

ARMY LISTS SECTION ONE

THE CHARIOT PERIOD 3000 BC TO 500 BC

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 and contained large palaces and temples. Society was highly stratified and wars were thought of as between rival cities' gods represented by the cities' armies. Some proto-cuneiform texts seem to list large bodies of archers under military officers.

By 2800 BC, 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 unshielded skirmishers using bows, slings or javelins. 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 Ipkhur-Kishi of Kish. The third rebel alliance appears 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: 1 x General (Bd), 8 x archers (Bw), 3 x skirmishers (Ps)

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

I/1b Early Sumerian Army 2799-2334BC: 1 x General (on foot (Pk) or in battle car (HCh)), 1 x battle car (HCh), 6 x spearmen (Pk), 1 x spearmen (Pk) or archers (Bw), 1 x spearmen (Ax) or skirmishers (Ps) 2 x skirmishers (Ps)

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/1c Great Sumerian Revolt Army 2250BC: 1 x General (on foot (Bd or Pk) or in battle car (LCh or HCh), 1 x battle car (HCh), 5 x spearmen (Pk), 1 x spearmen (Pk) or archers (Bw), 2 x skirmishers (Ps), 2 x citizen levies (Hd)

Enemies: I/11a. Allies: I/4a or I/5a or I/6a or I/9 or I/10

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 suggested for 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 those given here are those of Grimal, Baines & Malik..

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. The "menfat" were the "shock troops", marines or "spearmen of the residence".

Note: In BBDBA before 1689, only the commander-in-chief can use a litter, the other generals must be on foot.

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: 1 x General (on foot (Bd) or in litter(Lit)), 4 x archers (Bw), 2 x menfat (Bd), 1 x javelinmen & quiver carriers (Ps), 1 x Medjay & Nubians (Bw or Ps), 2 x conscripts (Hd), 1 x Bedouin slingers & Libyan javelinmen (Ps)

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

I/2b Early Egyptian Army 1689-1541 BC: 1 x General (LCh), 4 x archers (Bw), 2 x menfat (Bd), 1 x javelinmen & quiver carriers (Ps), 1 x Medjay & Nubians (Bw or Ps), 2 x conscripts (Hd), 1 x Bedouin slingers & Libyan javelinmen (Ps)

Enemies: I/2b, I/3, I/17a, 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. Above 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 downstream of Nubian boats. The Nubians were predominantly archers and preferred to avoid open battle with the Egyptians whenever possible.

Terrain Type: Dry or Steppe (next to the Nile) 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: 1 x General (Bw), 2 x warriors (Wb), 8 x archers (Ps or Bw), 1 x javelinmen (Ps)
Enemies = I/2a, I/2b, I/3, I/7a, I/22a. Ally: I/2a

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

This list covers the early upland peoples from the Zagros mountains, including the Gutu, Lullubi and early Kassites as well as the early Hurrian highland states of north-eastern Mesopotamia, the Anatolian highlanders such as Gasgans (also called Kashgans or Kaska). 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 3000-950 BC: 1x General (Bd or Bw), 5 x warriors (Ax), 5 x (Ps or Bw), 1x slingers or javelinmen (Ps)
Enemies: I/1a, I/1b, I/4a, I/5a, I/5b, I/9, I/11a.

I/4b Gutu Army 2250-2112 BC: 1 x General (in chariot (LCh) or on foot (Bd)), 3 x warriors(Ax or Wb), 2 x Makkmites city militia (Pk), 4 x archers (Ps or Bw), 2 x archers, slingers or javelinmen (Ps)
Enemies: I/5b, I/9, I/11a, I/11b. Allies: I/5b or I/9 or I/11a

I/4c Hurrian, Kassite, or Nairi Army 1780-950 BC: 1 x General (LCh), 5 x warriors (Ax), 5 x archers (Ps or Bw), 1 x archers, slingers or javelinmen (Ps)
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: 1 x General (in chariot (LCh) or on foot (Wb)), 5 x warriors (Wb), 5 x archers (Ps or Bw), 1 x archers, slingers or javelinmen (Ps)
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 800 BC. 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: 1 x General (Bw), 11 x archers (Bw or Ps)
Enemies: I/1a, I/1b, I/4a, I/10. Allies: I/4a.

I/5b Early Susiana or Elamite Army 2600-2101 BC: 1 x General (on foot (Bw or Bd) or in battle-car (HCh)), 1 x retinue (Bd or Ax or Bw), 2 x household (Pk or Bw), 8 x archers (Bw or Ps)
Enemies: I/1b, I/4a, I/4b, I/10, I/11a, I/11b. Allies: I/4a

I/5c Early Susiana or Elamite Army 2100-1401 BC: 1 x General (on foot (Bw or Bd) or in platform car (LCh)), 1 x household (Bd or Bw), 10 x archers (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) or I/12 or I/15

I/5d Early Susiana or Elamite Army 1400-800 BC: 1 x General in 2-horse chariot (LCh), 2 x 2-horse chariot (LCh), 9 x archers (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: 1 x General (Wb or Ax), 6 x javelinmen (Ax), 2 x archers (Ps or Bw), 3 x slingers (Ps)

Enemies: I/1a, I/1b, I/2a, I/6a, I/6b, 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/11a or I/11b or I/12.

I/ 6b Midianite, Amalakite or early Arab Army 1500-312 BC: 1 x General (Cm), 4 x javelinmen (Ax), 4 x Camelry (Cm), 1 x archers (Ps or Bw), 2 x slingers(Ps)

Enemies: I/6a, 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/6c Early Aramaean army 1100-747 BC: 1 x General (with bodyguard(Ax or Wb) or in battle car (LCh)), 1 x Camelry(Cm or LCm), 5 x javelinmen(Ax), 3 x slingers(Ps), 2 x archers(Bw or Ps)

Enemies: I/6a, I/6b, I/6c, I/21a, I/21b, I/25a, I/25b, I/31a, I/31b

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 Peoples 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 were 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: 1 x General (Ax or Wb), 6 x javelinmen (all Ax or all Wb), 2 x archers (Ps or Bw), 3 x javelinmen (Ps)

Aggression: 2 Enemies: I/2a, I/3, I/17a, I/17b, I/22a.

I/ 7b Early Libyan Army 1250-666 BC: 1 x General (LCh), 1 x warriors (LCh or Wb), 5 x warriors (Wb or Ax), 2 x archers (Bw or Ps), 3 x javelinmen (Ps)

Aggression: 4 Enemies: I/22a, I/22b, I/28, I/35b, I/46b. Allies: I/28.

