

ARMY LISTS SECTION ONE

THE CHARIOT PERIOD 3000 BC TO 500 BC

REFERENCES

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I/1 EARLY SUMERIAN 3000 BC-2334 BC & THE "GREAT REVOLT" CIRCA 2250 BC

This list covers the earliest attested Sumerian armies until the accession of Sargon of Akkad and the creation of the first historical empire. At the start of the period, inter-city warfare was endemic and cities were surrounded by thick mud-brick walls containing large palaces and temples. Society was highly stratified and wars were thought of as between rival cities' gods represented by their high priests. Some proto-cuneiform texts seem to list large bodies of archers under military officers.

By 2800BC, the bulk of the Sumerian army was close-order foot with long spears held in both hands and without shields, relying instead on thick capes of leather or felt studded with copper discs. The leather was often dyed red or green and the felt would be buff or off-white. From about 2500BC, large body shields were carried by separate shield-bearers, leaving the spearmen's hands free. In battle, the spearmen were preceded by skirmishers. The northern state of Kish used heavier broad-headed axes while Umma and Apishal used Martu mercenaries after 2500BC. Four-wheeled battle carts came into use about 2800 BC. Such armies may be seen in the "Standard of Ur" in the British Museum and the "Stele of the Vultures" in the Louvre.

The "Great Revolt" against Akkad entered mythology following Naram-Suen's victory after 9 epic battles in a single year. The army represents both the southern coalition under Lugal-Anne of Ur and the northern coalition under Iphkur-Kishi of Kish. The allied rebels appear under the Zagros Highlanders list.

Terrain type: Arable. Aggression: 2. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Warfare in the Ancient Near East* W. J. Hamblin, *Cambridge Ancient History* Vol.1 Part 2.

I/1a Early Sumerian Army 3000-2800 BC: 1xBd (Gen), 8xBw, 3xPs.

Enemies: I/1a, I/4a, I/5a, I/6a. Allies: I/4a or I/5a or I/6a.

I/1b Early Sumerian Army 2799-2250BC: 1x(Pk or HCh) (Gen), 1xHCh, 6xPk, 1x (Pk or Bw), 1x (Ax or Ps) 2xPs.

Enemies: I/1b, I/4a, I/5a, I/5b, I/5b, I/6a, I/9, I/11a. Allies: I/4a or I/5a or I/5b or I/6a or I/9.

I/2 EARLY EGYPTIAN 3000 BC - 1541 BC

This list covers the Egyptian armies of the Early Dynastic Period, the Old and Middle Kingdoms and the First and Second Intermediate Periods. There are several sets of chronologies used in Egyptian History but general agreement on the Dynasties which belong to the different periods. (Thus we have the "Old Kingdom" (Dynasties 1-6) followed by the "First Intermediate Period" (Dynasties 7-10) and then the Middle Kingdom (Dynasties 11-12) and finally the "Second Intermediate Period" (Dynasties 13-17) which includes the Hyksos kings of Dynasty 15.) The highest and the lowest chronologies differ by about 30 years and the ones given here are those of Grimal, Baines & Malik..

The Chariot Period.

From about **1645BC**, the northern half of Egypt was occupied by the Hyksos (list I/17) but the military system of the southern half probably remained unchanged until Khamose reformed the army and started driving the Hyksos out. Archers and close-combat troops usually formed up in separate bodies in the centre of the battle line with the lighter troops on the flanks.

Terrain Type: Littoral (the river Nile is its waterway). Aggression: 1. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Warfare in the Ancient Near East* W. J. Hamblin, *Cambridge Ancient History* Vol 1 Part 2, *Warfare in Ancient Egypt* Bridget McDermott

I/2a Early Egyptian Army 3000-1690 BC: 1x (Bd or Lit) (Gen), 5xBw, 2xBd, 1x (Bd or Bw), 1xHd, 2xPs

Enemies: I/2a, I/3, I/6a, I/7a, I/9, I/15, I/17a.

I/2b Early Egyptian Army 1689-1541 BC: 1xLCh (Gen), 4xBw, 3xBd, 1x (Bd or Bw), 1xHd, 2xPs

Enemies: I/2b, I/3, I/17b.

I/3 NUBIAN 3000 BC - 1480 BC

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 18th Dynasty. Beyond the cataracts the Nile is classed as a river rather than a waterway and Egyptian forts were established near the cataracts to prevent the passage of Nubian boats. The Nubians were predominantly archers and preferred to avoid open battle with the Egyptians whenever possible.

Terrain Type: Dry. Aggression: 1. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Warfare in the Ancient Near East* W. J. Hamblin, *Cambridge Ancient History* Vol.1 Part 2.

I/3 Nubian Army: 1xBw (Gen), 2xWb, 9x (Ps or Bw)

Enemies = I/2a, I/2b, I/3, I/7a, I/22a.

I/4 ZAGROS & ANATOLIAN HIGHLAND 3000 BC - 950 BC

This list covers the early upland peoples from the Zagros mountains, including the Guti, Lullubi and early Kassites as well as the early Hurrian highland states of north-eastern Mesopotamia, the Anatolian highlanders such as Gasgans, Kahgans, Kaska and many others. Generals and their bodyguards were armed with both composite bows and heavy axes. The "Great Revolt" option (I/4b) represents the alliance against Akkad organised by Gula-an King of Gutium.

Terrain Type: Hilly. Aggression: 3. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Warfare in the Ancient Near East* W. J. Hamblin, *Cambridge Ancient History* Vol.1 Part 2.

I/4a Zagros and Anatolian Highland Army 3000-2251 BC: 1x (Bd or Bw) (Gen), 5xAx, 5x(Ps or Bw) 1xPs

Enemies: I/1a, I/1b, I/1c, I/4a, I/5a, I/5b, I/9, I/11a.

I/4b Guti Army 2250-2112 BC: 1x(LCh or Bd) (Gen), 2x (Bd or Pk), 3x(Ax or Wb), 4x(Ps or Bw) 2xPs

Enemies: I/5b, I/9, I/11a, I/11b. Allies: (I/5b and I/10) or I/9 or I/11a.

I/4c Hurrian, Kassite, or Nairi Army 1780-950 BC: 1xLCh (Gen), 5xAx, 6xPs

Enemies: I/4c, I/5c, I/5d, I/12, I/15, I/16, I/19, I/20a, I/20b, I/21a, I/24a, I/25a, I/31a.

I/4d Gasgan Army 1650-950 BC: 1x (LCh or Wb) (Gen), 5xWb, 6xPs

Enemies = I/16, I/24a, I/24b, I/28, I/31a.

I/ 5. EARLY SUSIANA & ELAM 3000 BC - 800 BC.

This list covers the prehistoric proto-Elamite states east of Mesopotamia until around 2700BC, the later states of Elam and Anshan, the eastern highland kingdoms such as Markhashi, Awan and Aratta and the semi-nomadic cultures of Bactria and Margiana until around 1800BC. Early Susiana and Elam seem to have adopted many aspects of Mesopotamian civilisation, but do not seem to have evolved into similar centralised states. Elam remained a threat to its western neighbours when strong and a tempting area for conquest when weak.

Terrain Type: Arable. Aggression: 3.

References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Warfare in the Ancient Near East* W. J. Hamblin, *Cambridge Ancient History* Vol.1 Part 2.

I/ 5a Early Susiana or Elamite Army 3000-2601 BC: 1xBw (Gen), 11x (Bw or Ps).

The Chariot Period.

Enemies: I/1a, I/1b, I/4a, I/10. Allies: I/4a.

I/ 5b Early Susiana or Elamite Army 2600-2101 BC: 1x(Bw or HCh or LCh)(Gen), 1x (Bd or Sp), 2xPk, 8x(Bw or Ps)
Enemies: I/1b, I/1c, I/4a, I/4b, I/10, I/11a, I/11b. Allies: I/4a.

I/ 5c Early Susiana or Elamite Army 2100-1401 BC: 1x(Bw or LCh) (Gen), 1x(Bd or Bw), 10x (Bw or Ps).
Enemies: I/4c, I/10, I/11b, I/12, I/15, I/19, I/21a, I/23a. Allies: I/4c or (I/6a and/or I/10).

I/ 5d Early Susiana or Elamite Army 1400-800 BC: 1xLCh (Gen), 3xLCh, 8x (Bw or Ps)
Enemies: I/4c, I/21a, I/21b, I/23a, I/23b, I/25a, I/25b, I/37a, I/41a.

I/ 6 EARLY BEDOUIN 3000 BC-312 BC

This list covers all the near-eastern desert or dry-steppe nomads and semi-nomads prior to the widespread introduction of the ridden horse. It includes the Aamu, the pre-camel Amurru (Martu or Amorites), the early Aramaean settlers in Babylonia from 1100BC and major users of camels such as Midianites, Amalekites and early Arabs. The usual method of fighting on foot was to shoot a few missiles and then charge. Some of the camel troops were shown on Assyrian reliefs with two archers mounted on each camel - this does not affect their fighting ability.

Terrain Type: Dry. Aggression: 3. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/ 6a Early Bedouin Army: 1x (Wb or Ax) (Gen), 6xAx, 2x(Ps or Bw) 3xPs
Enemies: I/1a, I/1b, I/1c, I/2a, I/6a, I/8a, I/9, I/11a, I/11b, I/12, I/15, I/17a, I/17b, I/20b, I/21a, I/ 22a
Allies: I/9 or I/11ab or I/12.

