 BC.	8	Syro-Canaanite and Ugaritic. 1595 BC - 1100 BC.	19
Minoan and Early Mycenaean. 1600 BC - 1250 BC.	18	Thessalian. 680 BC - 450 BC.	50
Mitanni. 1595 BC - 1274 BC.	18	Third Dynasty of Ur. 2112 BC-2004 BC.	12
Mycenaean, Early and Minoan. 1600 BC - 1250 BC.	18	Thracian. 700 BC - 46 AD.	45
Mycenaean, Later and Trojan War.		Ti. 2000 BC - 315 BC.	15
1250 BC-1190 BC.	25	Trojan War, and Later Mycenaean.	
Neo-Assyrian Empire. 745 BC - 681 BC.	42	1250 BC - 1190 BC.	25
Neo-Assyrian Later Sargonid. 680 BC - 609 BC.	48	Tullian Roman. 578 BC - 400 BC.	57
Neo-Babylonian. 746 BC - 539 BC		Ugaritic, and Syro-Canaanite. 1595 BC - 1100 BC.	19
(and 522-521 BC, 482 BC).	40	Umbrian. 650 BC - 290 BC.	54
Neo-Elamite. 800 BC - 639 BC.	38	Umma. 3000 BC - 2334 BC.	4
Neo-Hittite. 1100 BC - 710 BC.	29	Ur, Third Dynasty of. 2112 BC - 2004 BC.	12
New Kingdom Egyptian. 1543 BC - 1069 BC.	21	Urtian. 880 BC - 585 BC.	36
North European Bronze Age. 2000 BC - 700 BC.	15	Vedic Indian. 1500 BC - 512 BC.	22
North European Iron Age. 700 BC - 315 BC.	15	Vietnamese, Early. 700 BC - 938 AD.	46
Northern Barbarians, Early. 2000 BC - 315 BC.	15	Villanovan Italian. 1000 BC - 650 BC.	31
Nubian. 3000 BC - 1480 BC.	5	Western Chou Chinese. 1100 BC - 770 BC.	30
Old Assyrian. 1813 BC - 1755 BC.	16	Wu Chinese. 584 BC - 480 BC.	30
Paionian. 512 BC - 284 BC.	61	Yamhad. 1894 BC -1595 BC.	16
Parsua, Medes, Zikirtu or Andia. 835 BC - 550 BC.	37	Yueh Chinese. 510 BC-480 BC.	30
Persian, Early Achaemenid. 550 BC - 420 BC.	58	Zagros Highlanders. 3000 BC - 950 BC.	6
Philistine. 1166 BC - 600 BC.	27	Zikirtu, Andia, Medes, or Parsua. 835 BC - 550 BC.	37
Phoenician. 1000 BC - 332 BC.	33		

All Rights Reserved

No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without prior permission in writing from the copyright holder.

© Wargames Research Group, July 2000
The Keep, Le Marchant Barracks, London Road, Devizes, Wiltshire SN10 2ER
Printed in England by Flexiprint 51884

WARGAMES RESEARCH GROUP

2nd EDITION, JULY 2000