I/ 7c Early Libyan Army 665-200BC: 1 x General (LCh), 1 x warriors (LCh or Ps), 3 x javelinmen (Ps), 5 x warriors (all Wb or all Ax or or all Sp), 2 x archers (Ps or Bw)

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: 1 x General (LCh or LH), 1 x warriors (LCh or LH or Ax), 5 x javelinmen (Ax), 3 x javelinmen (Ps), 2 x archers (Ps or Bw)

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 1800 BC 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 2800-1001 BC: 1 x General (Bd), 1 x warriors (Bd or Ax), 6 x warriors (Ax), 4 x archers or javelinmen (Ps)

Enemies: I/6a, I/8a, I/10, I/11a Ally: I/21

I/8b Makkan Army 1000-312 BC: 1 x General (Wb or Cv), 5 x warriors(Wb), 2 x warriors (Wb or Cm),

Enemies: I/6a, I/6b, I/6c, I/8b, I/8c, I/60a, I/60c **2 x archers (Bw), 2 x archers (Ps)**

I/ 8c Dilmun, Saba, Ma'in or Qataban Army 1300-312 BC: 1 x General (Bd or Cv), 2 x warriors (Cm or Ax), 1 x men-at-arms (Bd), 5 x warriors (Ax), 3 x javelinmen (Ps or LCm)

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

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: 1 x General (in 4-wheeled battle car (HCh) or in platform car (LCh) or on foot (Bd)), 2 x household spearmen (Pk), 4 x militia (Ax or Ps), 3 x militia (Bw or Ps), 2 x levy archers (Ps)

Enemies: I/1b, I/2a, I/4a, I/4b, I/6a, I/9, I/11a. Allies: I/1b 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: 1 x General (Sp), 3 x spearmen (Sp), 2 x archers (Bw), 2 x archers (Bw) or Kulli highlanders (Ax), 4 x peasant slingers (Ps)

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: 1 x General (in 4-wheeled battle car (HCh) or platform car (LCh) or on foot (Bd)), 6 x household spearmen (all Sp or all Pk), 3 x levy archers or slingers or javelinmen (Ps), 1 x levy archers (Ps or Bw), 1 x militia (Pk or Ax or Hd)

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

I/11b Army of the Third Dynasty of Ur 2112-2004 BC: 1x General (in platform car (LCh) or on foot (Bw)), 6 x household spearmen (all Sp or all Pk), 2 x militia (Ax or Ps), 3 x levy archers (Ps)

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: 1 x General (in 4-equid platform car (LCh) or on foot (Bw)), 5 x retinue or militia (all Pk or all Sp), 1 x household archers (Bw), 1 x militia archers (Bw or Ps), 1 x Zagros highlanders (Ax or Ps), 3 x archers, slingers or javelinmen (Ps)

Enemies: I/4c, I/5c, I/6a, I/11b, I/12, I/15, I/21a. Allies: I/5c or I/6a 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: 3 Reference: *Ancient Chinese Armies* C. Peers

I/13a Hsia and Shang Chinese Army 2000-1300 BC: 1 x General (Bw or Bd), 5 x Dagger-axe men (Bd), 2 x spearmen (Bd or Ax), 4 x archers (Bw or Ps)

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

The Chariot Period.

I/13b Shang Chinese Army 1299-1017BC: 1 x General in 2-horse chariot (with 3 men (HCh) or with 2 men (LCh)), 4 x Dagger-axe men (Bd), 1 x (dagger-axe men (Bd) or war dogs (Wb)), 1 x (dagger-axe men (Bd) or spearmen (Ax)), 5 x archers (Bw or Ps)

Enemies: I/13b, I/14d, I/14g, 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.*

The early Bronze-Age in Northern Europe is assumed to be a prosperous time of organised theocratic states who constructed vast religious monuments such as Stonehenge. Their downfall was believed to be due to climate change. The Neolithic bow was later replaced by copper or bronze axes and daggers. Later they were replaced by warrior-kings whose armies used long spears (outnumbering the swords by 10 to 1). The richest of these warriors had bronze armour and some rode horses and presumably fought on horseback. The Iron Age brought increased use of the chariot and near disappearance of the bow.

The Chinese tribes were mostly infantry although there is some slight evidence for chariots and towards the end of the period the Jung and Ch'iang may have started riding ponies. In 706, the states of CH'i and Cheng defeated a northern Jung army with their "leather-coated warriors". The I of the Huai valley were famous archers and so have been allowed the possibility of a higher proportion of archers. The Red Ti were a band of aristocratic warriors ruling over subjugated clansmen.

Terrain Type: Arable. References: (European) *Slingshot 203 & 210, By Other Means? The Development of Warfare in the British Isles 3000-500 BC* RJ Mercer, Journal of Conflict Archaeology, Volume 2 2007, (Chinese) *Ancient Chinese Armies* Chris Peers

I/14a European Bronze Age Army 2000-1401 BC: 1 x General (Wb), 9 x warriors (all Wb or all Bw), 2 x archers or slingers (Ps)
Aggression: 0 Enemies: I/14d, I/14f, I/14g

I/14b European Bronze Age Army 1400-701 BC: 1 x General (in chariot (LCh) or on foot (Bd)), 2 x armoured warriors (Bd), 1 x horsemen (Cv) or warriors (Ax), 6 x warriors (Ax), 2 x archers or slingers (Ps)
Aggression: 3 Enemies: I/14d, I/26a, I/26b, I/33a, I/33b

I/14c European Iron Age Army 700-315 BC: 1 x General (in chariot (LCh) or on foot (Wb)), 1 x warrior (LCh), 1 x horsemen(Cv) or warriors(Wb), 8 x warriors (Wb), 1 x archers or slingers (Ps)
Aggression: 3 Enemies I/14e, I/47, II/11.

I/14d Chinese Border-tribes Army 2000-401 BC: 1 x General (on foot (Wb) or in chariot (LCh)), 8 x warriors (Wb), 3 x archers or slingers (Ps)
Aggression : 3 Enemies: I/13a, I/13b, I/14a, I/14b, I/32a, I/32c, I/43a, II/4a, II/4e. Allies: I/32a, I/32c

I/14e Jung or Chi'ang Army 400-315 BC: 1 x General (Cv or LH), 2 x horse archers(LH), 6 x warriors (Wb), 3 x archers or slingers (Ps)
Aggression: 3 Enemies: I/14c, I/43a, II/4c

I/14f Red Ti army 788-588 BC: 1 x General (Wb), 4 x warriors (Wb), 5 x raiders & levies (Hd), 2 x archers or slingers (Ps)
Enemies: I/14a, I/32a, I/32c Ally I/32

I/14g I army 2000-315 BC: 1 x General (Wb), 4 x warriors(Wb), 2 x warriors (Wb or Bw or Ps), 2 x archers (Bw or Ps), 3 x archers or slingers (Ps)
Enemies: I/13a, I/13b, I/14a, I/32a, I/32c

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 Mursilis I opened the way for Hurrian control of the area. They include Yamhad (Aleppo), Karkemish, Qatanum, Ebla, 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: 3 if Assyrian or Babylonian, otherwise 2.