I/ 6b Midianite Army: 1x Cm (Gen), 4xAx, 4xCm, 3xPs
Enemies: I/6b, I/8a, I/8b, I/8c, I/19, I/20a, I/20b, I/21a, I/22a, I/22b, I/24a, I/25a, I/27, I/29a, I/29b, I/31a

I/7 EARLY LIBYAN 3000 BC-70 AD

This list covers all independent Libyan armies based beyond the western borders of Egypt until the conquest of the Garamantes by the Romans. Libyan armies are described as fighting by skirmishing, ambush and massed wave assaults and were initially entirely on foot. Towards the end of the New Kingdom, they began to attack Egypt in greater strength and settle in the more cultivated areas and this threat was especially severe when combined with attacks by the Sea People from 1208 BC to 1176BC. By this time they had split into the more traditional Libu and the Meshwesh (who used bow, sword and chariot). The town-dwelling Garamantes of the Fezzan area of central Libya are said by Herodotus to use chariots, which are also shown in rock-art, but chariots were not mentioned by Strabo.

Terrain Type: Dry. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/ 7a Early Libyan Army 3000-1251 BC: 1x (Ax or Wb) (Gen), 5x (Ax or Ps), 4(Ax or Hd) 2xPs
Aggression: 2 Enemies: I/2a, I/3, I/17a, I/17b, I/22a.

I/ 7b Early Libyan Army 1250-666 BC: 1xLCh (Gen), 1x LCh, 3x(Wb or Ax), 3xBw, 4xPs
Aggression: 4 Enemies: I/22a, I/22b, I/28, I/35b, I/46b. Allies: I/28.

I/ 7c Early Libyan Army 665-200BC: 1xLCh (Gen), (6xWb or Ax, 5x Ps) or (11xSp)
Aggression: 1 Enemies: I/46b, I/52b, I/53, I/56a, I/56b, I/60a, I/60c, I/61a, I/61b, II/7, II/20a, II/20b, II/32, II/40.

I/ 7d Garamantean Army 500 BC-70 AD: 1xLH (Gen), 5x Ax, 6xPs
Aggression: 1 Enemies: I/56b, II/20c, II/20d, II/40, II/49, II/56

I/ 8 MAKKAN, DILMUN, SABA, MA'IN & QATABAN 2800 BC-312 BC

This list covers the armies of the resource-rich kingdoms of the eastern seaboard of Arabia (then known as Makkan), the maritime state of Dilmun and the agricultural kingdoms of the Yemen such as Saba (Sheba), Ma'in and Qataban. The typical weaponry before around 1800BC consists of large, well-made copper swords supplemented with a variety of missile weapons and daggers.

Terrain Type: Littoral. Aggression: 1. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/ 8a Makkan, Dilmun, Saba, Ma'in or Qataban Army 2800-1301 BC: 1xBd (Gen), 1x (Bd or Ax), 6xAx, 4xPs
Enemies: I/6a, I/6b, I/8a, I/10, I/11a

The Chariot Period.

I/8b Makkan Army 1300-312 BC: 1x (Wb or Cv) (Gen), 5xWb, 2x (Wb or Cm), 2xBw, 2xPs

Enemies: I/6a, I/6b, I/8b, I/8c, I/60a, I/60c.

I/ 8c Dilmun, Saba, Ma'in or Qataban Army 1300-312 BC: 1x (Bd or Cv) (Gen), 2xCm, 2xBd, 4xAx, 3xPs

Enemies: I/6a, I/6b, I/8b, I/8c. Allies: I/6a or I/21a.

I/9 EARLY SYRIAN 2700 BC-2200 BC

This list represents the culturally Sumerian early Syrian states such as Mari and Ebla before they were over-run by the Amurru as well as Syrian subject allies of the Amurru between 2200BC and 1894BC.

Terrain Type: Arable. Aggression: 2. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Warfare in the Ancient Near East* W. J. Hamblin, *Cambridge Ancient History* Vol.1 Part 2.

I/9 Early Syrian Army: 1x (HCh or Bd) (Gen), 2xPk, 4xAx, 5 (Bw or Ps)

Enemies: I/1b, I/1c, I/2a, I/4a, I/4b, I/6a, I/9, I/11a. Allies: I/1b, I/1c or I/6a.

I/10 MELUKHKHAN & PRE-VEDIC INDIAN 2700 BC-1500 BC

The proto-Indian or Harappan civilisation of the Indus valley of western India was known to the Mesopotamians as "the land of Melukhkha", but their own name for themselves is not known. They provided forces for the Great Revolt against Akkad and for the enemies of the Third Dynasty of Ur. The Indus civilisation collapsed around 1900BC and was replaced by the less urbanised pre-Vedic culture which lasted until about 1500BC. The published account by Michael Jansen, the excavator, says that they had no armies & didn't go in for warfare!

Terrain Type: Tropical. Aggression: 0. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis.

I/10 Melukhkhan or Pre-Vedic Indian Army: 1xSp (Gen), 3xSp, 2xBw, 2 (Bw or Ax) 4xPs

Enemies: I/5a, I/5b, I/5c, I/8a, I/10, I/11a, I/23a.

I/11 AKKADIAN 2334 BC-2193 BC & 3RD DYNASTY OF UR 2112 - 2004 BC

This list represents the armies of the Dynasty founded by Sargon of Akkad, the famed Sharru-kin. It seems likely that Akkadian armies campaigned well beyond Mesopotamia and although the empire was racked by massive revolts, the army and its generals remained loyal until Mesopotamia was over-run by the Gutti and Lullubi around 2193BC.

This list also includes the "Sumerian Renaissance" armies of the Third Dynasty of Ur which drove out the Gutti and Lullubi and achieved a temporary stability. Normal deployment was a vanguard, a main body in two wings and a rearguard, each with a sacred standard.

Terrain Type: Arable. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Warfare in the Ancient Near East* W. J. Hamblin, *Cambridge Ancient History* Vol.1 Part 2.

I/11a Akkadian Army 2334-2193 BC: 1x(HCh or LCh) (Gen), 2x (Sp or Pk), 4xPk, 4xPs, 1x(Pk or Hd)

Aggression: 4 Enemies: I/1b, I/4a, I/4b, I/5b, I/6a, I/8a, I/9, I/10, I/11a Allies: 0-2 of I/1c, I/5b, I/9.

I/11b Army of the Third Dynasty of Ur 2112-2004 BC: 1x (LCh or Bw) (Gen), 2xSp, 4xPk, 2x (Ax or Ps), 3xPs

Aggression: 2 Enemies: I/4b, I/5b, I/5c, I/6a, I/12 Allies: I/6a.

I/12 SUMERIAN SUCCESSOR STATES 2028 BC-1460 BC

This list covers the southern Mesopotamian successor kingdoms of the Isin-Larsa period following the decline of the Third Dynasty of Ur. These kingdoms include Eshnunna (2028-1762BC), Larsa (2025-1762BC), Isin (2017-1787BC) and the "Dynasty of the Sealand" (1732-1460BC) which was based on the unidentified city of "Urukug" in the marshes of Sumer.

Terrain Type: Arable. Aggression: 2. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Warfare in the Ancient Near East* W. J. Hamblin

I/12 Sumerian Successor Army: 1x (LCh or Bw) (Gen), 4x Pk, 2xBw, 2xAx, 3xPs.

Enemies: I/4c, I/5c, I/6a, I/11b, I/12, I/15, I/21a. Allies: I/5c or I/6ab or I/15.

I/13 HSIA & SHANG CHINESE 2000 BC-1017 BC

The Shang were the first truly historical Chinese dynasty. Traditionally they replaced the earlier Hsia dynasty around 1763BC, but archaeology suggests a considerable overlap. Close-fighting infantry were armed with a short one-handed "ko" (dagger-axe) or a five foot long spear and they also had chariots and archers.

Terrain Type: Arable. Aggression: 2. Reference: *Ancient Chinese Armies* C. Peers

I/13a Hsia and Shang Chinese Army 2000-1300 BC: 1x (Bw or Bd) (Gen), 4xBd, 2x (Ax or Bw), 5x (Bw or Ps)

Enemies: I/13a, I/14a. Allies: I/14a.

**I/13b Shang Chinese Army 1299-1017BC: 1x (HCh or LCh) (Gen), 4x(Bd or LCh or HCh), 2x (Ax or Bw),
5x (Bw or Ps)**

Enemies: I/13b, I/14a, I/32a. Allies: I/14a and/or I/32a.

I/14 EARLY NORTHERN BARBARIANS 2000 BC-315 BC

*This list covers the armies of the North European Bronze and early Iron Ages and the various tribal peoples of north China (referred to by the Chinese as Jung, Ti, I, Ch'iang and other names. (Note: these are **not** the same nation as the Ti of list II/21) from the beginnings of Chinese history to the final defeat of the western Jung in 315BC.*

Terrain Type: Arable. Reference: *By Other Means? The Development of Warfare in the British Isles 3000-500 BC* RJ Mercer, Journal of Conflict Archaeology, Volume 2 2007

Reference needed for Chinese & Jung

I/14a Chinese border tribes Army 2000-401 BC: 1x (Wb or LCh) (Gen), 8xWb, 3xPs.

Aggression : 3 Enemies: I/13a, I/13bb, I/14a, I/32a, I/32c, I/43a, II/4a, II/4e. Allies: I/32a, I/32c

I/14b Jung Army 400-315 BC: 1x (Cv or LH) (Gen), 2xLH, 6xWb, 3xPs

Aggression: 3 Enemies: I/14b, I/43a, II/4c.