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

I/15 Later Amorite Army: 1 x General (in 4-equid platform car (LCh) or on foot (Bw)), 5 x retinue (Bd), 5 x sabum qallatum or nomadic levies (3xAx + 2xPs), 1 x reserves (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. They used 2-horse, 2-crew chariots (LCh) and the bulk of the infantry were spearmen with light shields – some were embodied all year while others were called up when needed.

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: 1 x General (LCh), 1 x charioteers (LCh) or spearmen (Sp or Ax),
7 x spearmen (all Sp or all Ax), 1 x archers (Bw or Ps) or spearmen (Ax) or slingers (Ps) or javelinmen (Ps),
2 x Hupshu conscripts or levy (Hd or Ps)**

Enemies: I/4c, I/4d, I/15, I/18, I/19 Allies: I/15 or 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: 1 x General (LCh), 4 x retainers (Bd), 2 x javelinmen (Ax),
2 x Aamu or Libyan warriors (Ax or Ps), 3 x archers or slingers (Ps)**

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

**I/17b Later Hyksos Army 1590-1537 BC: 1 x General (LCh), 2 x charioteers (LCh), 3 x retainers (Bd),
2 x Aanu warriors (Ax), 1 x Aanu or Libyan warriors (Ax or Ps), 3 x archers or slingers (Ps)**

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 Dendra 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. Many spearmen carried figure-of-eight or tower shields.

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

**I/18 Minoan or Early Mycenaean Army: 1 x General (HCh), 3 x charioteers (HCh or LCh), 4 x spearmen (Pk),
1 x archers (Bw or Ps), 1 x Libyans(Ax or Ps), 2 x Pylions (Ax)**

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: 1 x General (LCh), 5 x Maryannu (LCh), 2 x Alik ilki spearmen (Ax),
2 x Alik ilki archers (Bw or Ps), 1 x Hapiru or Akhalamu(Ps), 1 x Ashshabu levy (Hd)**

Enemies: I/4c, I/5c, I/6b, I/15, I/16, I/20b, I/21a, I/22a, I/24a, I/25a. Allies: I/6a and/or (I/20b or 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: 1 x General (HCh), 3 x royal Maryannu (HCh or LCh), 1 x royal guard (Bd),
4 x spearmen (Ax), 2 x archers (Ps or Bw), 1 x Bedouin (Ps)**

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

**I/20b Syro-Canaanite Army 1595 –1100 BC: 1 x General (LCh), 3 x Maryannu (LCh), 1 x royal guard (Bw or Bd),
4 x spearmen (Ax), 1 x archers (Ps or Bw), 2 x Bedouin archers or slingers (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 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 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: 1 x General (LCh), 3 x charioteers (LCh), 6 x militia spearmen or mercenaries (Ax), 2 x militia archers or slingers (Ps)

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

I/21b Later Babylonian Army 889-747 BC: 1 x General (HCh), 2 x charioteers (LCh), 1 x cavalry (Cv), 6 x militia spearmen or mercenaries (Ax), 2 x militia archers or slingers (1 x Ps + 1x (Ps or Bw))

Enemies: I/5d, I/6a, I/6b, I/6c, I/25b, I/42. Allies: I/6b or I/6c or I/25b

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 Peoples, 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 Sherden mercenaries were included and later Sea Peoples 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: 1 x General (LCh), 3 x charioteers (LCh), 3 x spearmen (Bd), 4 x archers (Bw), 1 x archers or javelinmen (Ps)

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: 1 x General (LCh), 3 x charioteers (LCh), 3 x spearmen (Bd), 2 x archers (Bw), 1 x Libyans (Wb or Bw), 1 x Libyans (Wb), 1 x archers or javelinmen (Ps)

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-501 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 states. 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 archers 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: 1 x General (LCh), 4 x heroic charioteers (LCh), 5 x archers (Bw), 2 x followers (Bw or Hd)

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

I/23b Later Vedic Indian Army 899-501 BC: 1 x General (LCh or HCh), 1 x elephant (El) or charioteer (LCh), 4 x heroic charioteers (LCh), 5 x archers (Bw), 1 x followers (Bw or Hd)

Enemies: I/5d, I/23b, I/25b, I/43a, I/43c, 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: 1 x General (LCh), 3 x charioteers(LCh), 4 x spearmen (Sp), 2 x Hittite or Anatolian spearmen (Sp or Ax), 1 x Anatolian archers or slingers (Ps), 1 x vassals (Bw or 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: 1 x General (HCh), 4 x spearmen (Sp), 2 x Anatolian spearmen (Ax), 3 x charioteers (1xHCh)+1x(HCh or LCh)+1xLCh, 1 x Anatolian archers or slingers (Ps), 1 x vassals (Bw or 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: 1 x General (LCh), 3 x charioteers (LCh), 1 x Ashsharittu (Bd), 2 x (huradu (Bd) or militia (Ax)), 1 x Hupshu (Ax), 4 x militia or levy archers (Ps)

Enemies: I/4c, I/5d, I/6b, I/6c, 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: 1 x General (HCh), 1 x charioteers (HCh), 2 x charioteers (LCh), 1 x Ashsharittu (Bd), 2 x (huradu (Bd) or militia (Ax)), 1 x militia (Bw or Ax), 3 x levy archers (Ps), 1 x subject levies (Hd)

Allies: I/31b

Enemies: I/5d, I/6a, I/6b, I/6c, 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

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. Some of the psiloi on the Trojan side could be Amazons fighting on foot with bow and axe.

Terrain Type: Littoral. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *The Legend of Odysseus* Peter Connolly

I/26a Achaian Army: 1 x General (in chariot (LCh) or on foot (Bd)), 3 x heroic charioteers (LCh), 4 x spearmen (Sp), 2 x spearmen(Sp) or Myrmydons (all Wb or all Pk), 2 x archers, slingers or javelinmen (Ps)

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

I/26b Trojan Army: 1 x General (in chariot (LCh) or on foot (Bd)), 3 x heroic charioteers (LCh), 4 x spearmen (Sp), 1 x spearmen (Sp) or Lukka (Bd), 3 x archers, slingers or javelinmen (Ps)

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

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 Simeonites 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.