I/14c European Bronze Age Army 2000-1401 BC: 1xWb (Gen), 9xBw, 2xPs

Aggression: 0 Enemies: I/14c.

**I/14d European Bronze Age Army 1400-701 BC: 1x(LCh or Bd) (Gen), 2xBd, 1x(Cv or Ax), 6xAx,
1x (Ps or Cv), 1xPs**

Aggression: 3 Enemies: I/14d, I/24a, I/24b, I/26a, I/33a, I/33b

I/14e European Iron Age Army 700-315 BC: 1x(LCh or Wb) (Gen), 1x LCh, 1x (Cv or Wb), 8xWb, 1xPs

Aggression: 3 Enemies I/14e, I/47, II/11.

I/15 LATER AMORITE 1894 BC-1595 BC

This list covers the armies of the mature, urbanised Amorite Dynasties of Syria and Mesopotamia which developed out of the invading Amurru hordes (list I/6) and before the conquests of the Hittite king Musilis I opened the way for Hurrian control of the area. They include Yamhad, Karkemish, Qatanum, Elba, The "Old Assyrian" empire of Shamshi-Adad and his successors (1813-1755BC), the First Dynasty of Babylon (1894-1595BC), Mari (until its destruction in 1759BC) and Aleppo (until its destruction in 1600BC).

Terrain Type: Arable. Aggression: 2. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Warfare in the Ancient Near East* W. J. Hamblin

I/15 Later Amorite Army: 1x (LCh or Bw) (Gen), 4xBd, 4xAx, 2xPs, 1x (Hd or Ps).

Enemies = I/2a, I/4c, I/5c, I/6a, I/12, I/15, I/16, I/17a, I/19.

I/16 HITTITE OLD & MIDDLE KINGDOM 1680 BC-1380 BC

This list covers the Hittite kingdom from its foundation by the semi-legendary Labarnas (possibly around 1680BC) until the accession of Suppiluliumas around 1380 BC.

The Chariot Period.

Terrain Type: Arable. Aggression: 3. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Warfare in the Ancient Near East* W. J. Hamblin, *Slingshot*

I/16 Early Hittite Army: 1xLCh (Gen), 1x LCh, 6x (Pk or Ax), 2x (Bw or Ax), 2x (Hd or Ps).

Enemies: I/4c, I/4d, I/15, I/18, I/19.

I/17 HYKSOS 1645 BC-1537 BC

The Hyksos or "rulers of foreign lands" conquered the northern half of Egypt and established a dynasty of six rulers. The first one, Sheshy or Salatis became Pharaoh in 1644/5 BC, set up a new capital in Avaris and a new priesthood of the local god Seth. The sixth Pharaoh, Khamudy, was driven out by Ahmose around 1537BC. It is unlikely that massed chariots played a part in the Hyksos conquest of Egypt, although they became more important in the later period.

Terrain Type: Littoral. Aggression: 2. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/17a Early Hyksos Army 1645-1591 BC: 1xLCh (Gen), 4xBd, 4xAx, 1x(Bw or Ps) 2xPs.

Enemies: I/2a, I/6a, I/7a, I/15. Allies: I/2a, I/2b.

I/17b Later Hyksos Army 1590-1537 BC: 1xLCh (Gen), 2xLCh, 3xBd, 3xAx, 1x(Bw or Ps) 2xPs

Enemies: I/2b, I/6a, I/7a, I/20b, I/22a. Allies: I/2b.

I/18 MINOAN & EARLY MYCENEAN 1600 BC-1250 BC

This list covers the period of the Aegean Palace civilisation based on the centres of Knossos, Pylos and Mycenae. Charioteers can be mounted knights in Dandra panoply armed with a long spear (HCh) or lighter warriors in quilted armour with javelins (LCh). They either fought en masse in a front line or were spaced in groups between the spearmen and on their flanks.

Terrain Type: Littoral. Aggression: 2. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/18 Minoan or Early Mycenaean Army: 1xHCh (Gen), 3x (HCh or LCh), 4xPk, 1x (Ax or Bw), 3xPs.

Enemies =I/16, I/18, I/24a, I/24b.

I/19 MITANNI 1595 BC-1274 BC.

After the fall of the Amorite dynasties, the Hurrians established the Mitannian empire in Mesopotamia and northern Syria. Its strength lay in the "maryannu" (aristocratic chariot warriors) who were supported by the infantry (many bowmen) of varying status and efficiency.

Terrain Type: Arable. Aggression: 3. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/19 Mitanni Army: 1xLCh (Gen), 5xLCh, 2xAx, 3x (Ps or Bw), 1xHd

Enemies: I/4c, I/5c, I/6b, I/15, I/16, I/20b, I/21a, I/22a, I/24a, I/25a. Allies: 0-2 of I/6ab, I/20b, I/24a.

I/20 SYRO-CANAANITE OR UGARITIC 1595 BC–1100 BC

This list covers the city-states of Canaan and Syria after the fall of the Amorite dynasties to the Hittites and the rise of possibly Hurrian rulers commanding chariot-riding maryannu. These city states were usually vassals of one of the great powers in the area, such as Mitanni, Egypt, Hittites or Assyria. Their tactics relied heavily on the use of the chariots.

Aggression: 2. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

**I/20a Ugarit Army 1274-1176 BC: 1xHCh (Gen), 3x (HCh or LCh), 1xBd, 1x(Ax or Bd),
3x(Ax or Wb (Gasgan)), 3xPs**

Terrain Type: Littoral Enemies: I/4c, I/6b, I/20b, I/22b, I/24b, I/25a, I/27, I/28. Allies: I/24b.

I/20b Syro-Canaanite Army 1595 –1100 BC: 1xLCh (Gen), 3xLCh, 1x (Bw or Bd), 4xAx, 1x(Ps or Bw) 2x Ps

Terrain Type: Arable. Enemies: I/4c, I/6a, I/6b, I/17b, I/19, I/20a, I/20b, I/21a, I/22a, I/22b, I/24a, I/24b, I/25a, I/27, I/28, I/29a. Allies: I/19 or I/22a or I/22b.

I/21 KASSITE & LATER BABYLONIAN 1595 BC-747 BC

This list covers the Babylonian empire in Mesopotamia from the Kassite 3rd dynasty's first occupation of Babylon until its overthrow by the Elamites in 117BC, the succeeding 2nd dynasty of Isin, the anarchy following the Aramaean invasions and then a period under weak later dynasties before the accession in 746BC of Nabu-nasir.

After the Hittites sacked Babylon, the Kassites took control from the Old Babylonian kingdom (list I/15). At this time, southern Babylonia was an independent kingdom of "Sealand" (list I/12), but this had been reconquered by about 1460BC. It was weakened by an unsuccessful invasion of Assyria and the dynasty fell when Babylon was sacked by the Elamites in 1157BC. Babylon regained its position under the 2nd dynasty of Isin when Nebuchadrezzar I (1126-1105BC) won a major victory over the Elamites, but declined in the later period and were unable to prevent large scale immigration by Aramean tribes.

Terrain Type: Arable. Aggression: 1. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/21a Kassite or Later Babylonian Army 1595-890 BC: 1xLCh (Gen), 3xLCh, 5xAx, 3xPs

Enemies: I/4c, I/5c, I/5d, I/6a, I/6b, I/12, I/19, I/20b, I/24a, I/24b, I/25a, I/31a. Allies: I/31a.

I/21b Later Babylonian Army 889-747 BC: 1xHCh (Gen), 1xHCh, 2xLCh, 1xCv, 5xAx, 2xPs

Enemies: I/5d, I/6a, I/6b, I/25b, I/42. Allies: I/6a and/or (I/31b or I/35b).

I/22 NEW-KINGDOM EGYPTIAN 1543 BC-1069 BC

This list starts with Kamose's rebellion against the Hyksos and ends with the death of Rameses XI, by which time the kingdom was in decline. New Kingdom armies added massed chariotry to the tactics of the Middle Kingdom armies. Famous generals of this period include Rameses II (1279-1213BC) whose "victory" at Kadesh was somewhat over-rated, Rameses III (1184-1153BC) who beat off invasions first by the Libyans and later by the Sea People, and Thutmose III (1479-1425BC).

Early New-Kingdom infantry are often shown running with an axe in the right hand, a spear in the left and a small shield slung behind one shoulder. Later ones have larger shields and wear body armour. After about 1200BC, Libyan and Sherdan mercenaries were included and later Sea People were often employed.

Terrain Type: Littoral (Its waterway is the river Nile) Aggression: 2. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/22a New-Kingdom Egyptian Army 1543-1200 BC: 1xLCh (Gen), 3xLCh, 3xBd, 4xBw, 1xPs

Enemies: I/3, I/6a, I/6b, I/7a, I/b, I/17b, I/19, I/20b, I/24a, I/24b, I/27

I/22b New-Kingdom Egyptian Army 1199-1069 BC: 1xLCh (Gen), 3xLCh, 3xBd, 3xBw, 1xWb, 1xPs

Enemies: I/6b, I/7b, I/20a, I/20b, I/24b, I/27, I/28, I/29a, I/29b, I/31a.

I/23 VEDIC INDIAN 1500 BC-512 BC

This list covers Indian armies from the Aryan invasion of India to the north until the Persian conquest of the north-west and the establishment of the first Buddhist state. The main sources are the Vedas and the Mahabharata. Most chariots had two unarmoured horses and two crew - a driver and an armoured noble archer. In the later period, the general might have a heavy chariot with a parasol, four horses and up to four crew. The elephant was generally used to protect the join of the army's centre and its wings and had a crew of up to 12 men, 8 of whom probably fought on foot alongside the elephant. The foot were mostly archer who gathered in clumps at the rear and avoided hand-to-hand combat whenever possible.

Terrain Type: Tropical. Aggression: 2. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Armies of the Macedonian and Punic Wars* D. Head, *Ancient Indian Warfare* Sarva Daman Singh

I/23a Early Vedic Indian Army 1500-900BC: 1xLCh (Gen), 4xLCh, 5xBw, 1x (Bw or Hd), 1xHd

Enemies: I/5c, I/5d, I/10, I/23a.

I/23b Later Vedic Indian Army 899-512 BC: 1x(LCh or HCh)(Gen), 1xEI, 4xLCh, 5xBw, 1xHd

Enemies: I/5d, I/23b, I/25b, I/43a, I/60a, I/60c

I/24 HITTITE EMPIRE 1380 BC-1180 BC

This list covers the Hittite empire of eastern Asia Minor from the accession of Suppiliumas circa 1380BC. Mitanni was acquired as a vassal state around 1348BC and Syria around 1340BC. The empire was crippled by the invasion of Sea Peoples around 1170BC and then finished off by their old Gasgan enemies.

At the battle of Kadesh in 1274BC, the heavy 3-man chariots (with shieldless driver, shieldless spearman and shield-bearer) surprised the Egyptian and so were probably a recent innovation. The army still had light chariots (Syrian with driver and archer and Anatolian with driver and spear or javelin man). Infantry at Kadesh were shown in deep rectangular blocks with spear in one hand and sword in the other - only the officers and chariot runners had shields. The Egyptians called them "teheru" or elite troops.

Terrain Type: Arable. Aggression: 2. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Slingshot*

I/24a Early Hittite Imperial Army 1380 - 1275 BC: 1xLCh (Gen), 3xLCh, 6xSp, 1xPs, 1x (Hd or Ps)

Enemies: I/4c, I/4d, I/6b, I/18, I/19, I/20b, I/21a, I/22a, I/24a, I/25a. Allies I/19.

I/24b Later Hittite Imperial Army 1274-1180BC: 1xHCh (Gen), 2xHCh, 1xLCh, 6xSp, 1xPs, 1x (Hd or Ps)

Enemies: I/4d, I/18, I/20a, I/20b, I/21a, I/22a, I/22b, I/24b, I/25a, I/26a, I/26b, I/28.

I/25 MIDDLE-ASSYRIAN & EARLY NEO-ASSYRIAN 1365 BC-745 BC

This list covers the seasonal pre-reform army of Assyria, strongly influenced by Hurri-Mitanni practice. The change from the light 2-crew chariot to the heavier 3-horse, 3-crew chariot occurred around 882BC under Ashurnasirpal II. The elite troops (ashsharittu or huradu) were half blades and half psiloi (who supported the blades) while the peasant militia (hupshu or sabe) were half auxilia and half psiloi, with psiloi again supporting the others.

Terrain Type: Arable. Aggression: 4. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/25a Middle Assyrian Army 1365-883 BC: 1xLCh (Gen), 3xLCh, 2xBd, 3xAx, 1x (Ax or Ps) 2xPs

Enemies: I/4c, I/5d, I/6b, I/19, I/20a, I/20b, I/21a, I/24a, I/24b, I/31a, I/34a, I/34b, I/37a.

I/25b Early Neo-Assyrian Army 882-745 BC: 1xHCh (Gen), 1xHCh, 2xLCh, 2xBd, 3xAx, 1x (Ax or Ps), 2xPs

Enemies: I/5d, I/6a, I/6b, I/21b, I/23b, I/31b, I/34b, I/34c, I/35b, I/37a, I/37b, I/38, I/39a, I/39b, I/40, I/41a, I/42.

Allies: I/31b.

I/26 LATER MYCENEAN & TROJAN WAR 1250BC-1190BC

This list covers the later period of Mycenaean Greece and the semi-legendary Trojan War of about 1200BC described by Homer, which is now thought to be a heavily-embroidered account of a war between the Achaean Greeks and the city of Troy/Ilium/Ilion which controlled trade access to the Black Sea and to reflect the military practice of this era. Ilium is taken to be the "Wilusa" of the Hittite records and account of Hittite king Tudhaliya IV sending a Hittite army to aid Wilusa against an attack by Attarsiyas (Atreus) ruler of the Ahhiyawa (Achaians) may refer to the same war.

Homer described the spearmen as pressing "shield against shield in their closed formation, bristling with shields and spears", although pictures on contemporary vases show warriors with a spear and no shield. Generals and other charioteers can always dismount and become blades. Some of the psiloi on the Trojan side could be Amazons fighting on foot with bow and axe.

Terrain Type: Littoral. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/26a Achaian Army 1250-1190 BC: 1xLCh//Bd (Gen), 3xLCh//Bd, 4xSp, 2x (Sp or Wb or Pk), 2xPs

Aggression: 3 Enemies: I/14d, I/24b, I/26a, I/26b, I/28.

I/26b Trojan Army 1250-1190 BC: 1xLCh//Bd (Gen), 3xLCh//Bd, 4xSp, 1xAx, 1x (Sp or Bd), 2xPs

Aggression: 1 Enemies: I/14d, I/24b, I/26a, I/28.

I/27 EARLY HEBREW c1250 BC-1000 BC

This list covers the Hebrew armies from the selection of Joshua as Judge until David's accession as King and is largely based on the Bible - which is unreliable as history but the only source available. The Simonites and Ephraimites (Wb) were described as "mighty men of valour" while the Benjaminites (Ps) were archers or slingers. The other tribes were probably best represented as auxilia.

The Chariot Period.

Terrain Type: Hilly. Aggression: 3. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Battles of the Bible* C. Herzog & M. Gichon

I/27 Early Hebrew Army: 1xAx (Gen), 2xWb, 5xAx, 4xPs

Enemies = I/6b, I/20a, I/20b, I/22a, I/22b, I/29a, I/29b, I/31a.

I/28 SEA PEOPLES 1208 BC-1176 BC

During the 12th century BC, Anatolia, Egypt, Canaan and Syria all came under increasing pressure from raids by the "Sea Peoples", whose success encouraged larger scale invasions. Who they were is uncertain, but current thinking suggests many different origins: the Sherdan from Sardinia, the Lukka from Lykia, the Peletset from Crete (who later became the Philistines), and the Sheklesh from Sicily. The Ekwash may have been Achaians and the Teresh may have come from northern Syria. The Denyen and Tjekker dressed like Peletset and may have been related while the Weshwesh are currently unclaimed. It has recently been suggested that the success of the Sea People was due to their infantry with a long sword and body armour (here classed as Bd) who could withstand both the chariots and their supporting infantry.

Terrain Type: Littoral. Aggression: 4. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/28 Sea-Peoples' Army: 1x (LCh or Bd)(Gen), 8xBd, 3x (Ax or Ps)

Enemies = I/4d, I/7b, I/20a, I/20b, I/22b, I/24b, I/26a, I/26b.

I/29 PHILISTINE 1166 BC-600 BC

The Philistines, whose name derived from "Peletset" were descended from the Sea People settled in Palestine by Rameses III after their defeat in Egypt. By around 1140BC, they had gained independence from Egypt and were expanding along the coast. Their five cities - Ashdod, Askelon, Ekron, Gath and Gaza - were each ruled by an independent prince but they usually acted in consort and their council (the "sarney") could designate an overall commander. They gradually adopted Canaanite chariot tactics, but continued to field effective infantry, while generals in chariots (such as Goliath) could always dismount as blades. Some of the Philistine cities survived the Assyrian conquest as vassal states and provided levy troops for service in Egypt.

Terrain Type: Arable. Aggression: 3. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Battles of the Bible* C. Herzog & M. Gichon

I/29a Early Philistine Army 1166-1100 BC: 1xLCh//Bd (Gen), 1xLCh, 6xBd, 2xAx, 2xPs

Enemies: I/6b, I/20b, I/22b, I/27, I/29a. Allies: I/20b.

I/29b Later Philistine Army 1099-600 BC: 1xLCh//Bd (Gen), 1xLCh, 6xSp, 2xAx, 2xPs

Enemies: I/6a, I/6b, I/22b, I/27, I/29b, I/31a, I/31b, I/34a, I/34b, I/34c, I/35a, I/35b, I/35c, I/38, I/45, I/46b, I/51, I/53. Allies: I/31a or I/31b or I/35a or I/35b or I/35c or I/38 or I/46b.

I/30 DARK-AGE & GEOMETRIC GREEK 1160 BC-650 BC

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 and they probably dismounted to fight, so charioteers before 725 BC can dismount and fight as blades. There are many depictions of shieldless warriors, probably with light body armour, riding horses. Foot are shown with javelins and/or and clad in little more than a helmet.

From 900 BC, the grave-goods change to contain multiple spearheads as well as daggers or short swords whereas previously they had contained either a spear or a sword. Illustrations of the period show warriors carrying the large Dipylon shield and the poet Tyrtaeus describes psiloi mingling with the shield-bearing heavier infantry.