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: 1 x General (Ax), 2 x Simeonites or Ephraimites (Wb), 5 x other tribesmen (Ax),
1 x Benjaminites (Ps or Bw), 3 x other skirmishers (Ps)**

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. Their origin is uncertain, but current thinking suggests many different origins: the Sherden from Sardinia, the Lukka from Lykia, the Peleset from Crete (who later became the Philistines), and the Sheklesh from Sicily. The Ekwesh may have been Achaians and the Teresh may have come from northern Syria. The Denyen and Tjekker dressed like Peleset 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. References: *Armies of the Ancient Near East* N. Stillman & N. Tallis, *The End of the Bronze Age* R. Drews.

**I/28 Sea-Peoples' Army: 1 x General (in chariot (LCh) or on foot (Bd)), 8 x chieftains & warriors (Bd),
3 x Sheklesh or Teresh javelinmen (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 "Peleset" 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: 1 x General (in chariot (LCh) or on foot (Bd)), 1 x charioteers (LCh),
6 x swordsmen (Bd), 2 x javelinmen (Ax), 2 x slingers or archers (Ps)**

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

**I/29b Later Philistine Army 1099-600 BC: 1 x General (in chariot (LCh) or on foot (Bd)), 1 x charioteer (LCh),
6 x spearmen (Sp), 2 x javelinmen (Ax), 2 x slingers or archers (Ps)**

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 (Bd). There are many depictions of shieldless warriors, probably with light body armour, riding horses. Foot are shown with javelins 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: 1 x General (LCh), 1 x cavalry (Cv), 4 x warriors (Bd),
4 x warriors (Ax), 2 x archers or javelinmen (Ps)**

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

The Chariot Period.

I/30b Greek Army 900-725 BC: 1 x General (in chariot (LCh) or on horseback (Cv)), 1 x cavalry (Cv),
Enemies: I/30b, I/31b, I/33b, I/35b, I/40. **7 x warriors (Ax), 3 x archers or javelinmen (Ps)**

I/30c Greek Army 724-650 BC: 1 x General (Cv), 1 x cavalry (Cv), 7 x warriors (all Sp or all Ax),
Enemies: I/30c, I/31b, I/33b, I/35b, I/35c, I/40, I/43a, I/48, I/50, I/52a. **3 x archers or javelinmen (Ps)**

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

This list covers the Aramaean and Neo-Hittite successor kingdoms of 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: 1 x General (in chariot (LCh) or on foot (Bw)),
5 x militia spearmen (Ax), 3 x militia archers (Bw or Ps), 3 x militia slingers (Ps)

Enemies: I/4c, I/4d, I/6a, I/6b, I/6c, 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: 1 x General (in chariot (LCh or HCh) or on foot (Bw)),
1 x charioteers (LCh), 1 x regular spearmen (Ax or Sp), 4 x militia spearmen (Ax), 2 x militia archers (Bw or Ps),
Allies: I/34b and/or I/35b. **3 x militia slingers (Ps)**

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

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. The general and his nobles rode in 3-man 4-horse chariots. Many of the foot were armed with a short dagger-axe and shield or spear and shield, others were archers.

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

I/32a Western Chou Army 1100-701 BC: 1 x General (HCh), 1 x nobles (HCh), 4 x axemen (Bd), 3 x archers (Bw),
2 x spearmen (Ax), 1 x archers (Ps)

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

I/32b Wu or Yueh Chinese Army 584-480 BC: 1 x General (HCh), 1 x nobles (HCh), 1 x axemen (Bd), 2 x archers
(Bw), 4 x infantry (all spearmen (Sp) or all axemen (Bd)), 2 x spearmen (Wb or Sp or Bd), 1 x archers (Ps)

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

I/32c Other Chinese Armies 700-480 BC: 1 x General (HCh), 3 x nobles (HCh), 1 x axemen (Bd),
4 x infantry (all spearmen (Sp) or all axemen (Bd)), 2 x archers (Bw), 1 x archers (Ps)

Aggression: 0 Enemies: I/14d, I/14f, I/14g, I/32b, I/32c, I/43a, I/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: *Greece and Rome at War* Peter Connolly

I/33a Early Villanovan Italian Army 1000-801 BC: 1 x General (on horseback (Cv) or in chariot (LCh)),
Enemies: I/14d, I/33a, I/36a, I/36d **11 x spearmen (Wb)**

I/33b Later Villanovan Italian Army 800-650 BC: 1 x General (on horseback (Cv) or in chariot (LCh)),
1 x cavalry (Cv), 5 x spearmen (Wb), 4 x javelinmen (Ax), 1 x mixed archers & slingers (Ps)

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

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.

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/34a Later Hebrew Army 1000-969 BC: 1 x General (LCh), 7 x spearmen(Ax), 1 x spearmen (Ax or Sp),

Enemies: I/6a, I/6b, I/25a, I/29b, I/31a. **3 x archers or slingers (Ps)**

The Chariot Period.

**I/34b Later Hebrew Army 968-800 BC: 1 x General (LCh), 1 x charioteers (LCh),
1 x (charioteers (LCh) or spearmen (Ax)), 7 x spearmen (Ax), 2 x archers or slingers (Ps)**
Enemies: I/6a, I/6b, I/25a, I/25b, I/29b, I/31a, I/31b, I/38. Allies: I/31b and/or I/35b and/or I/34b (Israel & Judah)

**I/34c Later Hebrew Army 799-587 BC: 1 x General (HCh), 1 x charioteers (HCh), 7 x spearmen (Ax),
1 x (charioteers (HCh) or spearmen (Ax)), 2 x archers or slingers (Ps)**
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/29b or I/35bc or I/38 or I/46a or I/46b or I/53.

I/35 CYPRIOT & PHOENICIAN 1000 BC-332 BC

This list covers Cyprus until the end of Evagoras' 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 Mycenaeans, Sea Peoples, Dorian Greeks and Phoenicians. It was tributary to Assyria, Egypt and Persia and Evagoras 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: 1 x General (LCh), 1 x charioteers (LCh), 6 x spearmen (Ax),
4 x archers, slingers or javelinmen (Ps)**
Enemies: I/29b, I/30a, I/31a, I/35a, I/36b

**I/35b Cypriot or Phoenician Army 900-666 BC: 1 x General (HCh), 1 x charioteers (HCh), 1 x cavalry (Cv),
6 x spearmen (Ax), 3 x archers, slingers or javelinmen (Ps)**
Enemies: I/7b, I/25b, I/29b, I/30b, I/30c, I/31b, I/36b, I/45. Allies: I/30c.

**I/35c Cypriot or Phoenician Army 665-490 BC: 1 x General (in chariot (HCh) or on foot (Sp)),
1 x charioteers (HCh), 1 x cavalry (Cv), 6 x spearmen (Ax or Sp), 3 x archers, slingers or javelinmen (Ps)**
Enemies: I/29b, I/30c, I/36b, I/41b, 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: 1 x General (on horseback (Cv) or on foot (Sp)), 1 x cavalry (Cv),
7 x spearmen (Sp or Ax), 2 x archers (Ps or Bw), 1 x slingers or javelinmen (Ps)**
Enemies: I/60a, I/60c, II/7, II/12. Allies: I/52g or II/5i

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. Slingshot 102, 103, 122, *Greece and Rome at War* Peter Connolly

I/36a Samnite, Umbrian, Hernician or Ligurian Armies: 1 x General (on foot (Ax) or on horseback (Cv)), 1 x skirmishers (Ps), 10 x infantry (Wb)
Enemies = I/33a, I/33b, I/36a, I/36d, 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
Ally: I/55c

**I/36b Sardinian Army 700BC – 124BC: 1 x General (on foot (Ax) or in chariot (LCh)), 8 x infantry (Ax),
3 x archers (Bw or Ps)**
Enemies: I/35a, I/35b, I/35c, I/61a, I/61b, II/32a, II/33. Allies I/35b or I/35c or II/32a

**I/36c Sicel Army 480-380BC: 1 x General (on foot (Ax or Sp) or on horseback (Cv)), 5 x infantry (Ax or Sp),
5 x (Ax), 1 x skirmishers (Ps)**
Enemies: I/52i, I/61a, I/61b, II/5h, II/9. Allies I/52i or I/61b

**I/36d Armies of other Italian Hill Tribes: 1 x General (on foot (Ax) or on horseback (Cv)), 1 x skirmishers (Ps),
10 x infantry (all Ax or all Wb)**
Enemies = I/33a, I/33b, I/36a, I/36d, 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
Ally: I/55c

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 Mannaia, Zamua, Kumme, later Nairi lands south of Lake Van, Shubria, Hubushkia, and Musasir. After 710 BC it also covers fragments of Kappadokia and Kilikia. In the early period they used 2-horse 2-crew chariots along with cavalry, spearmen and archers. Later on they changed to 4-horse 3-crew heavy chariots.

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: 1 x General (LCh), 2 x cavalry (Cv), 5 x spearmen (Ax),
4 x archers (Ps or Bw)**

The Chariot Period.

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

I/37b Taurus or Zagros Highland Army 749-610 BC: 1 x General (HCh), 1 x cavalry (Cv), 1 x cavalry (Cv or LH), 5 x spearmen (Ax), 4 x archers (Ps or Bw)

Enemies: I/25b, I/37b, I/39b, I/40, I/41a, I/42, I/43a, I/44a, I/45, I/51.

Allies: (I/39b and/or I/41abc) or (I/43a and/or (I/45 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 kingdom in the south, taken over by the Kushites. The northern kingdom fell under the control of Libyan dynasties and this list covers their armies. The Libyan warriors of the Libu and Meshwesh tribes were the mainstay of the arm, but the armies also included others. By now the Egyptian infantry had abandoned their old shields and were carrying round shield and some wore a linen corselet and were either bare-headed or crested helmet without nose guard or cheek pieces. Some of these were armed with a spear and short sword and are assumed to be the Shardana royal guard. The unarmoured foot with round shields are usually armed with either javelins or spears.

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

I/38 Libyan Egyptian Army: 1 x General (in chariot (LCh) or on horseback (Cv)), 2 x charioteers (LCh), 1 x Shardana royal guard (Bd) or cavalry (Cv), 1 x Egyptian infantry (Ax), 1 x Egyptian archers (Bw), 3 x Meshwesh (Wb), 2 x Libu, Palestinian or Bedouin javelinmen (Ax or Ps), 1 x Nubian or Libu archers (Ps)

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. In the early period, they used 2-horse 2-crew chariots but changed to 4-horse 3-crew chariots in the later period. They had large numbers of provincial troops, both infantry and cavalry.

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

I/39a Urartian Army 880-765 BC: 1 x General (LCh), 1 x charioteers (LCh), 1 x provincial cavalry (Cv), 5 x provincial infantry (Ax), 4 x provincial infantry (Ax or Ps)

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

I/39b Urartian Army 764-585 BC: 1 x General (HCh), (1 x provincial infantry (Ax) + 1 x provincial cavalry (Cv) or (1 x royal charioteers (HCh) + 1 x royal kallapu cavalry (Cv)), 1 x cavalry (Cv or LH), 4 x provincial infantry (Ax), 3 x provincial infantry (Ax or Ps), 1 x reserves (Ax or Hd)

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

Allies: I/37a and/or I/37b and/or I/41a and/or (I/31b or I/43a)

I/40 PHRYGIAN 951 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: 1 x General (LCh), 1 x javelinmen (on foot (Ax) or in chariots (LCh)), 1 x cavalry (Cv), 7 x spearmen (Ax), 2 x archers, slingers or javelinmen (Ps)

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

I/41a Medes, Zikirtu, Andia or Parsua Army 835-621 BC: 1 x General (in chariot (LCh) or on horseback (Cv)), 4 x cavalry (Cv), 4 x spearmen (Ax), 3 x archers (Ps)

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 Median Army 620-550 BC: 1 x General (in chariot (LCh) or on horseback (Cv)), 3 x cavalry (Cv), 1 x (Kaspian horsemen (LH) or Armenians (Ax) or cavalry (Cv)), 3 x spearmen (Sp), 2 x archers (Bw), 1 x (spearmen (Sp) or Parthians (Bw)), 1 x Kaspians or Parikanians (Ps)

Enemies: I/35c, I/37b, I/39b, I/41b, 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. Their archers are always depicted as unarmoured and shieldless, but an Assyrian source referred to "men of the bow and the shield". The kallapani were troops on fast carts which were used to move archers close to the enemy. The only depiction of an Elamite king shows him riding on a 4-horse kallapani cart along with a driver and one of his sons, armed with bows.