After 725 BC, the transition to hoplites began and these "proto-hoplites" are classed as spearmen and should be represented by mixing hoplite figures with those carrying the Dipylon shields on the same bases. The change to hoplites seems to have been completed by about 650 BC.

Terrain Type: Arable. Aggression: 2. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/30a Greek Army 1160-901 BC: 1xLCh //Bd (Gen), 1xCv, 4xBd, 4xAx, 2xPs

Enemies: I/30a, I/31a, I/35a.

I/30b Greek Army 900-725 BC: 1x (LCh//Bd or Cv) (Gen), 1xCv, 7xAx, 3xPs

The Chariot Period.

Enemies: I/30b, I/31b, I/33b, I/35b, I/40.

I/30c Greek Army 724-650 BC: 1xCv (Gen), 1xCv, 7xSp, 3xPs

Enemies: I/30c, I/31b, I/33b, I/35b, I/35c, I/40, I/43a, I/48, I/50, I/52a.

I/31 NEO-HITTITE & LATER ARAMAEAN 1100 BC-710 BC

This list covers the Aramaean and Neo-Hittite successor kingdoms on Syria and Kilikia. Of these, Karchemish was a truly Neo-Hittite state since its rulers seem to have been directly descended from the Hittite royal family. Though rich and powerful, these states fell one-by-one to the onslaught of Assyria and Urartu.

Terrain Type: Arable. Aggression: 2. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/31a Neo-Hittite or Later Aramaean Army 1100-901 BC: 1xLCh (Gen), 5xAx, 6xPs.

Enemies: I/4c, I/4d, I/6a, I/6b, I/21a, I/22b, I/25a, I/27, I/29b, I/30a, I/31a, I/34a, I/34b, I/35a.

I/31b Neo-Hittite or Later Aramaean Army 900-710 BC: 1xHCh (Gen), 1xLCh, 1x (Ax or Sp), 4xAx, 5xPs.

Enemies: I/6a, I/6b, I/25b, I/29b, I/30a, I/30c, I/31b, I/34b, I/34c, I/35b, I/39a, I/39b, I/40.

Allies: I/34b and/or I/35b.

I/32 WESTERN CHOU & "SPRING & AUTUMN" CHINESE 1100 BC-480 BC

This list covers the Western Chou dynasty from its appearance, first as allies of the Shang and then as their rivals and supplanters, until 770BC and after this the numerous independent states, commonly named after the "Spring and Autumn Annals" of the state of Lu.

Terrain Type: Arable. Aggression: 0. Reference: *Ancient Chinese Armies* C. Peers

I/32a Western Chou Army 1100-770 BC: 1xHCh (Gen), 1xHCh, 6xBd, 2xBw, 1xAx, 1xPs.

Aggression: 3 Enemies: I/13b, I/14a, I/32a. Allies: I/13b and/or I/14a.

I/32b Wu or Yueh Chinese Army 584-480 BC: 1xHCh (Gen), 1xHCh, 1xBd, 4xSp, 2xBw, 2x (Wb or Sp), 1xPs.

Aggression: 0. Enemies: I/32b, I/32c, I/49a.

I/32c Other Chinese Armies 700-480 BC: 1xHCh (Gen), 3xHCh, 1xBd, 4xSp, 2xBw, 1xPs.

Aggression: 0 Enemies: I/14a, 32bc, 43a, 49a. Allies: I/14a.

I/33 VILLANOVAN ITALIAN 1000 BC-650 BC

This list covers the lowland Italian Iron-Age cultures before the rise of Etruscan and Greek influence. Defence originally rested entirely on the wealthy spearmen, but after 800BC they were joined by less wealthy and less well-equipped warriors.

Terrain Type: Arable. Aggression: 1. **REFERENCE NEEDED**

I/33a Early Villanovan Italian Army 1000-800 BC: 1x (Cv or LCh) (Gen), 11xWb

Enemies: I/14d, I/33a, I/36

I/33b Later Villanovan Italian Army 799-650 BC: 1x (Cv or LCh) (Gen), 1xCv, 5xWb, 4xAx, 1xPs.

Enemies: I/14d, I/30b, I/30c, I/33b, I/36.

I/34 LATER HEBREW 1000 BC-587 BC

This list covers the Hebrew states from the accession of David until their final destruction in 586BC. After the death of Solomon around 925BC, the kingdom split into the northern kingdom of Israel (capital Tirza), which fell to the Assyrians in 722BC, and the southern kingdom of Judah (capital Jerusalem) which fell to the Babylonians in 586BC. (Note: these are the new datings suggested by James & Rohl which are more successful in reconciling the archaeology with the biblical accounts.)

Terrain Type: Hilly. Aggression: 1. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Battles of the Bible* C. Herzog & M. Gichon

The Chariot Period.

I/34a Later Hebrew Army 1000-969 BC: 1xLCh (Gen), 7xAx, 1x (Ax or Sp), 3xPs

Enemies: I/6a, I/6b, I/25a, I/29b, I/31a.

I/34b Later Hebrew Army 968-800 BC: 1xLCh (Gen), 1x(LCh or Ax), 7xAx, 1x(Sp or Ax), 2xPs

Enemies: I/6a, I/6b, I/25a, I/25b, I/29b, I/31a, I/31b, I/38. Allies: I/31b and/or I/34b.

I/34c Later Hebrew Army 799-587 BC: 1xHCh (Gen), 1x(HCh or Ax), 7xAx, 1x(Sp or Ax), 2xPs

Enemies: I/6a, I/6b, I/25b, I/29b, I/31b, I/38, I/44a, I/44b, I/45, I/46b, I/51, I/53. Allies: I/35bc or I/38 or I/46ab or I/53.

I/35 CYPRIOT & PHOENICIAN 1000 BC-332 BC

This list covers Cyprus until the end of Evagorus' revolt in 380BC, Phoenician home armies until Alexander's conquest in 332BC and Phoenician colonial armies until the rise of Carthage from around 550BC. Cyprus was successively conquered by Myceneans, Sea Peoples, Dorian Greeks and Phoenicians. It was tributary to Assyria, Egypt and Persia and Evagorus was nominally a satrap of Persia until he rebelled.

Terrain Type: Littoral. Aggression: 0. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/35a Cypriot or Phoenician Army 1000-901 BC: 1xLCh (Gen), 1xLCh, 6xAx, 4xPs

Enemies: I/29b, I/30a, I/31a, I/35a.

I/35b Cypriot or Phoenician Army 900-680 BC: 1xHCh (Gen), 1xHCh, 1xCv, 6xAx, 3xPs

Enemies: I/7b, I/25b, I/29b, I/30b, I/30c, I/31b, I/45. Allies: I/30c.

I/35c Cypriot or Phoenician Army 679-490 BC: 1x (HCh or Sp) (Gen), 1xHCh, 1xCv, 6xSp, 3xPs

Enemies: I/29b, I/30c, I/41c, I/44a, I/44b, I/51, I/52g, I/53, I/60a. Allies: I/30c or I/52g.

I/35d Cypriot or Phoenician Army 489-332 BC: 1xSp (Gen), 1xCv, 6x (Sp or Ax), 3xPs, 1x (Art or Sp)

Enemies: I/60a, I/60c, II/7, II/12. Allies: I/52g.

I/36 ITALIAN HILL TRIBES 1000 BC-124 BC

This list covers the other mainland Italian hill peoples until their absorption by Rome in the 3rd Samnite War, the Samnites before the foundation of the Samnite league in 355BC, the Umbrians before their assimilation to Etruscan culture after 700BC, the Ligurians until their subjection in 124BC, and similar people of the large off-shore islands including Sicily and Sardinia.

Terrain Type: Hilly. Aggression: 3. **REFERENCE NEEDED**

I/36 Armies of the Italian Hill Tribes: 1xCv (Gen), (10xAx or 10xWb), 1xPs

Enemies = I/33a, I/33b, I/36, I/52i, I/55a, I/55b, I/55c, I/55d, I/55e, I/57a, I/57b, I/59, II/8a, II/8b, II/8c, II/10, II/13.

I/37 MANNAIAN & OTHER TAURUS & ZAGROS HIGHLANDERS 950-610 BC

This list covers the major Iron Age highland states of the Taurus and Zagros mountains, including Mannaiia, Zamua, Kumme, later Nairi lands south of Lake Van, Shubria, Hubushkia, and Musasir. After 710 BC it also covers fragments of Kappadokia and Kilikia.

Terrain Type: Hilly. Aggression: 1. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/37a Taurus or Zagros Highland Army 950-750 BC: 1xLCh (Gen), 2xCv, 5xAx, 4x (Ps or Bw)

Enemies: I/5d, I/25a, I/25b, I/37a, I/39a, I/39b, I/41a, I/42. Allies: I/6a or I/25a or (I/39a and/or I/41a).

I/37b Taurus or Zagros Highland Army 749-610 BC: 1xHCh (Gen), 1xCv, 1xLH, 5xAx, 4x (Ps or Bw)

Enemies: I/25b, I/37b, I/39b, I/40, I/41a, I/41b, I/41c, I/42, I/43a, I/44a, I/45, I/51.
Allies: (I/39b and/or I/41abc) or (I/43a and/or I/51).

I/38 LIBYAN EGYPTIAN 946 BC-712 BC

The successors of Rameses III were weak rulers and in later years the kingdom split up, with Nubia and the High Priests of Amun forming a separate Kushite kingdom in the south. The northern kingdom fell under the control of Libyan dynasties and this list covers their armies.

The Chariot Period.

Terrain Type: Littoral. Aggression: 2. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/38 Libyan Egyptian Army: 1xLCh (Gen), 2xLCh, 1xCv, 3xWb, 3xPs, 1xBd, 1xBw

Enemies: I/6a, I/6b, I/25b, I/29b, I/34b, I/34c, I/38, I/45, I/46a, I/46b.

I/39 URARTIAN 880 BC-585 BC

Urartu, centred in the mountains around Lake Van, expanded into Mannaia and the Skythian territory north of the Caucasus. This made it a rival of the Assyrians, but it was eventually conquered by the Medes.

Terrain Type: Hilly Aggression: 3. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/39a Urartian Army 880-780 BC: 1xLCh (Gen), 1xCv, 9xAx, 1xPs

Enemies: I/25b, I/31b, I/37a, I/40, I/41a. Allies: I/37a.

I/39b Urartian Army 779-585 BC: 1xHCh (Gen), 2xCv, 1xLCh, 1x (Ax or Sp), 5xAx, 1xPs, 1xHd

Enemies: I/25b, I/31b, I/37a, I/37b, I/40, I/41a, I/41b, I/41c, I/45, I/51.

Allies: I/31b or I/37a or I/37b or I/41a or I/41b or I/41c or I/43a.

I/40 PHRYGIAN 850 BC – 676 BC

This list covers the Phrygian kingdom of west central Asia Minor from its founding around 850BC until its overthrow by the Kimmerians and Urartians. They also fought the Assyrians until in 709Bc they concluded peace and began paying tribute.

Terrain Type: Arable. Aggression: 1. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/40 Phrygian Army: 1xLCh (Gen), 1xCv, 8xAx, 2xPs

Enemies = I/25b, I/30b, I/30c, I/31b, I/37b, I/39a, I/39b, I/43a, I/45, I/48, I/50, I/51. Allies: I/39ab or I/43a.

I/41 MEDES, ZIRKIRTU, ANDIA & PARSUA 835 BC-550 BC

This list covers the Medes from their first mention in Assyrian annals until their incorporation into the Persian empire. It also covers other early Iranian states such as Zikirtu, Andia or Parsua.

Terrain Type: Arable. Aggression: 2. **REFERENCE NEEDED. new ed of AGPW?**

I/41a Medes, Zirkirtu, Andia or Parsua Army 835-670 BC: 1x (LCh or Cv) (Gen), 4xCv, 6xAx, 1xPs

Enemies: I/5d, I/25b, I/37a, I/37b, I/39a, I/39b, I/41a, I/42, I/45, I/51. Allies: I/43a and/or I/51

I/41b Medes, Zirkirtu, Andia or Parsua Army 669-621 BC: 1x (LCh or Cv) (Gen), 3xCv, 4xSp, 4xPs

Enemies: I/37b, I/39b, I/41b, I/42, I/43a, I/44a, I/51 Allies: I/37b or I/43a.

I/41c Medes, Zirkirtu, Andia or Parsua Army 620-550 BC: 1x (LCh or Cv) (Gen), 3xCv, 1x (LH or Ax), 4xSp, 2xBw, 1xPs

Enemies: I/35c, I/37b, I/39b, I/41c, I/43a, I/44b, I/50, I/51, I/60a. Allies: I/43a or I/44a or I/44b.

I/42 NEO-ELAMITE. 800 BC-639 BC

The kingdom of Elam, founded around 2700BC, was situated in what later became to Persian provinces of Susa and Anshan and it fought against both Babylon & Assyria. Our knowledge of the Neo-Elamite army comes from their reliefs.

Terrain Type: Hilly. Aggression: 2. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/42 Neo-Elamite Army: (1xHCh or LCh//Bw) (Gen), 2xLCh//Bw (kallapani), 1xLH, 7xBw, 1xPs.

Enemies = I/21b, 25b, 37ab, 41ab, 43a, 44a, 45, 51. Allies = I/6a or I/44a.

I/43 KIMMERIAN, SKYTHIAN & EARLY HU 750 BC-70 AD

This list covers the early horse-archer nations of the Kimmerians from 750BC until 600BC, the European Skythians from 700BC until 10BC, the Asian Skythians from 750BC until 50AD and the Hu of the Chinese border from their first appearance around 400BC until around 70AD.

Terrain Type: Steppe. Aggression: 4. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *Armies of the Macedonian and Punic Wars* D. Head

**I/43a Kimmerian or Skythian Army 750BC-301 BC: 1x (Cv or LH) (Gen), 8xLH,
((2xPs + 1x (Hd or Ax)) or 3xLH)**

Enemies: I/14a, I/14b, I/23b, I/30c, I/32c, I/37b, I/40, I/41b, I/41c, I/42, I/43a, I/44a, I/45, I/48, I/50, I/51, I/60a, I/60c, II/2, II/4a, II/4c, II/4e, II/5i, II/7, II/12, II/15, II/17a, II/19a, II/21a, II/24, II/25, II/26.

Allies: I/14b or I/37b or I/39b or I/48 or I/52g or II/2.

**I/43b Skythian or early Hu Army 300 BC-50 AD: 1xKn (Gen), 8xLH,
((2xPs + 1x (Hd or Ax)) or 3xLH)**

Enemies: I/43b, I/48, II/2, II/3a, II/17b, II/19a, II/19b, II/21a, II/24, II/25, II/26, II/28b, II/36a, II/37, II/38a, II/41a, II/41b, II/46a, II/46b, II/48.

I/44. NEO-BABYLONIAN 746 BC- 482 BC

This list covers the armies of Babylon from the accession of Nabu-nasir, through a period of nominal Assyrian rule, the creation of the independent Neo-Babylonian empire, its period of dominance, the fall of the city to the Persians in 539BC and the later revolts.

Terrain Type: Arable. Aggression: 1. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/44a Early Neo-Babylonian Army 746-605 BC: 1xHCh (Gen), 1xHCh, 2xCv, 1xAx, 7xBw

Enemies: I/6a, I/6b, I/34c, I/35c, I/37b, I/41b, I/42, I/43a, I/45, I/51, I/53. Allies = (a) I/6b or I/41b or I/412c or I/42

I/44b Later Neo-Babylonian Army 604-482 BC: 1xHCh (Gen), 1xHCh, 1xCv, 1xSp, 4xBw, 2xHd, 1xCm, 1xPs

Enemies: I/6a, I/6b, 34c, 35c, 41c, 50, 51, 53, 60a. Allies (b) I/41c.

I/45 NEO-ASSYRIAN EMPIRE 745 BC-681 BC

This list represents the main Assyrian field army following the reforms of Tiglath-Pileser II and before the major changes of the later Sargonids.

Terrain Type: Arable. Aggression: 4. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/45 Neo-Assyrian imperial army: 1xHCh (Gen), 3xHCh, 2xCv, 2xAx, 2xPs, 2xHd

Enemies: I/6a, I/6b, I/29b, I/34c, I/35b, I/37b, I/38, I/39b, I/40, I/41a, I/42, I/43a, I/44a, I/46b, I/50.

Allies: I/6a or I/29b or I/31b or I/34c or I/35b or I/37b or I/38 or I/40 or I/41a.

I/46 KUSHITE EGYPTIAN 745 BC-593 BC

Nubia was lost to Egypt about 1080Bc after a civil war and the later kings of Kush were fanatically devoted to the Egyptian religion. Around 730BC the Kushite king Piye defeated the northern armies and became Pharaoh of Egypt as far north as Thebes. In 712BC, his successor extended his rule over the whole of Egypt. This continued until 712Bc, when they were defeated by the Assyrians and retreated south to the Sudan, where they founded the kingdom of Meroe.

Terrain Type: Littoral. Aggression: 3. Reference *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/46a Early Kushite Egyptian Army 745-728 BC: 1xLCh (Gen), 1xLCh, 2xCv, 2xAx, 4x (Ps or Bw), 2xPs

Enemies: I/38. Allies: I/38.

I/46b Later Kushite Egyptian Army 727-593 BC. 1xHCh(Gen), 1x (HCh or LCh), 2xCv, 1xAx, 2xSp,

Enemies: I/6a, I/6b, I/7b, I/7c, I/29b, I/34c, I/38, I/45, I/51, I/53 2x (Ps or Bw), 1x (Ax or Ps), 1xBd, 1xBw

I/47 ILLYRIAN 700 BC-10 AD

The Illyrians inhabited the lands on the eastern side of the Adriatic Sea (modern Croatia and Albania). Their most aggressive period was from the creation of a powerful Illyrian state by Bardylis I around 394BC and continued until the subjugation of most of their tribes by the Romans in 148BC.

Terrain Type: Hilly. Aggression: 3. Reference: *Armies of the Macedonian and Punic Wars* D. Head

I/47 Illyrian Army: 1xLH (Gen), 9xAx, 2xPs

Enemies: I/14e, I/47, I/48, I/52c, I/52d, I/52h, I/54, I/63, II/5d, II/5e, II/5i, II/11, II/12, II/15, II/17a, II/17b, II/18a, II/27a, II/31a, II/31b, II/31c, II/31e, II/31f, II/31g, II/31h, II/31i, II/31j, II/33, II/35, II/47g, II/49, II/52, II/56. Allies: I/63 or II/9

I/48 THRACIAN 700 BC-46 AD

Herodotus said the Thracians would have conquered the world if only they had combined, but they enjoyed fighting each other too much. They are therefore rated low in aggression. They remained independent for most of the period, but became a Roman client kingdom in about 25BC and a Roman province in 46AD.