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

I/42 Neo-Elamite Army: 1 x General (in chariot (HCh) or kallapani (LCh//Bw)), 2 x kallapani (LCh//Bw), 1 x cavalry (LH), 7 x archers (Bw), 1 x (spearmen (Ax) or archers (Bw or Ps))

Enemies = I/21b, 25b, 37ab, 41ab, 43a, 44a, 45, 51. Allies = I/6b 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. "Hu" was a general term for the early mounted tribes of the Chinese border such as the Tung-hu or Donghu. They all had large numbers of horse-archers and also used some subject tribesmen in their armies.

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: 1 x General (Cv or LH), 8 x horse archers (LH), 3 x horse archers (LH) or (2 x archers or slingers (Ps) + 1 x subject tribesmen (Hd or Ax))

Enemies: I/14d, I/14e, I/23b, I/30c, I/32c, I/37b, I/40, I/41a, I/42, I/43a, I/43c, 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/5i

I/43b Skythian or early Hu Army 300 BC-70 AD: 1 x General (Kn), 1 x noble cavalry (Kn or LH),

7 x horse archers (LH), 3 x horse archers (LH) or (2 x archers or slingers (Ps) + 1 x subject tribesmen (Hd or Ax))

Enemies: I/43b, I/43c, 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/41a, II/46a, II/46b, II/48 Allies: I/14b, II/19d

I/43c Massagetae Army 550-150 BC: 1 x General (Cv), 1 x noble cavalry (Cv), 7 x horse archers (LH),

Ally: II/2 2 x archers (Bw), 1 x subject tribesmen (Ax or Hd)

Enemies I/23b, I/43a, I/43b, I/60a, I/60c, II/2, II/7, II/24, II/26, II/36a, II/37

I/44 NEO-BABYLONIAN 746-589 BC, 522-521 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. Their heavy chariots had 4-horses and 3-crew. Babylonian cavalry in Assyrian reliefs are apparently unarmoured and do not have felt trappings. Their infantry used long shields, similar to those used by Assyrians, but it is uncertain which army had them first.

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

I/44a Early Neo-Babylonian Army 746-589 BC: 1 x General (HCh), 1 x Qurbuti guards (HCh), 2 x cavalry (Cv), 1 x spearmen (Ax or Sp), 7 x Chaldean, Aramaean or militia archers (Bw)

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

I/44b Later Neo-Babylonian Army 522-521 or 482 BC: 1 x General (HCh), 1 x guard charioteers (HCh), 2 x cavalry (Cv), 1 x spearmen (Sp or Ax), 1 x infantry (guard (Ax) or militia (Bw)),

2 x (archers (Bw or Ps) or levies (Hd)), 4 x Chaldean, Aramaean or militia archers (Bw)

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

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

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 large numbers of chariots were confirmed by surviving muster lists. The armoured spearmen with conical shields (Ax) are assumed to be the guard infantry while those with flat round shields (also Ax) are assumed to be the line infantry (kisir sharruti).

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

I/45 Neo-Assyrian imperial army: 1 x General (HCh), 3 x charioteers (HCh), 2 x cavalry (Cv), 2 x kisir sharruti (Ax), 2 x tribal levies with bow, sling or javelin (Ps), 2 x (guard infantry (Ax) or armoured slingers (Ps) or levies (Hd))

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

Note: Allies I/31b and/or I/38 cannot be used with I/40 and/or I/35b.

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 eventually founded the kingdom of Meroe around 593 BC (see list I/58). Assyrian reliefs showed charioteers, archers and other infantry as mostly unarmoured and carrying pairs of javelins and smallish round shields. Nubian royal monuments show large numbers of ridden horses.

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: 1 x General (LCh or HCh), 1 x charioteers (LCh or HCh), 2 x cavalry (Cv), 2 x javelinmen (Ax), 4 x archers (Ps or Bw), 2 x slingers (Ps)

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

I/46b Later Kushite Egyptian Army 727-593 BC: 1 x General (LCh or HCh), 1 x charioteers (LCh or HCh), 2 x cavalry (Cv), 2 x javelinmen (Ax), 2 x archers (Ps or Bw), (2 x archers (Ps or Bw) + 2 x slingers (Ps)) or (2 x Meshwesh militia (Sp) + 1 x javelinmen (Ax or Ps) + 1 x slingers (Ps))

Enemies: I/6a, I/6b, I/7b, I/7c, I/29b, I/34c, I/38, I/45, I/51, I/53

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: 1 x General (on horseback (LH) or on foot (Ax)), 9 x warriors (all Ax or all Ps), 2 x archers, slingers or javelinmen (Ps)

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 or II/33

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: 1 x General (Cv), 3 x (horsemen (LH) or Peltasts (Ax)), 6 x Peltasts (Ax), 2 x archers or slingers (Ps)

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 often-rebellious Chinese province and later became independent.

Its "Lac lords" and their warriors fought with "boot-shaped" axes, spears, bows and crossbows. Nan-Yueh was a kingdom founded by an ex-Ch'in official based in south China but including Vietnam. It would have introduced the Chinese military methods. War-elephants were first mentioned in connection with a revolt in 248 AD. The hill-tribes were distinguished from the lowland tribes at this period and hill-tribes did not use elephants.

Terrain Type: Tropical. Aggression: 1. Reference: *The Birth of Vietnam* K.W.Taylor.

I/49a Van-lang or Au Lac Vietnamese Army 700-207 BC: 1 x General (Wb), 4 x axemen & spearmen (Wb), 3 x archers (Bw or Cb), 1 x hill tribesmen (Ax), 3 x unshielded spearmen (Ps)

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

I/49b Nan-Yueh Vietnamese Army 206-111 BC: 1 x General (HCh), 1 x ex-Ch'in spearmen (Bd), 1 x ex-Ch'in axemen (Ax), 3 x axemen & spearmen (Wb), 4 x archers (2xBw & 2xCb), 2 x skirmishers (Ps)

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

I/49c Early Vietnamese Army 135-247 AD: 1 x General (Cv), 2 x Chinese-style infantry (Ax or Bd), 2 x archers (Cb or Ps), 3 x axemen & spearmen (Wb), 2 x archers (Bw), 2 x skirmishers (Ps)

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

I/49d Early Vietnamese Army 248-938 AD: 1 x General (lowland (El) or hill tribes (Bd)), 2 x infantry (Ax or Bd), 2 x archers (Cb or Ps), 3 x axemen & spearmen (Wb), 2 x archers (Bw), 2 x skirmishers (Ps)

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. The Lydian cavalry (equipped with a long spear) were renowned as excellent horsemen. They also used large numbers of mercenary and provincial troops from the surrounding area.