Terrain Type: Hilly. Aggression: 1. Reference: *Armies of the Macedonian and Punic Wars* D. Head

I/48 Thracian Army: 1xCv (Gen), 3x (LH or Ax), 6xAx, 2xPs

Enemies: I/30c, I/40, I/43a, I/43b, I/47, I/48, I/50, I/52e, I/52f, I/52g, I/54, I/60a, I/63, II/5b, II/5i, II/11, II/12, II/15, II/17a, II/17b, II/18a, II/19a, II/9b, II/9c, II/24, II/30a, II/30b, II/33, II/35, II/49, II/56. Allies: II/5i or II/56.

I/49 EARLY VIETNAMESE 700 BC-938 AD

The Dong-Son culture of Bronze-Age Vietnam represents the ancient kingdom of Van-lang and also the kingdom of Au Lac which succeeded it in the 3rd century BC. Nan-Yueh was a kingdom based in south China which included Vietnam and introduced Chinese military methods. From 111BC until T'ang authority collapsed, Vietnam was a rebellious Chinese province and later became independent.

Terrain Type: Tropical. Aggression: 1. **REFERENCE NEEDED**

I/49a Van-lang or Au Lac Vietnamese Army 700-207 BC: 1xWb (Gen), 4xWb, 3xBw, 1xAx, 3xPs

Enemies: I/32b, I/32c, I/49a, II/4a, II/4b, II/4d, II/29.

I/49b Nan-Yueh Vietnamese Army 206-111 BC: 1xHCh (Gen), 2xSp, 3xWb, 4xBw (half Cb), 2xPs

Enemies: I/49b, II/4d, II/4e, II/29, II/41a.

I/49c Early Vietnamese Army 135-247 AD: 1xCv (Gen), 2x(Sp or Bd), 2x (Bw (Cb) or Ps), 3xWb, 2xBw, 2xPs

Enemies: I/49c, II/41b, II/63.

I/49d Early Vietnamese Army 248-938 AD: 1xEl (Gen), 2x (Sp or Bd), 2x (Bw (Cb) or Ps), 3xWb, 2xBw, 2xPs

Enemies: I/49d, II/63, 79b, III/9a, III/20a, III/20b, III/23, III/39. Allies: III/23.

I/50 LYDIAN 687 BC-540 BC

This list covers the Lydian kingdom in Asia Minor from the overthrow of the Phrygian Maeonian dynasty around 687BC until the defeat of Croesus in 540BC and the incorporation of Lydia into the Persian empire.

Terrain Type: Hilly. Aggression: 1. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/50 Lydian Army: 1x (LCh or Kn) (Gen), 2xKn, 2xLH, 4x (Sp or Ax), 3xPs

Enemies = I/30c, I/40, I/41c, I/43a, I/44b, I/45, I/48, I/51, I/52g, I/60a, I/60b. Allies = I/52g.

I/51 LATER SARGONID ASSYRIAN 680 BC-609 BC

This list represents the Assyrian field army in its final form under the successors of Sargon II until the fall of the successor Assyrian kingdom of Harran in 609BC.

The Chariot Period.

Terrain Type: Arable. Aggression: 4. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/51. Later Sargonid Assyrian Army: 1xHCh (Gen), 1xHCh, 2xCv, 2xSp, 2xAx, 3xPs, 1xHd

Enemies: I/6a, I/6b, I/29b, I/34c, I/35c, I/37b, I/39b, I/40, I/41a, I/41b, I/41c, I/42, I/43a, I/44a, I/44b, I/46b, I/50, I/53.
Allies: I/6b or I/37b or I/40ab or I/42 or I/43a or I/53.

I/52 EARLY HOPLITE GREEK 669 BC-449 BC

This list covers the armies of the Greek city states in mainland Greece and elsewhere from the introduction of the hoplite and throughout the period when the hoplite was the main component of the army. Greek tradition ascribed the introduction of the hoplite system to Pheidon, tyrant king of Argos (possibly 680BC-650BC) who used it to defeat Sparta's List 30 army in 669BC. The news soon spread and so did the conversion of Greek armies to the hoplite system. The Greek city states fought incessantly among themselves throughout this period, either individually or allied in groups.

Aggression: 2 Allies = 0-2 of any other except I/52g or I/52i or combining I/52e & I/52f. **References: NEEDED**

I/52a Argive Hoplite Army 680-450 BC: 1xSp (Gen), 9xSp, 2xPs

Terrain Type: Arable. Enemies: I/30c, I/52b, I/52e, I/52f.

I/52b Spartan Hoplite Army 668-450 BC: 1xSp (Gen), 10xSp, 1x (Sp or Hd)

Terrain Type: Arable. Enemies: I/7c, I/52a, I/52c, I/52d, I/52e, I/52f.

I/52c Thessalian Hoplite Army 668-450 BC: 1x (Cv or LH) (Gen), 3xLH, 4xSp, 4xPs

Terrain Type: Arable. Enemies: I/47, I/52b, I/52d, I/52h, I/54.

I/52d Theban Hoplite Army 668-450 BC: 1xSp (Gen), 1xCv, 9xSp, 1xPs

Terrain Type: Arable. Enemies: I/47, I/52b, I/52c, I/52e, I/52f, I/52h.

I/52e Early Athenian Hoplite Army 668-541 BC: 1xSp (Gen), 9xSp, 2xPs

Terrain Type: Arable. Enemies: I/48, I/52a, I/52b, I/52d.

I/52f Later Athenian Hoplite Army 540-450 BC: 1xSp (Gen), 1x (Cv or LH or Sp), 7xSp, 1xPs, 1x (Ax or Sp),

Terrain Type: Arable. Enemies: I/48, I/52a, I/52b, I/52d, I/60a, I/60c

1x(Ps or Bw)

I/52g Asiatic Greek Hoplite Army 668-450 BC: 1xCv (Gen), 1xCv, 9xSp, 1xPs

Terrain Type: Littoral. Enemies: I/35c, I/48, I/50, I/52g, I/60a, I/60c, I/62.

I/52h Phokian or Aitolian Hoplite Army 668-450 BC: 1xSp (Gen), 3xSp, 8xPs

Terrain Type: Hilly. Enemies: I/47, I/52c, I/52d, I/52h, I/60a.

I/52i Italiot or Siciliot Hoplite Army 668-450 BC: 1xCv (Gen), 1x (Cv or LH), 8xSp, 2xPs

Terrain Type: Littoral. Enemies: I/36, I/52i, I/55a, I/55b, I/55c, I/57a, I/61a.

I/53 SAITIC EGYPTIAN 664 BC-335 BC

This list covers the Egyptian Armies from the establishment of the dynasty at Sais until the Persian conquest in 525BC. It then covers the Athenian expedition of 460BC to 454BC, the period from the revolt against the Persians in 405BC until the Persian reconquest in 343BC and the final unsuccessful revolt in 335BC. Sais started as an Assyrian client kingdom, but took over Egypt when the Assyrians withdrew in the 650s.

Terrain Type: Littoral. Aggression: 1. Reference: *Armies of the Ancient Near East* N. Stillman & N. Tallis

I/53. Saitic Egyptian Army: 1x (HCh or Cv) (Gen), 1xLH, 6xSp, 2xBw, 2xPs

Enemies: I/6a, I/6b, I/7c, I/29b, I/34c, I/35c, I/44a, I/44b, I/46b, I/51, I/56a, I/58, I/60a, I/60c, I/7.

Allies: I/7c or I/51 or I/52f or I/56a.

I/54 EARLY MACEDONIAN 650 BC-355 BC

This list covers the armies of Argead Macedonia from the establishment of the Argead dynasty until the reforms of Philip II.

The Chariot Period.

Terrain Type: Arable. Aggression: 0. Reference: *Armies of the Macedonian and Punic Wars* D. Head

I/54 Early Macedonian Army: 1xKn (Gen), 1xKn, 2x (Sp or Ax), 6xAx, 2xPs

Enemies: I/47, I/48, I/52c, I/60a, I/63, II/5a, II/5b, II/5d, II/5i. Allies: I/52a or I/52c.

I/55 LATIN, EARLY-ROMAN, EARLY-ETRUSCAN & UMBRIAN 650-290 BC

This list covers the Italian lowland armies from the end of the Villanovan culture, modified by Etruscan and Greek influence and the building of cities. It includes the Etruscans from the introduction of the hoplite until the founding of the Etruscan league (list 57) and Rome until the reforms of Servius Tullius around 578BC (list 59). It also covers other Latin armies until the destruction of the Latin League in 338BC and Umbrian armies until the end of the 3rd Samnite War in 290BC. Most of the information for these armies is archaeological.

Terrain Type: Arable. Aggression: 2. Reference *Armies of the Macedonian and Punic Wars* D. Head

I/55a Etruscan Army 650-600 BC: 1xLCh (Gen), 2xCv, 6xSp, 1x (Bd or Sp), 2xPs

Enemies: I/36, I/52i, I/55a, I/55b, I/55c, I/55d, I/55e.

I/55b Roman Army 650-578 BC: 1xCv (Gen), 10xSp, 1xPs

Enemies: I/36, I/52i, I/55a, I/55c, I/55d, I/55e, I/57a.

I/55c Latin Army 650-401 BC: 1xCv (Gen), 1xCv, 7xSp, 3xPs

Enemies: I/36, I/52i, I/55a, I/55b, I/55e, I/57a, I/59. Allies: I/36 or I/52i.

I/55d Latin Army 400-338 BC: 1xCv (Gen), 1xCv, 2xBd, 4xSp, 4xPs

Enemies: I/36, I/55a, I/55b, I/55e, I/57b, II/8a, II/8b, II/8c, II/10, II/11, II/13. Allies: I/36 or I/52i or II/8b or II/9 or II/11.

I/55e Umbrian Army 650-290 BC: 1xCv (Gen), 1xCv, 2xSp, 6xAx, 2xPs

Enemies: I/36, I/55a, I/55b, I/55c, I/55d, I/57a, I/57b, I/59, II/10, II/11, II/13.

I/56 KYRENEAN GREEK 630 BC-74 BC

Kyrene was the largest of the 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 using 4-horsed chariots and for using carts to provide transport for its Hoplites. In 322 BC, Kyrene was annexed by Ptolemy of Egypt, but the Macedonian governor his installed soon rebelled and set up as an independent ruler. After 308 BC, Kyrene was loosely attached to Ptolemaic Egypt, but remained more or less independent.

Terrain Type: Littoral. Aggression: 0. Reference: *Armies of the Macedonian and Punic Wars* D. Head

I/56a Early Kyrenean Greek Army 630-314BC: 1x (LCh or Cv or Sp) (Gen), 2xLCh, 2xLCh//Sp, 6xSp, 3xPs

Enemies: I/7c, I/53, I/60a, I/60c, I/61a, II/7, II/12, II/20a. Allies: I/7cd or I/61b.

I/56b Later Kyrenean Greek Army 313-74BC: 1xKn (Gen), 2x (Pk or Ax), 6xSp, 3xPs

Enemies: I/7c, I/7d, I/60c, I/61b, II/20b, II/20c, II/20d. Allies: I/7c or I/7d.

I/57 ETRUSCAN LEAGUE 600 BC-280 BC

This list covers Etruscan armies from the founding of the Etruscan League until their subjection by Rome.

Terrain Type: Arable. Aggression: 3. Reference: *Armies of the Macedonian and Punic Wars* D. Head

I/57a Etruscan League Army 600-400BC: 1xCv (Gen), 1xCv, 1x (Bd or Sp), 7xSp, 1xPs, 1x (Hd or Ps)

Enemies: I/36, I/52i, I/55b, I/55c, I/55e, I/59. Allies: I/36 or I/52i or I/55ce or I/59 or II/5g or II/11

I/57b Etruscan League Army 399-280BC: 1xCv (Gen), 1xCv, 4xBd, 4xSp, 1xPs, 1x (Hd or Ps)

Enemies: I/36, I/55d, I/55e, II/8a, II/8b, II/8c, II/9, II/10, II/11, II/13. Allies: I/36 or I/55cde or II/5g or II/11 or II/13.

I/58 MEROITIC KUSHITE 592 BC-350 AD

Some time after the Kushite withdrawal from Egypt, its capital, Napata, was destroyed by the Saitic Pharaoh Psamtik II and a new capital was established to the south at Meroe. The Kingdom, known to the Greeks as "Aithiopia" was still under Egyptian cultural influence and was frequently ruled by the Queen Mother with the title "Candace". The kingdom, weakened by attacks from the Nobades, fell to the Abyssinian kingdom of Axum around 350 AD.

Terrain Type: Dry. Aggression: 1. **REFERENCE NEEDED**

I/58 Meroitic Kushite Army: 1x (Cv or Bw or El) (Gen), 3xBw, 5xSp, 2xBd, 1xPs

Enemies: I/53, I/60a, I/60c, II/20a, II/20b, II/20c, II/20d, II/55a, II/55b, II/56, II/62a, II/64b. Allies: II/55a or II/55b.

I/59 TULLIAN ROMAN 578 BC-400 BC

This list covers the armies of Rome from the reforms of Servius Tullius until those of Camillus.

Terrain Type: Arable. Aggression: 3. Reference: *Armies of the Macedonian and Punic Wars* D. Head

I/59 Tullian Roman Army: 1x (Cv or Sp)(Gen), 1xCv, 7xSp, 1x (Ax or Ps), 2xPs

Enemies: I/36, I/55c, I/55e, I/57a, II/8a, II/8b, II/8c. Allies: I/36.

I/60 EARLY ACHAEMENID PERSIAN 550 BC-420 BC

This list covers the Persian armies from Cyrus the Great's defeat of the Medes until the abandonment of sparabara infantry.

Terrain Type: Arable. Aggression: 3. Reference: *The Achaemenid Persian Army* D. Head

I/60a Achaemenid Army 550-466 BC: 1x (LCh or Cv)(Gen), 1xCv, 1xLH, 5xBw, 1xAx, 1x(Ps or Sp), 1xPs, 1xHd

Enemies: I/6a, I/6b, I/7c, I/8b, I/23b, I/35c, I/35d, I/41c, I/43a, I/44b, I/48, I/50, I/52f, I/52g, I/52h, I/53, I/54, I/56a,
Enemies: I/58, I/62, I/63, II/1, II/2, II/3a. Allies: I/40c or I/43a or I/62

I/60b Achaemenid Army 546 BC: 1xCv (Gen), 1xCv, 1xSch, 1xWWg (towers), 1xCm, 5xBw, 1xAx, 1xPs

Enemies: I/50.

I/60c Achaemenid Army 465-420BC: 1x (LCh or Cv) (Gen), 1xCv, 1xLH, 3xBw, 2x(Bw or Ax), 1xAx, 2xPs, 1xHd

Enemies: I/6a, I/6b, I/7c, I/8b, I/23b, I/35d, I/43a, I/52f, I/52g, I/53, I/56a, I/56b, I/58, II/1, II/2, II/3a, II/5b, II/6.
Allies: I/62.

I/61 EARLY CARTHAGINIAN 550 BC-275 BC

The city of Carthage started as a colony planted on the north African coast (in modern Tunisia) by a Phoenician rebel Queen. It grew into a powerful trading state which became Rome's most dangerous rival. This list covers the armies from Mago's institution of a largely mercenary army until the end of the war against Pyrrhos of Epiros.

Terrain Type: Littoral. Aggression: 3. Reference: *Armies of the Macedonian and Punic Wars* D. Head 1982

I/61a Early Carthaginian Army 550-410BC: 1x (HCh or Cv) (Gen), 1xHCh, 1xCv, 6xSp, 1xAx, 2xPs

Enemies: I/7c, I/52i, I/56a. Allies: I/7c or I/52i or II/5h.

I/61b Early Carthaginian Army 409-275BC: 1x (HCh or Cv) (Gen), 1xHCh, 1xCv, 1x(LH or Ax), 4xSp, 1xAx,

Enemies: I/7c, I/56b, II/5h, II/9, II/15, II/27b. Allies: II/5h. **1xWb, 2x2Ps**

I/62 LYKIAN 546 BC-300 BC

This list covers the armies of the Lykian princes from Cyrus' conquest of western Asia Minor until the annexation of Lykia by Pleistarchos after the battle of Ipsos.

Terrain Type: Hilly. Aggression: 1. References: *Armies of the Macedonian and Punic Wars* D. Head, *The Achaemenid Persian Army* D. Head

The Chariot Period.

I/62 Lykian Army: 1xCv (Gen), 8xAx, 1xBd, 2xPs

Enemies: I/52g, I/60a, II/5b, II/12, II/16a, II/16b, II/19a. Allies: I/52g or II/5i.

I/63 PAIONIAN 512 BC-284 BC

This list covers the armies of the Paionian tribes from their first contact with the Persians until the annexation of the kingdom of Paionia by Lysimachos.

Terrain Type: Hilly. Aggression: 3. Reference: *Armies of the Macedonian and Punic Wars* D. Head 1982

I/63 Paionian Army: 1x (LH or Ax) (Gen), 1xLH, 8x (Ps or Ax), 2xPs

Enemies: I/47, I/48, I/54, I/60a, II/12, II/17a, II/17b, II/18a, II/18b, II/30a. Allies: I/47 or II/18c

I/64 EARLY JAPANESE 500 BC – 500 AD

This list covers Japanese armies of the Yayoi and early Kofun cultures. The Yayoi were not united and even their most powerful rulers only controlled part of the country - one of the most important of these being Yamatai ruled by the priestess-queen Himiko (183-248AD). Warriors wore simple clothing and tattoos and their weapons included spears, dagger-axes, swords, wooden bows & slings. The Kofun period saw great increases in the use of iron armour (laced plates in Chinese style or vertical strips in the Korean style) and the gradual consolidation under an Imperial dynasty based in the Yamato basin.

Terrain Type: Arable. **REFERENCES NEEDED**

I/64a. Yayoi Japanese Army 550 BC - 274 AD: 1x (Bw or Bd or Ax) (Gen), 3xBd, 3xAx, 5xBw

Aggression: 1. Enemies I/64a.

I/64b Kofun Japanese Army 275 AD - 407 AD: 1xBw (Gen), 2xBd, 2xAx, 6xBw, 1xPs

Aggression: 2. Enemies II/75, II/76, II/77

I/64c Kofun Japanese Army 408 AD - 500 AD: 1x (Bw or Cv) (Gen), 2xBd, 2xAx, 6xBw, 1x (Ps or Cv)

Aggression: 2. Enemies: II/75, II/76, II/77