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

I/50 Lydian Army: 1 x General (in chariot (LCh) or on horseback (Kn)), 2 x Lydian heavy cavalry (Kn), 2 x Phrygian light horse (LH), 4 x pre-hoplite spearmen (Sp or Ax), 3 x javelinmen, archers or slingers (Ps)

Enemies = I/30c, I/40, I/41b, 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 conical shield carried by guardsmen was gradually replaced by a long paviselike conical shield and use of this later spread to some other spearmen and archers. Other unarmoured spearmen continued to carry the small round shield and, since they were armed with javelins, they are classed as Ax. Some archer units were twinned with the long-shield spearmen, but there is no evidence for combined units. The Elamaya (probably Elamites) were archers and some other foreign regiments (of spearmen) were recruited into the footguards.

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

I/51. Later Sargonid Assyrian Army: 1 x General (HCh), 1 x charioteers (HCh), 2 x armoured cavalry (Cv), 1 x footguards (Sp), 1 x Elamaya (Bw), 2 x spearmen (Ax), 2 x armoured slingers (Ps), 1 x (long-shield spearmen & archers (Sp or Bw) or levies (Hd)), 1 x round shield spearmen & archers (Ax or Ps) or levies (Hd)

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

Allies: I/6b or I/29b or I/37b or I/41a 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 680B/C-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. The hoplites (classed as Sp) had a large shield and long spear. They were supported by skirmishers or "psiloi" (the Greek term for skirmishers) who were a mixture of slingers, archers and javelinmen.

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

References: *Slingshot* 96, 97, 98, 100, 101, 102, *Greece and Rome at War* Peter Connolly

I/52a Argive Hoplite Army 669-449 BC: 1 x General (Sp), 9 x hoplites (Sp), 2 x psiloi (Ps)

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

I/52b Spartan Hoplite Army 668-449 BC: 1 x General (Sp), 10 x hoplites (Sp), 1 x perioikoi (Sp or Hd)

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

I/52c Thessalian Hoplite Army 668-449 BC: 1 x General (mounted (Cv) or on foot (Sp)), 3 x light horse (LH), 4 x hoplites (Sp), 4 x psiloi (Ps)

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

I/52d Theban Hoplite Army 668-449 BC: 1 x General (Sp), 1 x cavalry (Cv), 9 x hoplites (Sp), 1 x psiloi (Ps)

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: 1 x General (Sp), 9 x hoplites (Sp), 2 x psiloi (Ps)

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

I/52f Later Athenian Hoplite Army 540-449 BC: 1 x General (Sp), 7 x hoplites (Sp),

1 x (Thessalians (Cv or LH) or hoplites (Sp)), 1 x Thracians (Ps), 1 x allies (Ax or Sp), 1 x archers (Ps or Bw)

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

I/52g Asiatic Greek Hoplite Army 668-449 BC: 1 x General (Cv), 1 x cavalry (Cv), 9 x hoplites (Sp), 1 x psiloi (Ps)

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

I/52h Aitolian or Akarnanian Hoplite Army 668-449 BC: 1 x General (Sp), 3 x hoplites (Sp), 8 x psiloi (Ps)

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

I/52i Italiot or Siciliot Hoplite Army 668-449 BC: 1 x General (Cv), 1 x cavalry (Cv or LH), 4 x hoplites (Sp), 4 x allies (all hoplites (Sp) or all Sicels (Ax)), 2 x psiloi (Ps)

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

I/52j Other Hoplite Army: 1 x General (mounted (Cv) or on foot (Sp)), 9 x hoplites (Sp),

Terrain Type Arable, Hilly or Littoral. Enemies? **2 x (hoplites (Sp) or psiloi (Ps))**

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: 1 x General (in chariot (HCh) or on horseback (Cv)), 1 x Egyptian light horse (LH),

6 x guard & levy spearmen (Sp), 2 x guard & levy archers (Bw), 1 x javelinmen (Ax or Ps), 1 x Nubian archers (Ps)

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, II/7.

Allies: I/7c 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 army relied on its noble cavalry. A coin of Alexander I shows a cavalryman in petasos, hat and cloak carrying two very long spears and riding an unarmoured horse. The infantry were mostly armed with javelins and wicker shields.

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

I/54 Early Macedonian Army: (1 x General + 1 x companions) (all Kn or all Cv), 2 x (hoplites (Sp) or levy (Ax)), 6 x hoplites (Ax), 2 x Nubian archers or Libyan javelinmen (Ps)

Enemies: I/47, I/48, I/52c, I/60a, I/63, II/5a, II/5b, II/5d, II/5i. Allies: I/47 or II/5d or II/5a(Spartans - not with Illyrians)

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: 1 x General (in chariot (LCh) or on horseback (Cv)), 2 x cavalry (Cv), 6 x hoplites (Sp), 1 x (axemen (Bd) or spearmen (Sp)), 2 x slingers, archers or javelinmen (Ps)
Enemies: I/36a, I/36d, I/52i, I/55a, I/55b, I/55c, I/55d, I/55e.

I/55b Roman Army 650-578 BC: 1 x General (in chariot (LCh) or on horseback (Cv)), 1 x cavalry (Cv), 8 x hoplites (Sp), 2 x slingers, archers or javelinmen (Ps)
Enemies: I/36a, I/36d, I/52i, I/55a, I/55c, I/55d, I/55e, I/57a.

I/55c Latin Army 650-400 BC: 1 x General (in chariot (LCh) or on horseback (Cv)), 1 x cavalry (Cv), 7 x hoplites (Sp), 1x(Sp or Ps), 2x slingers, archers or javelinmen (Ps)
Enemies: I/36a, I/36d, I/52i, I/55a, I/55b, I/55c, I/57a, I/59. Allies: I/36 or I/52i.

I/55d Latin Army 399-338 BC: 1 x General (Cv), 1 x cavalry (Cv), 2 x hastati (Bd), 4 x principes & triarii (Sp), 4x leves (Ps)
Enemies: I/36a, I/36d, I/55a, I/55b, I/55c, 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: 1 x General (in chariot (LCh) or on horseback (Cv)), 1 x cavalry (Cv), 2 x spearmen (Sp), 6 x spearmen (Ax), 2x slingers, archers or javelinmen (Ps)
Enemies: I/36a, I/36d, 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 he 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: 1 x General (in chariot (LCh) or on horseback (Cv) or on foot (Sp)), 2 x hoplites (in chariots (LCh) or on foot (Sp)), 6 x hoplites (Sp), 3 x archers, slingers or javelinmen (Ps)
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: 1 x General (on horseback (Cv or Kn) or on foot (Sp)), 2 x (Macedonians (Pk) or mercenary peltasts (Ax) or hoplites (Sp)), 6 x hoplites (Sp), 3 x archers, slingers or javelinmen (Ps)
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. The backbone of the army may have been a core of armoured Greek-style hoplites who were supplemented by larger number of spearmen without body armour but carrying a large oval shield (scutum). They also had special units of armoured men with two-handed axes used to break through an enemy line.

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

I/57a Etruscan League Army 600-400BC: 1 x General (Cv), 1 x cavalry (Cv), 1 x (axemen (Bd) or hoplites (Sp)), 7 x hoplites (Sp), 1 x archers or slingers (Ps), 1 x (peasant militia (Hd) or javelinmen (Ps))
Enemies: I/36a, I/36d, 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: 1 x General (Cv), 1 x cavalry (Cv), 2 x axemen (Bd), 2 x hoplites (Bd or Sp) 4 x hoplites (Sp), 1 x archers or slingers (Ps), 1 x (peasant militia (Hd) or javelinmen (Ps))
Enemies: I/36a, I/36d, I/55d, I/55e, II/8a, II/8b, II/8c, II/9, II/10, II/11, II/13.
Allies: I/36 or I/55c or I/55d or I/55e 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, the Kushite 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.

Note: in BBDBA games, only one elephant is allowed.

Terrain Type: Dry or Littoral (river Nile). Aggression: 1. Meroe: a civilisation of the Sudan P.L.Shinnie

I/58 Meroitic Kushite Army: 1 x General (mounted (Cv or El) or on foot (Bw)), 3 x Meroitic archers (Bw), 5 x tribal spearmen (Sp), 2 x tribal axemen & swordsmen (Bd), 1 x tribal archers (Ps)

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. The equites were centrally equipped but the militia were unpaid, but organised into centuries by class. The first class (Sp) were equipped as hoplites with body armour and round shields. The second & third classes were also classed as Sp but were unarmoured and carried an oval scutum. The fourth class (Ax) were described as having spear and javelins and may have carried shields. The fifth class (Ps) were armed with slings and javelins.

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

I/59 Tullian Roman Army: 1 x General (on horseback (Cv) or on foot (Sp)), 1 x equites (Cv), 7 x militia (Sp), 1 x militia (Ax), 2 x militia (Ax or Ps)

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

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. **Should Immortal/sparabara archers be double-based?**

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

I/60a Achaemenid Army 550-547 BC: 1 x General (in chariot (LCh) or on horseback (Cv)), 1 x cavalry (Cv), 1 x cavalry (Cv or LH), 5 x sparabara (Bw), 1 x Armenians (Ax), 1 x (archers (Ps) or spearmen (Sp), 1 x archers (Ps), 1 x levies (Hd or Bw)

Enemies: I/6a, I/6b, I/7c, I/8b, I/23b, I/35c, I/35d, I/41b, I/43a, I/43c, 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/41b or I/43a or I/62

I/60b Cyrus' Army 546-540 BC: 1 x General (Cv), 1 x cavalry (Cv), 1 x expendable scythed chariot (SCh), 1 x mobile tower (WWg), 1 x camelry (Cm), 5 x sparabara (Bw), 1 x Armenians (Ax), 1 x archers (Ps)

Enemies: I/50.

I/60c Achaemenid Army 539-420 BC: 1 x General (in chariot (LCh) or on horseback (Cv)), 1 x cavalry (Cv), 1 x cavalry (Cv or LH), 4 x archers (Bw or Ps), 1 x allies (Bw or Ps or Ax), 2 x allies (Bw or Ax), 1 x Armenians (Ax), 2 x archers (Ps), 1 x allies (Hd or Ps)

Enemies: I/6a, I/6b, I/7c, I/8b, I/23b, I/35d, I/43a, I/43c, 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 (Dido). 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 Pyrrus of Epiros.

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

Note: in BBDBA, only the C-in-C may be Sp (commanding the Sacred Band).

I/61a Early Carthaginian Army 550-341BC: 1 x General (mounted (HCh or Cv) or on foot (Sp)), 1 x charioteers (HCh), 1 x cavalry (Cv), 4 x citizen infantry & African spearmen (Sp), 2 x spearmen (African (Sp) or Spanish (Ax)), 1 x javelinmen (Ax), 2 x slingers or archers (Ps)

Enemies: I/7c, I/36b, I/36c, I/52i, I/56a. Allies: I/7c or I/52i or II/5h. Ally: I/36c

I/61b Early Carthaginian Army 340-275BC: 1 x General (mounted (HCh or Cv) or on foot (Sp)), 1 x charioteers (HCh), 1 x cavalry (Cv), 1 x (Numidians (LH) or Spanish (Ax)), 2 x spearmen (Sp), 2 x (spearmen (Sp) or javelinmen (Ax)), 1 x javelinmen (Ax), 1 x Gallic infantry (Wb), 2 x slingers or archers (Ps)

Enemies: I/7c, I/36b, I/36c, I/56b, II/5h, II/9, II/27b. Allies: I/36c or II/5h or II/40

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. Lightly-armoured Lykian soldiers of the period are often depicted fighting alongside hoplites. The Karaburan tumulus shows an unarmoured foot-soldier with javelin and hoplon. The Tryson heroon (circa 383 BC) shows Lykina infantry with helmets, hoplon shields and drepana (the drapanon was a vicious scythe-like sword used one-handed). Herodotus says the drepanon was a typical Lykian weapon.

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

I/62 Lykian Army: 1 x General (in chariot (LCh) or on horseback (Cv)), 4 x warriors (Ax), 4 x (warriors (Ax) or hoplites (Sp)), 1 x (warriors (Ax) or Drepanon warriors (Bd)), 2 x archers or peasants (Ps)

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

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: 1 x General (on horseback (LH) or on foot (Ax)), 1 x cavalry (LH), 8 x (hypaspists (Ax) or warriors (Ps)), 2 x slingers or archers (Ps)

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: Hilly. References: *Slingshot* 200, 251, 252.

I/64a. Yayoi culture Japanese Army 500 BC - 274 AD: 1 x General (Bw or Bd or Ax), 3 x dagger-axe men (Bd), 1 x spearmen (Ax), 2 x spearmen (Ax or Pk), 5 x (archers (Bw) or slingers (Ps))

Aggression: 1. Enemies I/64a.

I/64b Kofun culture Japanese Army 275 AD - 407 AD: 1 x General (Bw), 7 x archers (Bw), 4 x spearmen (all Sp or all Pk)

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

I/64c Kofun culture 408 - 500 AD: 1 x General (on foot (Bw) or mounted (Cv or Kn)), 7 x archers (Bw), 4 x spearmen (all Sp or all Pk)

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